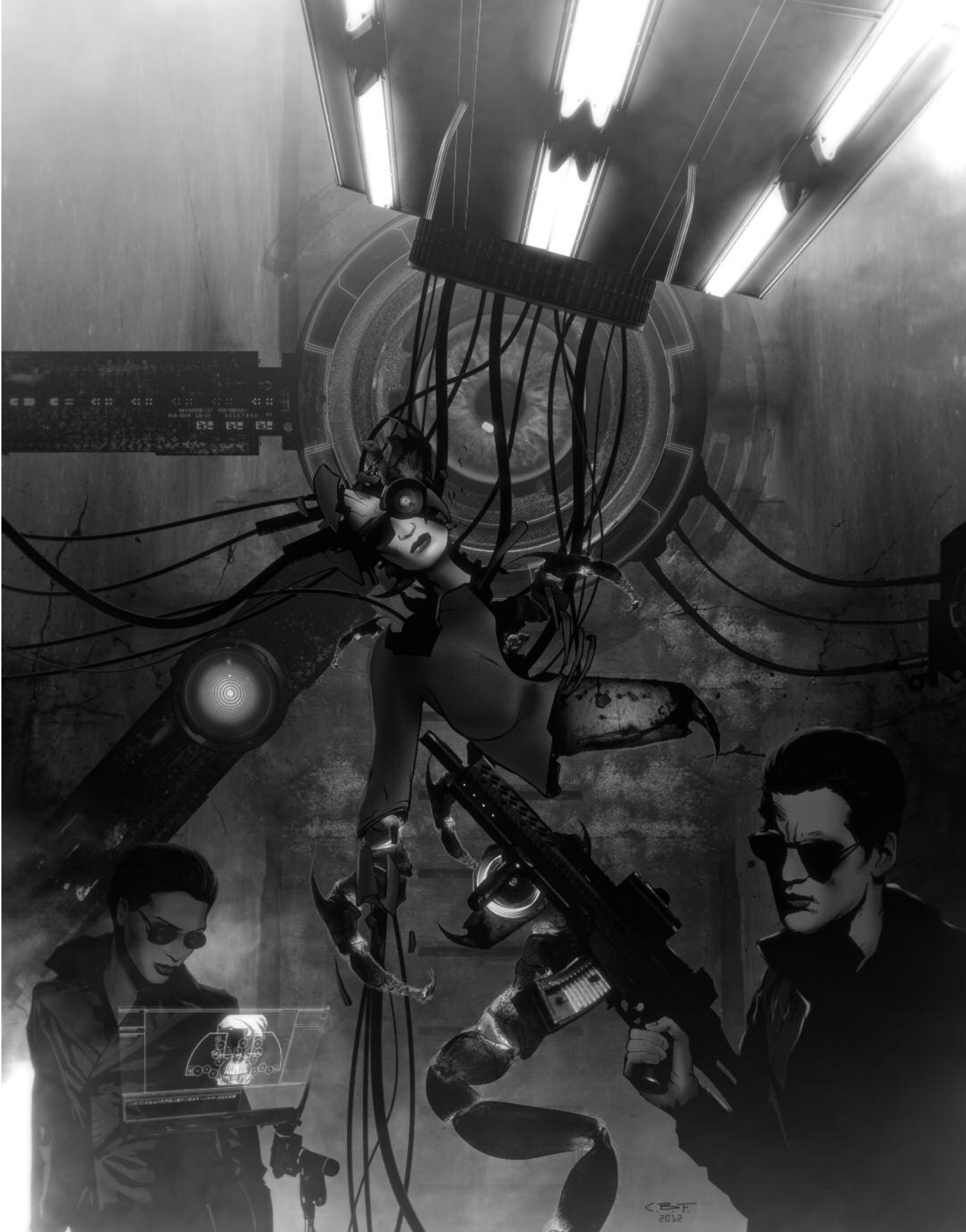


CONSPIRACY X



**THE CONSPIRACIES
SOURCEBOOK**



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CONSPIRACY



The Conspiracies Sourcebook

Conspiracy X – Second Edition (Unisystem)

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Dedicated to June Chapman (1930-2012)

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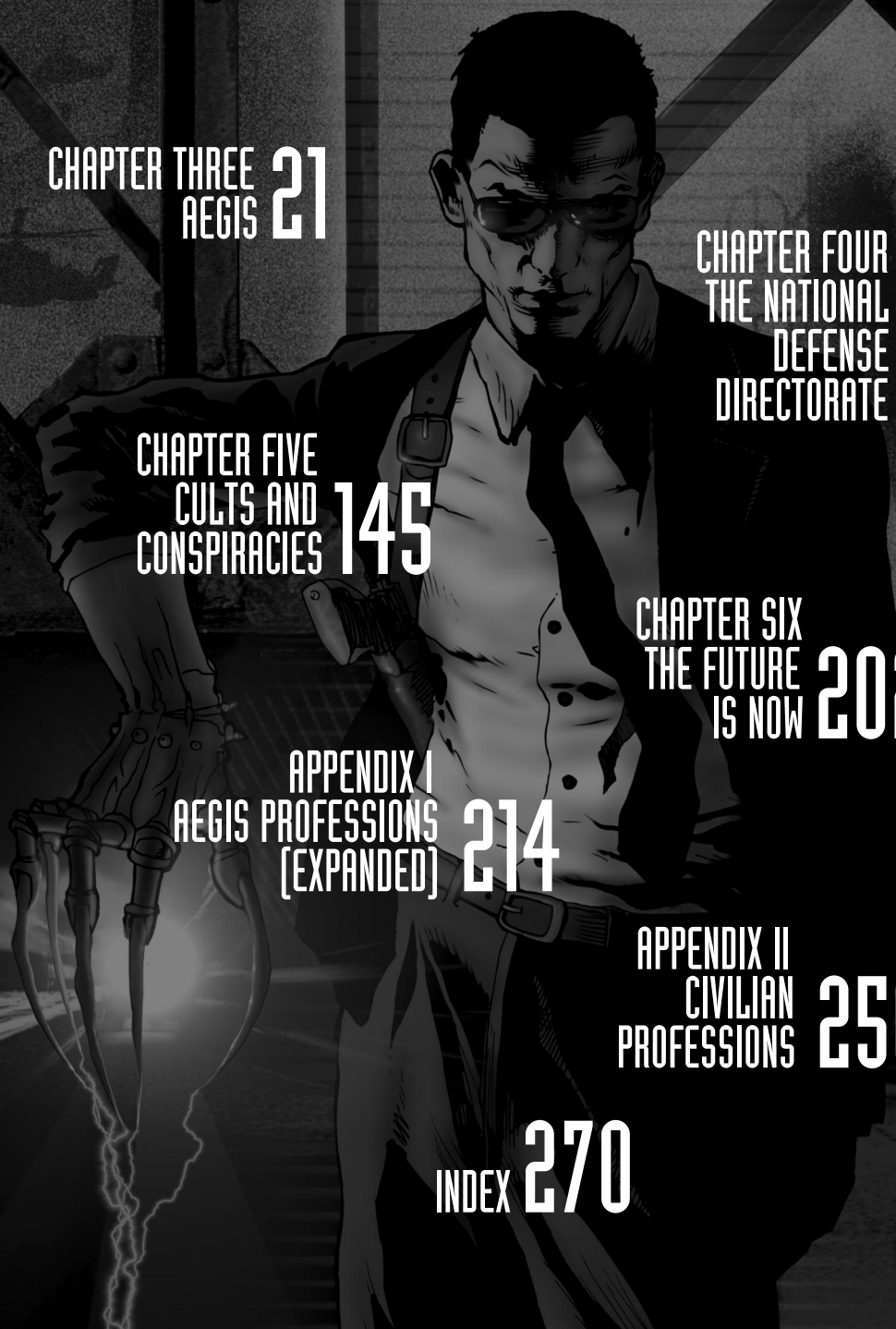
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Conspiracies vs. Secret Societies

Within every society are groups that have their own agendas. Sometimes those groups are well known, but usually they are hidden in the shadows. Group members often share common motivations, but this is not always the case. Under pressure, a larger group may splinter into smaller groups. It is within the context of secret societies that individuals look for ways to obtain information, power, control, or whatever leverage brings them closer to their goals. By understanding a group's overall philosophy, it is possible to determine what kinds of events its members are likely to become involved with and what kinds of situations will draw their attention, much like individual Cells in Aegis.



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Nature of Conspiracies

Conspiracies provide some kind of understanding, an especially desirable idea in today's overwhelming information age. At its heart, a conspiracy holds together a number of paradoxes, such as the fact that once it has done its job it no longer needs to exist. If this conspiracy is the lifeblood and paycheck of numerous individuals, they have a vested interest in insuring that new, better, and deadlier opponents arrive on the scene.

Nuclear war constitutes the central hub of such an invisible core. The military and industrial complex around it exists only because of the idea of such a war, but its existence also depends on avoiding that war. In much the same way, a religion might depend on a messiah, but the actual arrival of the messiah would mean the religion's end. Similarly, a counterconspiracy needs its enemy conspiracy both psychologically and factually to keep its coherence. It is not necessary for such a conspiracy to actually exist, as long as it can be perceived behind the machinations of the state to dispose of the counterconspiracy.

Incorporating Secret Societies

There are many ways to introduce or include secret societies in a *Conspiracy X* campaign. Individual Aegis or NDD agents may be members of secret societies with their own agendas and expectations, or an entire Cell or group may be attempting to infiltrate a secret organization to determine its intent. Entire organizations or individual group members may be used as allies, enemies, or interference. Another possibility is to run an entire campaign based around a secret organization, pursuing its own goals and uncovering information. Obviously, other agencies and groups would prefer this information be kept secret, and so it is inevitable that some type of competition will develop, perhaps on a smaller, but similarly intense, scale than the Aegis-NDD struggle.

Chapter One

Briefing

Disclaimer

The world of *Conspiracy X* is based on historic and contemporary events, persons, and groups. The secret of a good *Conspiracy X* campaign is weaving “real” events as seamlessly as possible into the story line so that the players cannot be sure what is true and what is deception. Heightened paranoia is central to the experience.

When this book, or any other *Conspiracy X* publication, uses names and details taken from history or contemporary affairs, all such references are fictional or satirical. *Conspiracy X* is intended solely as a game and not as a source of the “truth.” Nothing in this book is intended to degrade or impugn these people or groups, nor does this book purport to reveal true secretive information about them. In fact, Eden Studios and the authors would like to publicly disclaim any “inside” knowledge and assure any MiBs and Aegis operatives out there that there is no reason to look into the matter any further. Honest!

CHAPTER SUMMARY

Chapter One: Briefing contains these opening remarks as well as a guide to how to use this book.

Chapter Two: The True History finally reveals the history of The Watch and the split that resulted in the creation of Aegis and the National Defense Directorate. The truth is possibly more disturbing than initially thought.

Chapter Three: Aegis gives the Chronicler more background information on Aegis benefits that their “parent Cells” can provide. This chapter also presents a detailed overview of Area 51 and the various divisions at work at the core of the conspiracy.

Chapter Four: The National Defense Directorate provides additional information on the National Defense Directorate or “Black Book”, allowing Cast Member NDD agents for Chroniclers who wish to play with the NDD as the “heroes” of the game.

Chapter Five: Cults and Conspiracies provides the Chronicler with rules for creating her own conspiratorial groups and cults, and a wealth of example organizations that can be plugged into the game.

Chapter Six: The Future Is Now introduces a new level to the *Conspiracy X* setting, where the agent’s perception of the battle for humanity may be radically altered by the extreme experimentation of Aegis’ R&D. Who can you trust, if you can’t trust your own mind?

Appendix The final section presents an expanded look at the Aegis Professions presented in the core rulebook, as well as a host of new Civilian Professions that may be used in a typical Aegis game, or even as civilian investigators into the paranormal.

HOW TO USE THIS BOOK

In a game called *Conspiracy X*, conspiracies are an essential part of the world. This book provides the Chronicler with various levels of involvement. Chroniclers may use or discard any of the information here. Some of the material presented within these pages could originally be found in two of the books for the original *Conspiracy X: Sub Rosa: The Conspiracy Creation Sourcebook* and *The Hand Unseen: The Black Book Sourcebook*. The game stats have been modified and updated to the new game system, **Unisystem**, and we have also made a few adjustments and introduced a lot of new material that many fans of the classic game will have heard rumors about but never seen. The final section of this book is completely new material that introduces a new level of play, where various realities collide. The agents will be able to perform more cinematic moves that will be familiar to fans of *The Matrix* and its sequels, and will be able to experience the horrific future that awaits humanity, leading into *Conspiracy X*’s sister game *Extinction*. Chroniclers should feel free to use or modify anything in this chapter to enhance the game.

As this book reveals many of the secrets of the world of *Conspiracy X* it is designed to be purely for the Chronicler’s eyes only. Some aspects, such as new Pulling Strings and Resources, can be made available to Cast Members if the Chronicler decides.

CONVENTIONS

TEXT CONVENTIONS

This book has different graphic features that identify the types of information presented. This text is standard text, and it is used for general explanations.

This style is used for examples that illustrate specific rules or situations. Novice Chroniclers, those who run Conspiracy X games, can look to these examples for guides on how to play.

DICE NOTATIONS

Dice are used when the outcome of an action in the *Conspiracy X* game is in doubt. The **Unisystem** relies on four different kinds: ten-sided, eight-sided, six-sided, and four-sided. Such dice can be found in any good hobby or gaming store, and in many comic books stores. Dice are denoted by placing a “D” in front of their numerical value. Thus, a D4 indicates a four-sided die; a D8 an eight-sided die.

Certain text is set off from the standard text in this manner. This is sidebar text and it contains additional, but tangential, information or supplemental charts and tables.

Other text is set apart in this way. It details Supporting Cast or Adversaries who may be used at the Chronicler’s discretion.

Ten-sided dice (D10): Used for Task/Test resolution and certain weapon damage, D10s are the most commonly used dice. Entire game sessions can come and go without using any dice other than the D10s. They can be replaced in a very rough sense by using two six-sided dice and subtracting two from the roll (treat a result of “0” as a “1”).

Eight- and four-sided dice (D8s and D4s): In the **Unisystem**, these dice are used only to determine damage.

Six-sided dice (D6s): These are the most common dice available, easily “borrowed” from any number of easily obtained board games. If D10s are not readily available, D6s can be used as replacements.

Multipliers are expressed after the dice notation. For example, D10 x 4 means roll one ten-sided die and multiply the result by four. This generates a number between four and 40.

A number in parentheses after, or in the middle of, the notation is the average roll. This number is provided for those who want to avoid dice rolling and just want the result. So the notation D6 x 4(12) means that players who want to skip rolling should use the value 12. Some notations cannot provide set numbers because their results depend on variable factors. For example, D8(4) x Strength is used because the Strength value to be plugged into that notation will vary depending on who is acting.

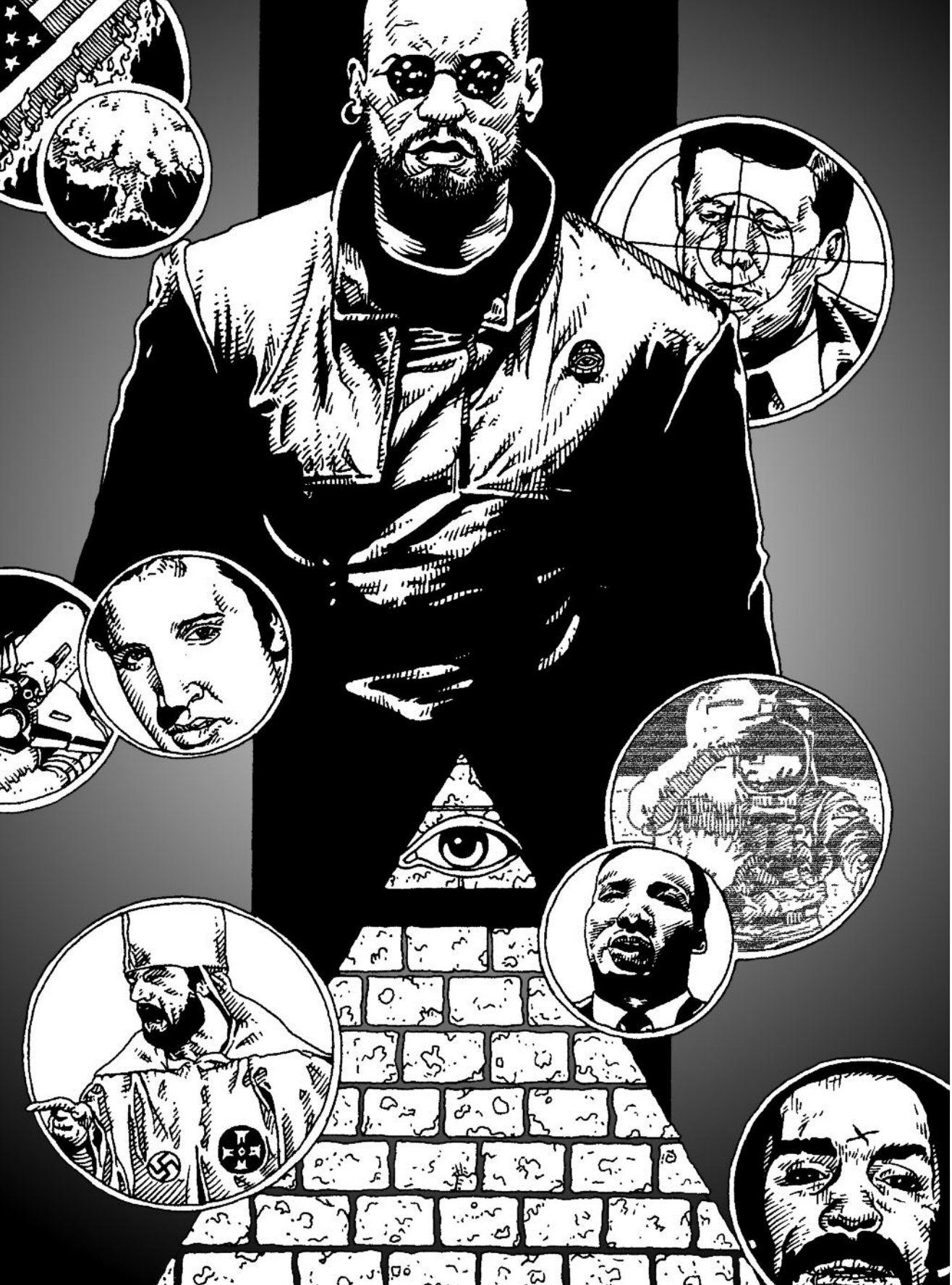
GENDER

Every roleplaying game faces a decision about third-person pronouns and possessives. While the male reference (he, him, his) is customarily used for both male and female, there is no question that it is not entirely inclusive. On the other hand, the “he or she” structure is clumsy and unattractive. In an effort to “split the difference,” this book uses male designations for even chapters and female designations for odd chapters.

MEASUREMENTS

This book primarily uses U.S. measurements (feet, yards, miles, pounds, etc.). Should metric equivalents be needed, the following rough conversions can be used: miles can be multiplied by 1.5 to get kilometers (instead of 1.609), meters can be treated the same as yards (instead of 1.094 yards), pounds can be halved to get kilograms (instead of multiplied by 0.4536), and so on. If a Chronicler feels that more precision is necessary, she should take the U.S. measurements provided and apply more exact formulas.





THE TRUTH IS STRANGER THAN FICTION

Chapter Two

The True History

The world of *Conspiracy X* is one of lies, treachery, and treason.

The agents of both of the major conspiracies, Aegis and the NDD, have come to assume the roles of foot soldiers in their respective conspiracies, but what if the origins of their orders were merely the machinations of a greater force? This chapter introduces a new level to the realm of *Conspiracy X*, revealing the potential top rungs of the ladders. As such, the information presented below is classified "Eyes Only" and should not be revealed to the players unless uncovered by the Cast's diligent actions.

Some Chroniclers may be uncomfortable with the information uncovered here. Those Chroniclers should feel free to alter this information as best suits their games.



THE SECRET HISTORY

In order to appreciate the origins of The Watch, the NDD, and Aegis, a vital piece of information must be considered. Behind the splintering of The Watch, the constant conflict between the groups, and some of their technological revelations are machinations of Atlantean origin.

The true story of Aegis' inception is known to only a handful of individuals, and none of them are currently the "living" members of Aegis Prime. A few members of The Watch, with some timely information from an Atlantean sympathizer, came to understand the unavoidable return of the Saurian race. In an attempt to prepare Earth for this unprecedented disaster, The Watch made plans to arbitrarily divide into three groups, each working toward its own solutions to the impending extinction of the human race. Shortly after this, the Roswell incident occurred and the groups naturally had a difference of opinion, spurring their division and continuing conflict.

One member of each of the planned groups was told about the need to develop an organization to work toward the protection of humanity from the imminent Saurian threat. The clock was ticking, but the Saurian arrival was beyond the lifetime of these three individuals. To ensure their survival, each was given Atlantean nanotechnology and instructions on how to fake aging and how to "die" to later return into their organizations. Each

of these "Guardians" was given information about the others and instructed to apply pressure to encourage competition. Knowing that the most rapid technological advances happened in times of war, the Guardians were given instructions to keep the conflict active to accelerate humanity's chances. One Guardian formed Aegis (Louis Howe), another formed the National Defense Directorate (General Marsden), while the third (Stein, a possible Atlantean to begin with) regrouped in Britain for a while before recruiting members for the "Third Group" that would retain the name The Watch. This third group is thought to have disappeared, along with Stein, in 1957.

Each Guardian was informed of the Atlanteans and given the true version of Nostradamus' predictions (which included the date of the Saurian fleet's return to Earth). The Atlanteans continued to provide some information to the Guardians and to delegate Atlantean infiltrators into each organization, but they do not discuss or disclose operations to the groups.

The Guardian in Aegis, Louis Howe, has secured a position for an Atlantean as head of R&D, Jennifer Norton, appointed in 1983. Howe continually tries to push Aegis towards a more efficient organization that will be able to assist in Earth's defense when the Saurians return. As for the Guardians in the NDD and The Watch, nothing has been heard from them in several decades.

With this in mind, the true history of The Watch and the splinter groups is presented below.

THE WATCH

The origins of the National Defense Directorate (NDD) and Aegis can be traced to a clandestine government agency formed during the first year of President Franklin Delano Roosevelt's presidency. In a secret meeting held on a naval vessel off the coast of Newfoundland on July 23, 1933, President Roosevelt met with Winston Churchill and an Italian national known only as "Stein."

At the time, Churchill had recently fallen out of favor with the British government due to his staunch anti-Nazi stance. It was exactly this position that drew Stein to him. The Italian, purportedly a watchmaker, brought him the accusation that the head of the German Nazi Party, Adolf Hitler, belonged to an occult group called the Thulegesellschaft, or "Secret Doctrine." Furthermore, Stein claimed that Hitler's group was behind the recent attempt on then President-elect Roosevelt's life by the assassin Giuseppe Zingara.

The exact details of the meeting were not recorded, so the evidence Stein provided the two men is unknown. It did prove compelling enough for President Roosevelt to agree to provide U.S. support for an organization to oppose Nazi endeavors in the realm of occult studies. Churchill, lacking the backing of his own government at the time, agreed that Stein's interests would be best served in the U.S. as well.

For years, Stein oversaw experimentation and research into the occult on behalf of the United States. Throughout the 1930s, The Watch, as Stein's group came to be known, numbered no more than four members at its largest, and often as few as two, or even just Stein himself. Knowledge of The Watch was limited to President Roosevelt and a few key advisors, and the President's subsequent re-elections ensured the small organization remained one of the best kept secrets of that time.

WORLD WAR II

With the outbreak of World War II, The Watch moved to a more active role in the defense of the United States. The organization also gained considerable influence with the addition of several key military and civilian personnel, bringing its total personnel to thirteen.

The operational guidelines for The Watch were fairly straightforward, but with vast implications. It was to protect the interests of the United States and Britain from any paranormal activities. To that end, The Watch, working in cooperation with the Office of Strategic Services (OSS), established an extensive network of spies to monitor potential threats of a paranormal nature.

At the end of the war, through contacts within the OSS, Watch members interrogated several former Nazi scientists under the auspices of Operation PAPERCLIP. While The Watch learned little of Nazi occult practices in these interviews, as most of the Nazi occultists were too fanatical to surrender or

THE VRIL CRAFT

The basis for many of The Watch members' belief in an extraterrestrial origin for Nazi scientific advances was a strange aircraft designated the "VRIL" by the Germans. Interrogation of Nazi scientists enrolled in the OSS's PAPERCLIP program indicated the aircraft had been reverse-engineered from the wreckage of another vehicle the Germans had captured in eastern Poland. The Germans believed it to be an Allied craft of unknown design, but The Watch knew with certainty that was not the case.

The craft was capable of nearly soundless levitation and propulsion and was unlike anything yet designed by either side. (In reality, the VRIL incorporated a form of gravitonics that the NDD [which currently possesses the craft] is only now beginning to fully understand.) Dr. Xopolous, the group's leading engineer, concluded that it was based on a science far in advance of that of humanity. The NDD to this day has not been able to properly classify the vehicle.

negotiate with the Allies in the first place, the group did make startling scientific discoveries, some of which bordered on the edge of science fiction for the time.

Those discoveries led several Watch members to suspect that some Nazi research was guided by intelligences other than human. Stein himself believed the German advances were most likely occult in origin, but the majority of The Watch felt the discoveries were guided by extraterrestrial entities. In short order, the focus of The Watch began to turn from the occult to a potential threat from unknown, but highly advanced, entities.

Stein, displeased with the new course the group was taking, relocated to Britain. General Avery assumed leadership of The Watch on Stein's departure. Archbishop Verdicelli departed soon afterward, citing the group's focus on secular matters rather than spiritual ones as the end of Church interest.

THE POST-WAR YEARS

In 1946, General Avery suffered a fatal heart attack. His replacement, General Roger Marsden, was appointed by President Harry Truman. He was ordered to evaluate the validity of The Watch's claims of extraterrestrial threats to the United States and advise the President on his findings. Memories of the Gestapo and similar organizations were fresh in popular memory, and President Truman was rapidly dismantling any organization he felt was unnecessary for the continued security of the country.

At first General Marsden was unimpressed with the evidence presented by his subordinates. To the old veteran, an odd, experimental Nazi aircraft seemed scant proof that the United States was threatened by any race of extraterrestrial beings. However, proof soon arrived from an unexpected quarter of The Watch.

THE ORIGINAL THIRTEEN REVISITED

The original members of The Watch were among some of the most influential members of their respective fields. Their influence allowed them to create the two rival organizations. The members of that first group were:

Stein: Group leader; purported Italian national and craftsman; personal details unsubstantiated. The mysterious founder of The Watch, little is known about him, but he left shortly after the Second World War.

Miles Bilton: Occultist and researcher in the paranormal. Fanatically researched everything to do with Seepage and started to collate information before finally being institutionalized in 1956. There are no records of what happened to him after this time, though he may have rejoined his old friend Stein with The Watch.

Archbishop Anthony Verdicelli: Theologian; left the Watch shortly after Stein, siding with neither conspiracy. It is possible that he joined Stein with the reformed Watch.

AEGIS

Louis Howe: Presidential aide; political liaison and financial advisor. One of the most powerful members of The Watch, and founder of Aegis.

Dr. Karl Novatel: Biologist, creator of the psychic program used to contact the Greys, and one of the original members of Aegis Prime.

Dr. Jonathan Pierce: Medical doctor/psychoanalyst, and another member of the original Aegis Prime.

NDD

General Colin Avery: U.S. Army (deceased); replaced by **General Roger Marsden**, founder of the NDD.

Colonel Anthony Wayne Harrison: U.S. Army Air Force, a founder of the NDD.

Captain Hadrian Whitfield: U.S. Army (Intelligence), one of the founders of the NDD.

Archibald Rush: U.S. Senator (New Mexico) and NDD founder.

Dr. Anthony Kotil: Anthropologist/parapsychologist, known as one of the founders of the NDD.

Dr. Diamond Xopolous: Engineer; another of the NDD's founders.

Commander Albert R. Wallace (ret.): CEO of International Business Machines, U.S. Navy (retired), and a founder of the NDD.

FIRST CONTACT

With the end of WWII, Dr. Karl Novatel realized that his portion of Watch research—psychic phenomena—would need astounding results to remain viable. Thus, he began to push his endeavors into previously untested areas of drug therapy. Dr. Novatel initiated a series of experiments he named Project HIVE shortly after General Marsden assumed leadership of The Watch. He hoped to unite several psychics into a collective consciousness, allowing them to boost each other's abilities by working in tandem.

Project HIVE achieved results even Dr. Novatel never expected. The psychics claimed they had made contact with an alien presence.

General Marsden was initially skeptical, but when the psychics were able to accurately predict a number of unexplained sightings of flying objects over the next few days, he agreed to a further psychic contact experiment, codenamed Operation DOVE.

DOVE

Operation DOVE placed Dr. Novatel's nine best psychics together at the White Sands Proving Grounds in New Mexico to attempt a repeat contact on July 4, 1947. For several days prior to that, military personnel testing captured V-2 rockets had sighted several unidentified lights in the area. The Proving Grounds' remote location made it a perfect spot to attempt further contact.

General Marsden, after consulting with Colonel Harrison, ordered Dr. Novatel's operation to be conducted under military leadership and directed that a defensive presence accompany the experiment, as the motives and intent of the alleged alien intelligence had not yet been identified. To that end, Operation DOVE was supplemented by Operation PIGEON SHOOT, under Colonel Harrison's command. He was authorized to take any action necessary to protect the valuable operatives involved in Operation DOVE. Colonel Harrison commandeered a modified V-2 rocket from the Proving Grounds and positioned it near the location of Dr. Novatel's group.

After hours of intense effort stimulated by Dr. Novatel's pharmacological treatments, the psychics succeeded in making contact. Minutes later, an unidentified craft of undoubtedly extraterrestrial design dropped from the clouds and assumed a position over the group. For a short time, nothing seemed to happen. Then a light fell on one of the psychics and he began to convulse and scream.

In the face of this unprovoked attack, Colonel Harrison launched the modified rocket. The V-2 struck the craft and exploded. The craft slowly descended east with an erratic flight pattern. Two of the psychics died from cerebral hemorrhages, and one was immolated by an unknown source. Of the remaining five, one went catatonic and the rest were thrown into a state of extreme mental shock; only three fully recovered their faculties.

The downed craft was located early the next day near Roswell, New Mexico. The vehicle was largely destroyed and three of the craft's four extraterrestrial biological entities (EBEs) crew members were dead, either from impact or during the initial attack. One EBE survived the crash. The survivor was quickly transported to a secure medical facility for study.

The Watch, assisted by a nearby Air Force contingent, quickly secured the area and began a campaign of disinformation to cover up the crash.

THE SPLIT

Dr. Novatel wasted no time in blaming Colonel Harrison for the incident, claiming his actions to be "a knee-jerk, military-conditioned, stimulus-response reaction that subverts the possibility of reason with the implementation of force." Other, less impassioned, members of The Watch stated the cause of the psychics' reactions could not be ascribed solely to the extraterrestrial contact; among other possible causes were Dr. Novatel's untested drugs, the level of contact, the difficulty of the prolonged attempt, the volume of information exchanged, and so forth.

General Marsden, and President Truman once apprised of the situation, agreed with Colonel Harrison's decision. This no doubt infuriated the dissenting faction of The Watch, and members of that group subverted one of the cargo aircraft carrying the remains of the Roswell crash, seizing it for their own uses.

When the loyal Watch members discovered the treachery, trust between the two factions was lost. The group split. General Marsden, Senator Rush, Dr. Xopolous, Colonel Harrison, Albert Wallace, and Captain Whitfield remained true to the original mission of The Watch—protect the United States. While some of the dissenters filtered back into civilian life and obscurity, a few went on to influence members of the U.S. government and private sector to create the Aegis organization.



REGIS' HISTORY

After The Watch disbanded in 1947, a small group of individuals formed Aegis. As they recruited other individuals to work for their cause, this original group became known as Aegis Prime. By 1950 Aegis had a solid network of agents established within the bureaucracy of the U.S. government. Recruiting of agents began in earnest, and various government agencies were targeted as high-potential agent pools. With the explosion of development, Aegis Prime selected a site for a central facility on Nellis Air Force Base, and construction began in 1952. After "The Ranch" had been completed, it became the gathering point for recovered alien artifacts and a handful of research staff and operatives. Soon after, all Cells were equipped with the HERMES Mark I terminal, and Aegis developed its first stand-alone project, MOONDUST.

Seeing the amount of work required to coordinate these efforts, a committee was formed to handle operations and tactics, to perform essential testing of recovered technology, to provide general guidance for cells and field operatives and to control and monitor Aegis' ongoing attempts to infiltrate other agencies. As Aegis expanded in many directions, members of Aegis Prime saw the importance of creating committees to handle specialized concerns. Over the course of 1954, two new divisions were created: the Recruitment Office and the Directorate of Administration and Security. These offices were tasked with the responsibilities of monitoring new recruits, documenting recruits' progress and activities, and smoothing over many of the administrative headaches resulting from Aegis' growth.

Before these two organizations had barely had time to survey their new responsibilities, a subsection of the Directorate of Administration and Security realized the importance of having an independent committee to review safety and security measures, and Aegis Prime quickly made this a separate division. By 1955, Aegis was well on its way to establishing a national presence, and mutterings were heard about the possibility of expanding into the international scene.

The Bureau of Operations and Tactics controlled issues relating to foreign policy and very cautiously followed the actions of the only three Cells based outside the continental United States: one in Puerto Rico, one in Hawaii, and one in recently unoccupied Japan. After an international incident in 1957, Aegis Prime decided that no Cell operations were permitted to take place outside the U.S. without express permission from Aegis Prime.

By 1959, Aegis Prime realized some projects were duplicating efforts and brought together diverse researchers at a facility on The Ranch to form a division called Alien Analysis. These researchers quickly compiled their results and made a flurry of discoveries, just by having the opportunity to "talk shop."

REVELATION AND MODIFICATION

After having spent most of the 1950's branching out and discovering limitations, Aegis then went through a period of change where different divisions reformulated themselves. First, the Safety and Defense division became less of a shadow organization, and Max Thibaut finally admitted he was the head of the division. Soon after, OpTac expanded its mandate to include oversight and control of political and civilian resources subverted by Aegis. Thirdly, Alien Analysis was renamed Analysis as Dr. Novatel placed emphasis on keeping abreast of cutting-edge science and technology generated by human scientists.

At the same time, however, there was a great deal of friction with in the Safety and Defense division, which was eventually resolved in 1966 with Max Thibaut's retirement and Jim Purcell's ascension to power. On a completely different front, sorcerers belonging to the Montague Club magically attacked Aegis. These attacks were halted by the efforts of Peter Henry Westmane and his allies, who came to the aid of Aegis.

These attacks led to an overzealous set of security precautions on the part of Safety and Defense, which consisted of a large number of internal covert operations, and S&D was renamed the Internal Security Section.

Two years after Dr. Novatel's retirement in 1967, Analysis struggled to keep on top of the latest scientific advances and was putting huge amounts of resources into examining computing technology. Aegis Prime restructured the division, dividing it into Research Operations and the Division of Information Security and Database Management (ISDM). Research Operations was given responsibility for traditional scientific research and all research outside computing. ISDM took over the HERMES project and flatly refused to have ISS controlling the code words used in HERMES transmissions, pointing out that even ISS might be compromised. They also were given the task of expanding Aegis' knowledge about computer systems.

DECEPTION AND REVOLUTION

Many operatives on the inside point to the creation of the Foreign Affairs Division in 1975 as the first sign that Aegis was on a downward spiral into chaos. This division was initially staffed by personnel from OpTac and ISS who had been working in the overseas area, but divisional policy was always one of aggressive expansion, and FAD started recruiting right away. Within a few years, the Foreign Affairs Division had a number of operations underway that they saw fit to disclose to no one, not even Aegis Prime.

A startling trend began to emerge among Aegis operatives: mental instability. An ambitious ISS operative named David Haskell, a recruited FBI profiler, noticed that a number of security leaks were due to agent stress, and he made attempts to have this addressed by ISS. His attempts were completely

ignored, so he consulted with Dr. Jeanne Rousseau-Baptiste, the head psychologist in Psi Division. Over time, their continued meetings came to the notice of Aegis Prime, and their combined work resulted in a merging of operatives from ISS and Psychic Division to form the Central Institute of Mental Health.

In 1977, R&D lucked out with the crash of an alien vessel. ISS moved rapidly to forbid the relocation of this craft to Area 51 without further study as to the security breach it might constitute. ISDM also was excited about this discovery and was virtually swarming over a supposed information-systems unit, but R&D exerted some pressure and forced ISDM to wait for almost a year until a full analysis had been completed.

In the next year, two major department heads retired. Jim Purcell, after two years of trying to restabilize his position after his failure to recognize the importance of agents' mental stability, finally stepped down. He was replaced by Zachary Baxter, who placed an increased emphasis on treating mental issues rather than risking security breaches, and who made the decision to relocate some ISS staff to two new facilities, one in Seattle and the other in Atlanta. General Price also retired from his post as head of OpTac, and Aegis Prime picked his successor, Max Capoblanco. This selection came as a surprise to many, and his transition was less than smooth. In both departments operatives suffered from divided loyalties, and overall productivity suffered greatly. In 1979, the Recruitment Office saw a shake-up as well, when Aaron Cook was stripped of his position when it became known he had been squandering resources and generally increasing Aegis' profile. He was replaced by the whistle-blower Iris Erikson. As with OpTac and ISS, this division's productivity took a nosedive as operatives struggled to make sense of these dramatic changes.

REJUVENATION AND CREATION

The early 1980's saw Aegis in a state of excitement as its first specialized aircraft, the *Horizon*, became flight-ready. After working a few bugs out of the system, and creating more streamlined parts, the *Horizon II* took to the skies under the capable control of Thomas Hendricks. Aegis' excitement at this triumph was short-lived, however, as the craft literally disappeared when it broke the Mach 3 barrier. To this day, what happened to the *Horizon II* is a mystery.

In another airborne tragedy, Max Capoblanco died in a plane crash in the Ozarks while returning from a secret conference with the President and some of his advisors in 1983. Ironically, he was replaced by Ian Hendricks, father of missing pilot Thomas Hendricks, as head of OpTac. Ian Hendricks moved quickly to ally OpTac with the Recruitment Office and to shut down all research that didn't have direct paramilitary applications. Shortly thereafter, Dr. Jack Tazewell committed suicide by overdosing on tranquilizers, and a new leader rose in Research Operations, Dr. Jennifer Norton. Dr. Norton countered Hendricks at every opportunity and placed a renewed effort on

developing new technology. As a consequence, the division was renamed "Research and Development," and Aegis Prime saw fit to channel some funds directly to R&D for use without OpTac consent. Needless to say, this sidestepping earned Dr. Norton the animosity of many in OpTac.

The mid-1980's also brought about a flurry of Aegis activity in terms of supernatural exploration. In 1984, a thorough investigation of the recently obtained Queens Tome showed that it was a detailed and highly lucid account of a complete theory of supernatural effects. Emphasis on the importance of the supernatural made it possible for the newly created Supernatural Exploration Division to make contact with the Lodge of the World Tree and to broker a treaty of mutual aid between this group and Aegis.

In 1985, the Foreign Affairs Division made a splash in Kingston, Jamaica, where it recovered an alien craft. This rogue operation, completely unsanctioned by Aegis Prime, led to ruffled feathers in ISS as it scrambled to clean up the mess, with absolutely no resources or contacts to smooth things over. Baxter turned in his resignation, stating it was impossible for him to perform his duties of keeping Aegis secure under these conditions. Meanwhile, Research and Development was ecstatic over the scraps of technology retrieved, and Dr. Norton put her support behind Foreign Affairs' attempts to stay in operation. During a long period of deliberation, Aegis Prime eventually decided to keep the Foreign Affairs Division intact and placed Celeste Shea in command.

ASSIMILATION AND DESPERATION

At the start of the 1990's, Benjamin Carlisle took the helm at CORS and emphasized cataloguing and sorting massive amounts of information. The next year, ISDM distributed the HERMES Mark II, which dramatically increased transmission efficiency between the Aegis internal machine and outlying Cells and operatives. This information was smoothly integrated into systems for use by CORS, DAS, and ISS. Jonathon Russell took control of ISS after being groomed for the position for a number of years by a few members of Aegis Prime, and the division flourished under his leadership. Aegis also had a major coup in gaining control of Project RASPUTIN, a conquest that gave it an edge over competitors and helped it broaden its knowledge base.

In 1996, while ISDM and R&D were busy trying to keep up with technological advances, ISS came to grips with a completely nontechnological threat: psychics. A security breach caused by a very talented group of psychics led to the creation of a team of individuals from Psychic Division, trained by ISS, called, laughingly, the "Thought Police." All in all, by the end of the 20th century, Aegis was an organization in constant, desperate motion, trying to keep afloat and only beginning to rethink operations.



THE NATIONAL DEFENSE DIRECTORATE

In light of the events at White Sands, General Marsden became convinced that a threat to U.S. security existed from extraterrestrial sources. His conviction swayed President Truman, who gave the go-ahead to begin a preliminary assessment of what would be necessary to protect the nation. General Marsden folded this inquiry into his ongoing Project BLACK BOOK.

THE BLACK BOOK

General Marsden's initial inquiries into the EBE threat were codenamed Project BLACK BOOK or, more simply, the Black Book. Later, the Air Force would fund a similar although far less intensive study known ironically as Project BLUEBOOK. Over the years, the disenfranchised former Watch members who founded the subversive Aegis organization came to refer to the NDD as the Black Book, rather than by its official designation. Apparently, Aegis operatives continue to use this label to this day, presumably in an attempt to denigrate the Directorate through petty misnomers.

The remaining members of The Watch had one asset that Aegis did not: the surviving EBE from the Roswell crash. Over the next four months, psychics struggled to communicate with the EBE.

Eventually, they succeeded in reaching not only the EBE but also its superiors, determined to originate in a star system known as Zeta Reticuli, some 40 light-years from Earth. General Marsden assigned one of his trusted subordinates, Colonel Mark McReedy, as the liaison with the EBEs, soon referred to as Reticulans. After some discussion, Colonel McReedy became convinced that the White Sands incident had been a case of misunderstanding, one that the Reticulans were willing to forgive. Furthermore, the Reticulans proposed an alliance with BLACK BOOK.

Colonel McReedy, anxious to cement relations, tentatively agreed to the alliance. McReedy's actions were hasty, but rather than risk the appearance of indecisiveness or poor command, General Marsden agreed to the treaty.

EXECUTIVE ORDER 347B

In light of the developments with the Reticulans, President Truman penned Executive Order #347b on February 14, 1948. That order created the National Defense Directorate and provided for its mission and authority. General Marsden assumed command of the NDD, rolling over much of the staff of Project BLACK BOOK and the remainder of The Watch directly into positions in the Directorate.

Colonel McReedy was reassigned due to his indiscretion in the initial negotiations with the Reticulans. A debilitating illness claimed his life less than one year later.

For much of the next decade, the NDD built its resources and contacts. General Marsden's focus during that period was primarily

assessing the potential threat posed by EBEs and what resources were available to counter it, if any. By the mid-1950's, the NDD had identified at least two other alien races involved in terrestrial dealings: the Atlanteans and the Saurians. The latter are further divided into numerous subraces. The Directorate

forged favorable relations with one of the Saurian subraces, the Gna-Tall, near the end of the decade.

The NDD also expended considerable effort toward determining the activities of the other Watch members and the success of its own agency, Aegis.

THE RETICULAN COMPACT

A summary of the key components of the compact is presented. The full text is available on a need-to-know basis.

The requirements of Project BLACK BOOK:

1. BLACK BOOK is to assist the Reticulans in the acquisition of subjects for purposes of study and understanding. No intentional harm is to befall those subjects.
2. BLACK BOOK is to assist the Reticulans in endeavors insofar as such assistance does not violate its members' sworn duty to the United States of America or the protocols of the organization.
3. BLACK BOOK is to intervene on behalf of the Reticulans in any encounters with agencies of another government.
4. BLACK BOOK is to assist the Reticulans in the study of paranormal events.
5. Without prior consent from the Reticulans, BLACK BOOK is never to experiment on a member of that race.

The requirements of the Reticulans:

1. The Reticulans are to provide psychic support to any BLACK BOOK missions upon request.
2. The Reticulans are to maintain covert status on Earth and not to interact with any government, agency, or organization other than Project BLACK BOOK.
3. The Reticulans are to maintain communications with BLACK BOOK for the purpose of informing that organization of any internal conflicts or external conflicts that could compromise the security of the agency, the integrity of its mission or the well-being of the United States of America.
4. The Reticulans must assist BLACK BOOK in advancing its understanding of technology and assist it in developing applications when requested.

(The compact was revised to substitute National Defense Directorate upon passing of Executive Order #347b in 1948.)

PRESIDENT TRUMAN'S MANDATE

The purpose of the National Defense Directorate (NDD) shall be to coordinate all American activities connected in any way with any EBEs, including the management of all research into extraterrestrial activities, technologies, and biologics. In matters of national security pertaining to EBEs, their presence or technologies, the NDD shall have the highest authority.

The NDD shall also be responsible for the collection of all unconventional materials and information. To protect against panic or subversion, it shall use its resources to prevent the American public and other government agencies from learning about any matters pertaining to EBE actions. The NDD shall work outside the usual structure of law enforcement and legislative oversight to safeguard the precious freedoms all Americans have come to know and treasure from threats heretofore unimagined, and actively defend this country from such threats. The NDD must protect American shores from the threat of those shadowy players that may strive to move this great nation into global communism under an unimaginable dictatorship.

The NDD shall recruit, train and provide for its own personnel in every respect.

To facilitate its mission, a new series of classifications shall be formed corresponding to the highest levels of secrecy. The designations shall bear the name MAJESTIC (MJ) and be followed by the numbers 1 through 12. These classifications will rank beyond Top Secret (SCI); the very existence and designation of the security classification MAJESTIC is hereby classified MJ1. The Office of the President shall be assigned the highest clearance during this administration and shall be reassigned a clearance thereafter solely as determined by the Directors of the NDD.

OPPOSITION

Whereas the NDD operated under Presidential, if clandestine and highly classified, authority, Aegis instead built a labyrinthine network of cells, blinds, and double blinds. It siphoned off valuable government funding to bolster its own coffers and often directly undermined legitimate NDD activities. Unfortunately, due to the necessity of maintaining the integrity of the Directorate's mission, direct and open conflict with Aegis was not possible. Instead, the NDD was forced to remain content merely blocking that group's continued attempts to infiltrate and subvert the U.S. government in pursuit of its misguided goals.

One of the first projects in which NDD operatives forced Aegis' hand was the CIA's MKULTRA mind-control experiment. Initially, operatives merely sabotaged the research or abducted particularly promising subjects. However, as the project progressed, it became obvious that more stringent measures were necessary to prevent Aegis from garnering untold numbers of sleeper agents. Project HEARST enjoyed one of its earliest and greatest successes by exposing the CIA's efforts to both public and Congressional scrutiny, bringing an end to MKULTRA by 1963.

It came too late to prevent a national tragedy.

THE KENNEDY ASSASSINATION

President John F. Kennedy discovered a nest of Aegis infiltrators among his own Secret Service bodyguards during routine monitoring of White House activities. All U.S. presidents technically are aware of the NDD's existence due to their position. Still, since President Truman's term and as a matter of course, the NDD has maintained a low profile with respect to the Executive Office. As a result, President Kennedy was not fully aware of the danger posed by the Aegis operatives.

The President confronted the compromised agents and threatened a full Congressional investigation and exposure of the Aegis organization. In return for his silence, he demanded Aegis operations be subordinated to his direct command. Aegis instead took steps to assassinate the President.

Directorate operatives learned of the situation through a mole in the Aegis organization. Upon authorization from the Twelfth Directorate, the operatives opened a full-disclosure dialog with President Kennedy, apprising him of the dangers posed by Aegis while impressing upon him the importance of the integrity of the Directorate's mission.

Aegis, however, had already activated a former MKULTRA subject, Lee Harvey Oswald. Oswald was successful in his mission to assassinate the president, although NDD operatives did manage to alert authorities to his identity and whereabouts quickly enough to ensure his capture.



THE GNA-TALL ALLIANCE

In the mid-1960's, the NDD's relations with the Gna-Tall progressed to a full-fledged alliance. Unlike the Reticular Compact, the agreement with the Gna-Tall was not formalized in writing, nor was it nearly as restrictive. In return for assistance in preventing the U.S. space program from uncovering Gna-Tall activities, the EBEs agreed to provide the NDD with advanced technology.

Although the Gna-Tall supplied only finished products—the TD-121 is the foremost of such material assistance—the NDD's research divisions reasoned they could reverse-engineer any devices given time, providing a substantial advantage to the organization. Actual physical devices were far more than the paltry assistance the Reticulans had provided over nearly two decades of alliance.

The NDD's primary duty was to provide launch and trajectory plots to the Gna-Tall. On several missions the flight plans posed a substantial risk of exposing Gna-Tall assets, and thus the existence of EBEs, to the populace as a whole. That exposure would in turn jeopardize the integrity of the Directorate. During the 1960's, indirect methods such as altering flight or weather data, tampering with supply channels, and even infecting crewmembers with mild infirmities served to alter missions sufficiently to protect both the Gna-Tall and the NDD.

THE SPACE SHUTTLE

The space shuttle program posed a different problem. The Gna-Tall, and consequently the NDD, were understandably threatened by the frequency with which the shuttle could be launched. In order to accommodate the accelerated frequency of shuttle trips, the Gna-Tall requested the NDD temporarily halt the program while they readjusted their own long-term activities.

Unfortunately, a successful media campaign by NASA fueled American backing for the shuttle program. IA carefully analyzed statistical and sociological data and determined only a shocking and catastrophic event would be able to curb public support for the program.

As a result, the Directorate assisted a group of morphed Saurians in infiltrating Cape Canaveral, Florida, in late January 1986. Once inside, the Saurians sabotaged the *Challenger* booster rockets, causing them to detonate shortly after launch on January 28, 1986. The catastrophe cost the lives of seven American astronauts but preserved the integrity of the Directorate's mission.

The Gna-Tall were involved again when the crew of the shuttle *Columbia* discovered alien modular technology installed on the International Space Station. Reports are that one of the astronauts alerted mission control, saying that the station was being used for additional research, using technology they didn't recognize. The Gna-Tall acted without NDD authorization, opening fire on the shuttle as it made its re-entry to Kennedy on

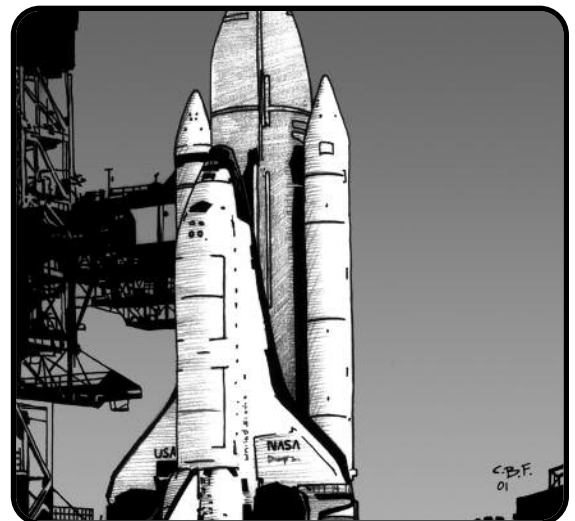
February 1, 2003, rather than have their actions investigated. Initial reports said that plasma had penetrated the interior of the *Columbia's* wing, destroying the support structure. The use of the word "plasma" was retracted later, with a report saying it was inaccurate, after the NDD managed to debrief NASA officials. As NASA is infiltrated with Aegis agents, however, the truth behind this disaster may never be known.

More recently, the NDD has been heavily involved in the Gulf conflict, as the Gna-Tall uncovered evidence of another Saurian clan's presence on Earth. The Croll's infiltration of Iraq's military dictatorship and their work in expanding their biological armory resulted in the Gna-Tall's encouraging the U.S. President's determination to end the threat, sending in the military. Croll and Gna-Tall forces clashed in the Gulf, while human troops fought an unpopular and media-fueled war. When the real human dictator was discovered, the Croll MiB who had posed as Saddam fled along with the bulk of the Croll to Iran. The Croll continue to keep the conflict in the Middle East a hotbed of violence and trickery to weaken the U.S. and undermine Gna-Tall power.

WAR FOOTING

The NDD's mission in recent years has been guided by subtle cues garnered from its Gna-Tall allies. Researchers have noted that the EBEs are more forthcoming with advances and, on occasion, have even assisted technicians in understanding some of the underlying, albeit basic, theories of their technology. Furthermore, an increase of UFO and EBE encounters, combined with an increased general sense of uneasiness among Gna-Tall assigned to NDD operations, has led Project BREAST-PLATE to postulate a potential future conflict is nearing.

To that end, the Directorate is slowly redirecting its efforts from Reticular and Atlantean activities toward a preparation for the most feared of all NDD scenarios—invasion.





they
ARE
HERE

THE TRUTH IS STRANGER THAN FICTION

Chapter Three

REGIS





REGIS

STRUCTURE

Aegis as an organization has been evolving and growing over the years, into a labyrinthine network of divisions and Cells. This chapter presents the full organizational layout, from Aegis Prime, through the divisions based at Area 51 and across the country, to the individual Cells. The chapter introduces some new rules for Aegis agents to employ, from new tech to Aegis Pulling Strings.

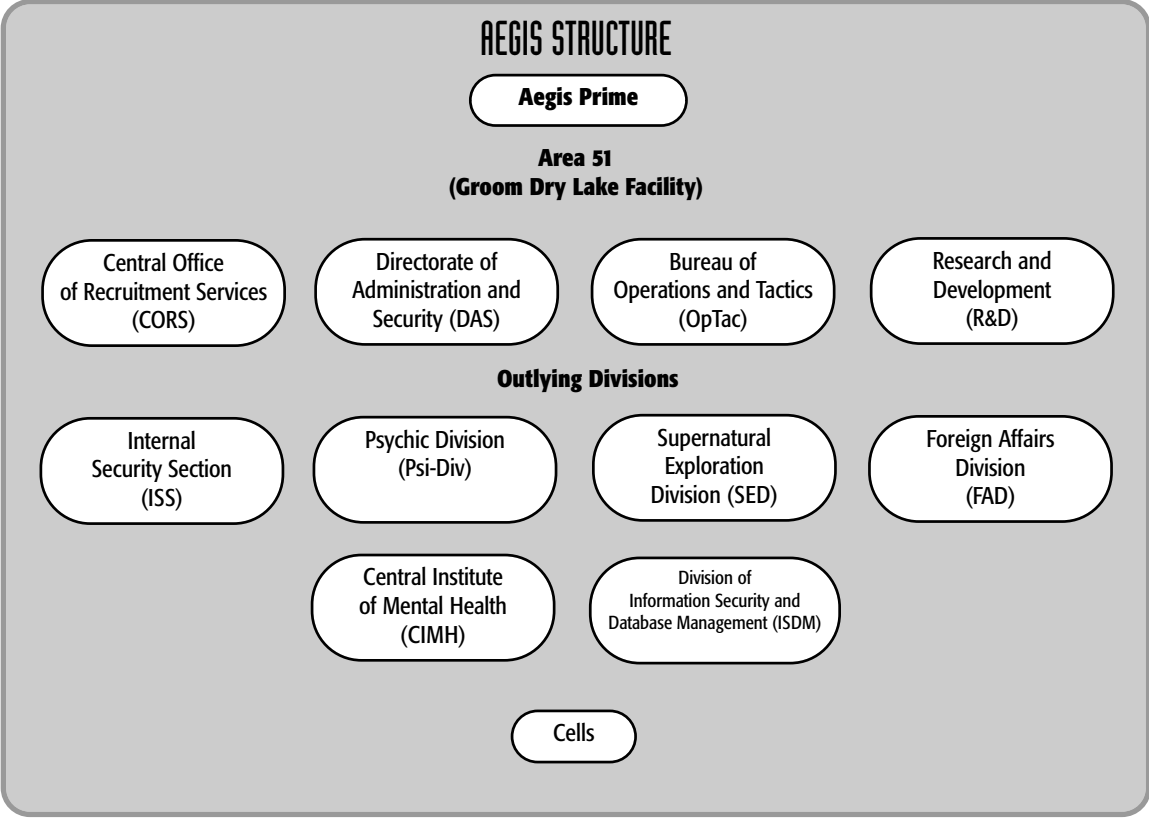
REGIS INFLUENCE

Many of the “Movers and Shakers” listed in Aegis have Influences that are purely within Aegis itself. They have “Influence (Aegis)” Qualities, and often the level of this Quality is very high. Outside of Aegis, they will have levels of Influence in their fields, but these are usually a lot lower than the corresponding levels within Aegis. In cases when an operative has to exert influence outside of Aegis, use the Influence (Aegis) Quality, but the level should be halved. In some cases, the operative’s Influence outside of The Ranch is high enough to warrant a second Influence Quality in her respective field.

REGIS PROFESSIONS

Many of the internal divisions of Aegis deal with the basic bureaucracy and day-to-day wheeling and dealing of the conspiracy: maintaining contacts, raising funds, legal work, and research. None of these is particularly interesting to play in an RPG, therefore few profession packages are listed. A few operatives in the field are from Aegis itself, separate from the Cells, and these have packages listed, though in most cases these agents are loners, spies, and security operatives who work alone due both to their assignments and their dispositions. Again, these are not easy to play in *Conspiracy X*, and while a few of these professions are detailed, they are not recommended except for the most experienced Chroniclers.

Determined players who wish to play characters in the more mundane lines of work with Aegis, such as lawyers and administrators, should use the civilian professions provided in the Appendices (see p. 254), increasing their Influence and related abilities to suit.



AEGIS PRIME

Aegis Prime is essentially the ruling organization of Aegis. It was first composed of the eight original members of Aegis, who then began the process of recruiting other operatives and Cells. The original members were born in the 1910's, and none of them is currently a member of Prime. However, their collective consciousness lives on, guiding Aegis through its operations (see p. 204).

MEMBERSHIP

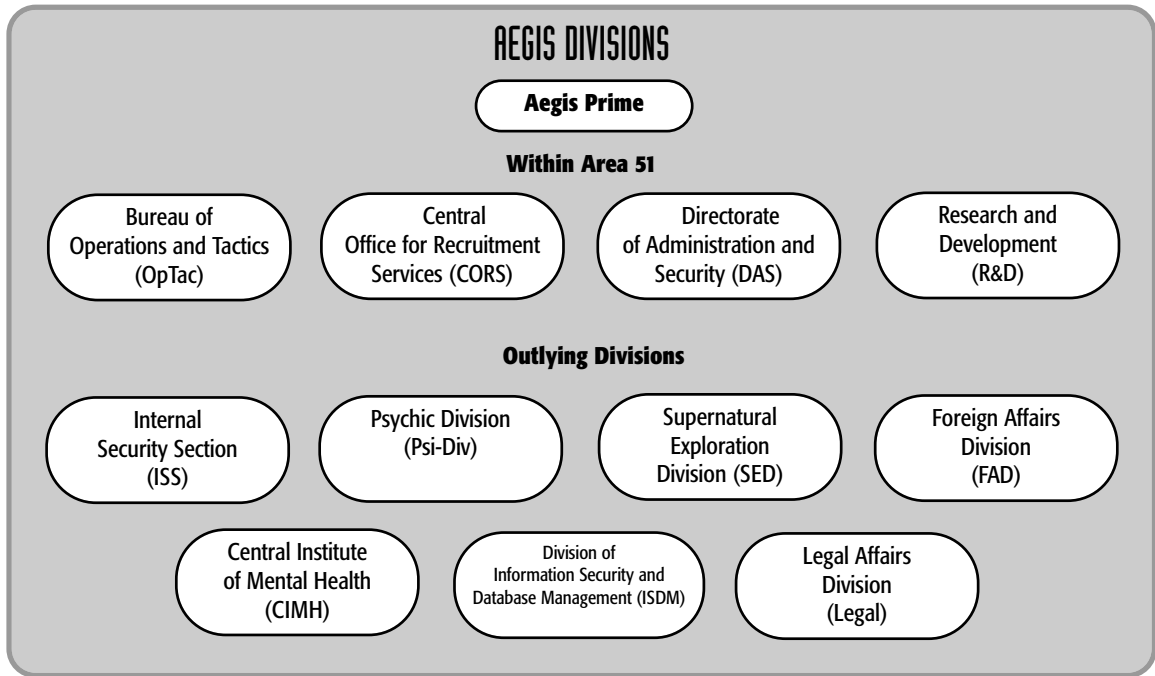
Aegis Prime currently consists of seven members. Throughout its history, Prime has attempted to keep its membership between seven and nine individuals, usually preferring an odd number to prevent stalemates when voting is used. Membership duration usually lasts at least a decade, ending when the individual dies or steps down voluntarily. In only two circumstances has Aegis Prime had to forcibly remove (and terminate) a member of Prime. Obtaining membership in Prime is by invitation only. Members of Aegis Prime are often aware of a number of viable candidates and monitor these individuals regardless of whether a position is open.

CONDUCTING BUSINESS

Members of Aegis Prime never reside at The Ranch and only rarely meet in person as a group. For the most part, members meet in small circles or by secure VR or video conference calls. Members of Prime are generally given specific responsibilities to undertake, then do what is needed. Aegis Prime does not operate so much as a committee as it does as a set of individuals who rely on their colleagues to assist in ferreting out problems.

RESPONSIBILITIES

The responsibilities of Aegis Prime cover four areas: monitoring development, selecting divisional directors, developing new divisions, and maintaining and creating resources. As stated above, once members of Aegis Prime have selected or have been assigned specific responsibilities, they conduct them fairly autonomously.



REGIS ORGANIZATION

Aegis may be composed of many Cells, but behind these Cells is a number of divisions that oversee and organize the conspiracy. Some of these are housed at The Ranch, in Area 51, and are composed of a number of staff. Others are based at regional offices around the country and may be staffed by only a handful. The size and manpower of each division is dictated by the Chronicler, but generally Aegis does not enjoy the funding or manpower of the NDD.

GROOM DRY LAKE

Within the Nellis Bombing and Gunnery Range, a portion of land the size of Rhode Island, is a sixty- square- mile segment that uses Groom Dry Lake as a moniker, in reference to a nearby natural landmark. This segment was transformed in the early 1950's from a backwater military facility predating the Air Force to a state- of- the- art facility. The facilities at Groom Dry Lake, or "The Ranch," as it is known in some circles, are in a constant state of improvement, thanks to the careful diversion of funding from a number of sources. These facilities are used for research, administration, and operations, all kept under the tightest security possible. Individuals who work at Groom Dry Lake generally live at specialized housing at the facility, and few civilians or non-Aegis personnel are permitted within the perimeter.

MYTHS AND THE MEDIA

Over the past 30 years, popular media coverage has termed this region "Area 51," due to military postings near the periphery of the Nellis Range. Area 51 is purported to contain a secret military base the government will not discuss. Supposedly, the site was selected in the mid-1950's for testing of the U-2 spy plane, due to its remoteness, proximity to existing facilities, and presence of a dry lakebed for landings. The media persist in portraying Area 51 as America's traditional testing ground for "black budget" aircraft before they are publicly acknowledged. The facility and surrounding areas are also associated— with varying levels of credibility— with UFO and conspiracy stories. At first, Aegis strove to silence these reports, but even as early as the 1960's began to recognize the value in providing too much conflicting information. In effect, the massive amounts of speculation serve as a cover for Aegis' activities, and most individuals who give credit to UFO's and conspiracies are laughed at by the general public.

GENESIS

When The Watch disbanded in 1947, two separate and distinct groups emerged, which in time became Aegis and the National Defense Directorate (aka The Black Book), while a third segment drifted apart from both and faded into the background. By 1950, Aegis was divided into Aegis Prime, the original subsegment of The Watch, and a number of subordinate Cells, and over the next two years a national presence was created. Aegis Prime decided it needed a centralized facility in which to house research programs and to secure information

far from prying eyes. Construction began on this facility about 90 miles north of Las Vegas, in the northwest quadrant of the Nellis Range. Many articles refer to Groom Dry Lake, The Ranch, and Area 51 interchangeably, and this has led to some confusion. Area 51 is a large section of the Nellis Range, most of which is directly under Aegis control, but it is also patrolled by the U.S. military. Groom Dry Lake encompasses a set of research facilities, housing, administrative offices, and the like, and some non-Aegis personnel are permitted in the lower security clearance areas, mainly to keep up the fiction that it is a military installation. All individuals are subject to security inspection at any time. The Ranch has evolved to refer primarily to the research and development segment of the overall facility, including Project Aurora.

OPERATIONS

Groom Dry Lake is home to a number of divisional headquarters for several important divisions and projects. Currently operating from Groom Dry Lake are the Directorate of Administration and Security, the Bureau of Operations and Tactics, the Central Office for Recruiting Services, and Research and Development. These divisions have a number of operatives who do not work out of these facilities, but the divisional directors all have offices at Groom Dry Lake and the bulk of the work is performed within the Area 51 perimeter.

DIRECTORATE OF ADMINISTRATION AND SECURITY

The Directorate of Administration and Security (DAS) has two overriding goals in the Aegis hierarchy—to provide a pool of resources for Aegis projects and operatives, and to quickly and accurately analyze agent security clearances and make accurate clearance adjustments based on operative performance and need. These two goals have directed the growth of DAS since it was formed and have impacted Aegis intimately on every level. Without the funding raised and redirected by DAS's front companies, corporate spies, and government agents, Aegis wouldn't be able to support more than ten percent of its current field capacity. Spin-off applications of DAS include supporting SPIDER requests, Cell construction needs, and op center staff maintenance.

BRIEF HISTORY

While a self-sufficient Cell structure was ideal in theory, the truth was that a great deal of infrastructure had to exist before such an organization was truly feasible. Several aspects of a field agent's life needed to be monitored to allow optimal func-

tionality, while maintaining overall security. Some of these aspects involved managing agent leave, arranging for untraceable resources to reach cell operations centers, determining agent security clearance within Aegis, and establishing contacts and resources in both the U.S. bureaucracy and civilian sectors.

Thus the Directorate of Administration and Security was formed in 1954, one of the first established by Aegis Prime. DAS was responsible for the extension of assets within the U.S. government, including the HR and accounting departments of agencies with high-potential recruitment pools. Civilian businesses were also infiltrated and established, for the purposes both of money laundering and of masking research and development projects for other Aegis departments. Finally, it was the directorate tasked with monitoring and determining agent security clearances and resource acquisition.

As a special provision to maintain security and keep any single individual from having too much information about Aegis' field assets, DAS was assigned a rotating director. Every two years the director was exchanged with a director from another division. This policy still exists today and allows each director in Aegis to have a chance to see the whole tree of operatives, without being in the position long enough to be able to exploit it. Unfortunately, this structure also keeps DAS from having a strong voice in Aegis affairs, since no long-standing spokesman exists to speak for DAS concerns.

GOVERNMENT INFLUENCE, RESOURCES, AND FACILITATORS

Shortly after the dissolution of The Watch, plans began for the establishment of Aegis, an endeavor that would require substantially more resources than The Watch had access to. As the NDD seemed to have the favor of governmental backing, it was evident to Aegis Prime that resources were going to be needed from other sources. At the same time, while government sanction was losing feasibility, those early Aegis members had a large number of government contacts; these assets were going to be used and expanded.

By 1950, Aegis had a solid network of agents established within the bureaucracy of the U.S. government. Recruiting of agents was beginning in earnest, and as various government agencies were targeted as high-potential agent pools, Aegis sympathizers, agents, and contacts were placed in respective human resource departments. It was predicted that agents using government resources would require excuses to operate under extended mission parameters, and thus a system was developed for such situations. Since the formative days of Aegis, field agents have been required to fill out standard forms for leave. However, special codes meant to cover for Aegis business are placed in forms. The moles in the relevant HR department, also known as "facilitators", then modify relevant employee records to dissuade suspicion and allow for future "extended leave." Since the late 1970's, requests have also been made to ISDM to alter computer records to maintain internal consistency across government networks.

Government assets were heavily placed in departments of agencies that had large potential for budget padding. The CIA was one of the most obvious, and a huge amount of money was funneled through the agency to Aegis-sponsored projects. Other government agencies also suffered the budget inflation so commonly referred to by the public. Funds which had effectively disappeared into secret psychic research, funding of op centers, and establishment of the HERMES network were attributed to basic necessities such as furniture, tools, office supplies, and the like. The \$69.50 that remained after the purchase of a fifty-cent screwdriver or ream of printer paper was “accounted” for in the budget, but effectively disappeared. After rumors of such flagrant inconsistencies in the government budget hit the public, Aegis Prime decided to continue perpetuating the story, aware that if the public became accustomed to the idea of “their tax dollars at work”, the desire for further investigation would rapidly cease.

DAS INFILTRATION AND SUPPORT OF CIVILIAN INDUSTRY

DAS has focused on the government and its various agencies for cell funding and agent support. However, the last forty years have provided an opportunity to maximize Aegis’ holdings in the civilian business sector. Early in DAS’ history, a large variety of businesses were formed as fronts to handle the dissemination of funds from Aegis “black juice” and cover up secret Aegis projects. Funds redirected from government agencies were supplemented by dividends from stock market manipulation and insider trading. All this cash was accumulated into massive accounts belonging to construction companies, hospitals, research firms, arms manufacturers, and other useful civilian resource centers. From there, funds could be distributed as necessary for construction and support of op centers.

The advent of widespread computer use, the Cold War and biomedical advances have increased the DAS resource base in civilian business easily by an order of magnitude. The potential for independent entrepreneurs to successfully start, maintain, and generate huge profits from computer technologies and then branch into contract work for the U.S. government has provided an opportunity to maximize Aegis’ income. Facilitators in the contracts departments of government agencies, especially in the DOD, have arranged to give a large amount of business to Aegis-controlled technology firms. When the contractors pad bids, and the fees are inflated by the contractees, Aegis can generate significant revenues for the conspiracy’s use.

An interesting side effect of this has been discovery of Black Book-sponsored industry, as seemingly guaranteed opportunities have been lost for no apparent reason. In fact, further research has indicated that the Black Book has also been active in the civilian sector, but not to the extent of Aegis. It can be assumed that the Black Book has used similar indicators to discover Aegis sympathies among contractors, but to date it is estimated that overall Black Book infiltration is relatively low. This is believed to be because of the Book’s more direct budget control of the U.S. military.

One aspect of DAS operations gives it an edge in the financial world, and that is a cooperative project with Psi-Div to use remote viewers and precogs to predict financial trends in the U.S., and specifically in the stock market. This operation was started in 1968 and was dubbed Project MONTY HALL. The use of precogs in stock market trend analysis was useful, both for helping DAS capitalize on rapid shifts in the stock exchange, and also helping Psi-Div refine its processes of practical applications of psychic powers. The results have been proven over the last 40 years, and now Psi-Div and DAS regularly coordinate to take advantage of Aegis’ psychic resources.

DAS bases its operations out of several areas on the East and West Coasts, as well as an office at The Ranch. The Washington, D.C. metropolitan area has developed a technology-related industry base that in some aspects rivals Silicon Valley, allowing DAS to run a number of front companies out of DC. There it can monitor both government and civilian income bases, and easily arrange military contract work. Furthermore, DAS continues to encourage new businesses to be created and has been instrumental in the forming of a few small companies which have expanded extremely quickly due to government contract work. Offices in New York are mainly dedicated to stock market monitoring and tracking business trends, as well as setting up companies dedicated to money laundering.

DAS has its hands full with the responsibility of bringing in funds and redirecting them so they remain “clean” for Aegis use. The division’s task goes one step further, however. The DAS is responsible for monitoring Aegis field agents for resource requests and maintaining logistical channels for such requests, such as SPIDER (in conjunction with OpTac).

DAS uses its contacts in front companies in the trucking and construction industry for moving large items; these contacts are well disposed to moving things without asking questions, and there are usually few problems. For other small item deliveries, the DAS uses Aegis agents who are well infiltrated in the Post Office and courier companies to bypass security measures and get a package delivered in a timely fashion.

AGENT MONITORING AND SECURITY CLEARANCES

DAS is also required to determine what level of information can be disseminated through HERMES to agents in the field requesting information. Only DAS is qualified to handle this task, since only DAS has full records of all Aegis field personnel. In fact, the clearances assigned to agents are only half the task; the other half involves tracking how much information Cell staffers can be given and what the results of such dissemination are.

DAS has a complete record of all reports made by Cell members throughout their Aegis careers and monitors them for consistency, making sure there are no discrepancies that might indicate subversion. Agents are required to regularly check in via HERMES, which ISDM catalogs and passes to DAS monitoring agents. These agents sift through reports of agent status and note any problems that need to be investigated, and either CIMH or ISS is notified.

Each agent in Aegis has a set of clearance ratings that determine what HERMES requests are answered and with what speed. Agents' specialties are taken into consideration, as well as which missions agents have been involved with. Initially, new Cell members have low clearances across the board, except in the areas related to their profession. This gives the new recruits a chance to cut their teeth on the basest level of information available from HERMES and start investigating possible conspiracies inside their work places. As they successfully complete missions in other fields, their access in those arenas increases. This makes it important for Cells to choose who makes HERMES requests; different individuals can be better suited to make specific requests due to their higher clearances.

Often agent requests are only partially fulfilled, since full disclosure on a topic requires too high a clearance, but the information granted is enough to start the investigation. If the mission is completed successfully, the agent's clearance is modified appropriately. Agents requesting abnormal quantities of information, or information on subjects unrelated to Cell activity, are flagged for investigation by either CIMH or ISS.

CURRENT STATUS

Currently DAS is struggling to keep up with its workload. The rapid growth in Cells operating across the country has put serious strain on the division, and activity in the U.S. shows no signs of letting up. While steps have been taken to compensate in both technology and methods, all efforts so far have actually fallen short. In fact, projections for the next ten years show Aegis may have to increase its field operation capabilities by fifty to seventy-five percent. The stress on Aegis resources this increase will cause could create a disintegration of the link DAS maintains with field operatives.

Such a breakdown would leave Aegis Cells without support, and the recruitment of new Cells difficult. To alleviate this condition, ISDM has been coordinating closely with DAS to improve the tracking software and the computers it is run on, and CORS has been delegated more background checks. Even given these tactics, analysis has indicated that Aegis may be required to take a different structure as the organization continues to grow.

One of the greatest concerns currently held by DAS, and by Vice Director McBride in particular, is that a major failure involving a Cell could shed serious doubt on DAS activities. A West Coast Cell has disappeared, and had apparently been missing for several months before DAS noticed the discrepancy. Since the agents' HERMES links have not been used since the disappearance, it's assumed they are either dead or have gone under deep cover. McBride has been devoting resources to solving this mystery and is unwilling to tell his director about the situation until he has some conclusive evidence about the situation. Luckily (for McBride), the employees of DAS have a lot of experience covering up discrepancies in paperwork or burying them deep enough to avoid notice. It's believed that it will be another few months before ISDM realizes the missing agents' links haven't been accessed in the recent past, and DAS hopes to discover the fate of the missing agents before then.



MOVERS AND SHAKERS

MR. WOODROW MCBRIDE, VICE DIRECTOR OF DAS

Woodrow McBride is the Vice Director, and considering the rotating leadership of the division, he is seen as the anchor of the organization. His clinical, methodical approach to furthering DAS goals has been critical in keeping operations afloat. In his eight years as Vice Director, he's streamlined procedures for background checks and managed to discern some crucial investments which have turned enormous profits for Aegis. Given McBride's dual doctorates in business and law, this is of course expected performance.

McBride's appearance matches his work ethic and personality; he is always dressed in power suits and impeccably groomed, his short, gray-flecked black hair brushed back. He wears small round-lensed glasses that are tinted, obscuring a clear view of his eyes and giving him an aura of superiority. He speaks clearly and articulately, although at times his vocabulary is too advanced for all but the most astute members of Aegis; his fondness for Latin aphorisms stems from his education in law. McBride gives a palpable sense of being in complete control, and he almost always is.

ISS keeps a close eye on McBride due to the extreme sensitivity of his position; he's responsible for tracking every Aegis Cell in operation, and even ISS has to go through him and DAS to acquire targets for investigation. So far they have detected no unaccountable indiscretions, although some incidents have required thorough explanations. ISS's suspicions are unfortunately well founded. McBride has several operations going on which would probably result in his termination, most prominent being his processing of old Aegis operatives who wish to "retire" without being perpetually under the thumb of Aegis for the rest of their lives.

This process usually involves a faked death and modification of DAS records to indicate the agent is dead. McBride has an archive of all the agents he's arranged to have disappeared, in case of an absolutely critical need they be contacted, but there has been no such case in the five years his operation has been running. McBride feels he is doing no harm to Aegis; most of the agents he has helped vanish from Aegis' eye have served faithfully for more years than McBride himself and have untarnished records of loyalty to Aegis. If it's absolutely necessary to contact them again, it is possible to do so, but for the most part everyone is happy. Only a select few qualify for the service, and McBride uses DAS resources to make sure nothing can go wrong. So far nothing has.

McBride has always assumed he'd serve Aegis long enough to use this service himself, which was the reason for its original formation. A dilemma may come to light that could sacrifice his position as Vice Director, however. The recent Cell disappearance has been covered up in an attempt to resolve the issue before intradivision notification is necessary. Even if the situation is discovered, however, McBride believes his actions haven't violated Aegis protocol enough to warrant termination.

WOODROW MCBRIDE

STR 3 DEX 3 CON 3 INT 4 PER 4 WIL 3

Qualities: Influence (Aegis) 5, Resources 4, Status 4

Skills: Brawling 2, Bureaucracy 4, Computer Programming 2, Computers 3, Drive (Cars) 2, Guns (Pistol) 2, Hagglng 3, Humanities (Law) 4, Humanities (Management) 5, Intimidation 4, Research/Investigation 3, Smooth Talking 3

As a result of his actions, he has contingency plans for leaving DAS which will allow the division to continue at its current pace for at least a year. Also, the next Vice Director will be issued a 600-page document with guidelines and proposals for McBride's vision for the future of DAS. A lot of the information is radical and involves a detailed analysis of the negative features of Aegis' hierarchy, while at the same time proposing alternatives (and detailing their negative features). Whoever replaces McBride, it is sure she will have a strong head start.

MS. ROXANNE HAYES

While Woodrow McBride focuses on procedure and efficiency, Roxanne Hayes takes a different tack. Most often found in the halls of the U.S. government, Hayes takes wheeling and dealing to a new level. She is constantly schmoozing with high-ranking government officials (and on occasion ambassadors from other countries) to discuss "special projects" or bills and laws which would have an impact on DAS holdings. While in essence she's Aegis' lobbyist, she goes the extra mile in convincing Congressmen that she means business; threats and blackmail have more than once been used as leverage to manipulate government policy on big business to favor Aegis' holdings. Usually these acts are quickly forgotten, and few risk ignoring Hayes' "offers." No one questions that Hayes is true to her word and has the power to back up her threats.

Hayes' dealings are aided by the fact that she's an attractive woman in her mid-40's, with dark hair that is starting to show streaks of silver. Her athletic physique and striking features merely enhance the perception of her iron will and powerful allies. Hayes has made friends, contacts, and allies in all

ROXANNE HAYES

STR 3 DEX 3 CON 2 INT 4 PER 4 WIL 4

Qualities: Influence (Aegis) 5, Resources 3, Status 4, Strong ESP (Hunch)

Skills: Brawling 1, Bureaucracy 3, Computers 3, Drive (Cars) 2, Guns (Pistol) 3, Humanities (Business) 2, Humanities (Economics) 2, Humanities (Law) 2, Humanities (Management) 2, Intimidation 3, Research/Investigation 3, Smooth Talking 4

aspects of the U.S. government over the last 10 years, and the more powerful Washington politicians all know the rumors about her benefactors. Many officials suspect that some sort of conspiracy is behind her, but no amount of investigation has turned up anything, and those who have investigated usually pay a heavy price for their curiosity. A status quo has been established in which politicians cooperate with Hayes' agendas as long as they are in the best interests of the U.S., which is often the case.

MR. SHERMAN COLLINS

Sherman Collins was a prodigy in the field of business and a master trader on Wall Street. Graduating from Harvard with honors, Collins was immediately hired by a powerful investment firm, Maxwell Investing Associates, to handle important clients and manage their money. After five years of making a killing as a broker, Collins began to notice patterns with several companies that seemed to be unrelated, yet they constantly managed to make adept maneuvers to stay afloat. As he looked back in the companies' records, they showed that no matter how bad the stock market was, or what kind of a recession the economy was in, these companies weathered the storms and even profited from them. DAS safeguards included contingencies for thorough investigations by suspicious businessmen, and the inquiries Collins made set off red flags that indicated Aegis holdings could be in danger of discovery. A lot of DAS market manipulation is highly illegal, and discovery of it would blow huge chunks of Aegis resources out of the water. It wasn't hard to find leverage on him.

DAS had records of some insider trading early in Collins' career that helped jump-start his career. The documentation DAS had could conclusively show his illegal activities and ruin his credibility in the business world (if Collins wasn't convinced, evidence could be manufactured). Collins received snippets of information one at a time indicating he had stumbled onto something far bigger than himself; he closed his investigations, but the blackmail continued to slowly build to a head. When Collins had developed a healthy level of paranoia, DAS finally approached him and presented him with the opportunity to work for the conspiracy, or be destroyed by it. As the offer became more and more detailed, Collins realized that he could become even more dangerous on the stock exchange floor, and that giving up his career wasn't nearly as bad as it originally had

seemed. Once he realized what he would be in on, he was glad to accept Aegis' offer.

Since then Collins has been one of DAS' best agents in New York. He monitors the stock market closely, makes educated predictions, and works inside the system to keep Aegis high on the totem pole. He's also responsible for defending against NDD moves on Wall Street and defending Aegis' security. He's a front-line soldier in a shadow war fought with dollars. Collins loves it and would never betray Aegis for anything.

GOALS

DAS' primary goal is obtaining the resources necessary to keep up with increasing workload and keep Aegis' Cell maintenance steady and secure. Its second goal is to do a large-scale analysis of Aegis' infrastructure and look for ways it can be optimized, without sacrificing security. Vice Director McBride has been spearheading this effort for the last five years and has had mixed results so far.

McBride has decided to investigate the potential of altering the structure of Aegis itself to become more efficient and to minimize Aegis Prime misdirecting agents in the field. Of course, the resultant change in security would radically alter the nature of Aegis' tactics, its use of HERMES, op center management, etc., all of which are being studied. DAS has come up with positive and negative aspects of any changes and has several proposals to attempt a trial run of some theoretical organizational structures. Aegis Prime is considering experimenting with some of the proposed solutions but is wary of altering Aegis' structure; Aegis has operated for seventy years the way it is now, and change can be dangerous. On the other hand, DAS studies show that the NDD is streamlining its operation with seventy years of experience, and if Aegis doesn't do the same, it may be impossible to keep up with the geometric growth curve required to defend against Earth's alien enemies.

OVERRIDING PHILOSOPHY

The overriding philosophy of DAS is that everything needs to be done effectively, efficiently, and accurately. DAS deals with huge amounts of information, whether in the form of operative reports, clearance changes, requisition requests, or finance distribution forms, and all of it needs to be tracked and disseminated appropriately. ISDM has helped come up with a very intuitive, fast, and robust software system to ease the burden of data manipulation, but DAS realizes that human error is far more an issue with mistakes than actual data-handling procedures. Everything done in DAS has a purpose, and extraneous activity is frowned upon. Typically personnel are always doing two or more things at a time, and it is common to see people punching away at their computers while reading a fax and talking on the phone.

SHERMAN COLLINS

STR 3 DEX 3 CON 3 INT 4 PER 4 WIL 3

Qualities: Influence (Aegis) 4, Resources 3, Situational Awareness, Status 4

Skills: Acting 3, Brawling 1, Bureaucracy 3, Computers 3, Drive (Cars) 2, Guns (Pistols) 1, Humanities (Accounting) 2, Humanities (Business) 3, Humanities (Finance) 5, Research/Investigation 2, Smooth Talking 3



This puts a lot of strain on DAS personnel, and it is not uncommon to have them working regularly twelve-hour days, six days a week. CIMH regularly interfaces with DAS personnel to check their mental fitness, and DAS personnel most often work for three months, followed by a one-month vacation. This pattern of work and rest has had the effect of keeping agents focused on their next breaks and giving them the motivation to keep going. Special retreats are held every month for the personnel with downtime to help rejuvenate them physically and mentally, and observation of the vacationers has led to a number of useful breakthroughs on how to handle stress for other Aegis agents, both in the field and in the office.

No matter how hard CIMH has tried to keep DAS personnel healthy, the use of stimulants has always been excessive. It became clear that since caffeine and other low-level stimulants kept productivity up, there wasn't any clear way to reduce usage without an impact on performance. In order to keep operative health in good condition, a sizable pool of resources was invested in developing a nonharmful, nonaddictive stimulant for use by Aegis personnel.

DAS feels it is to some extent the "bastard child" of the organization, or even a nanny who never gets the respect it deserves. Without a long-term director, a lot of issues that DAS has are overlooked and long-term change is difficult to achieve. Requests for all sorts of resources are constantly filed by Aegis personnel and completed by DAS, and very little positive feedback gets back to the directorate. Agents in the field can't know the details of where their resources come from, and Aegis Prime is too high up to be bothered with such things. Every division and Cell in Aegis is completely dependent on DAS for its mundane resource needs, and this is almost universally downplayed. In fact, most of the feedback that reaches DAS is negative or is a request for a change when the original request isn't what the requester wanted.

This attitude has been noted by CIMH for many years, and as a result CORS has been instructed to find extremely loyal recruits to fill DAS ranks. While rare, there are people with exceptional organizational skills who are satisfied knowing their skills are being applied to something with meaning, and the knowledge that they are critical is enough to keep them satisfied. When someone with this potential and the additional qualities of loyalty and ability to keep information confidential is discovered, she is immediately flagged for either immediate or later recruitment for DAS. Interestingly enough, a large number of these people are secretaries for high-ranking government officials and influential businessmen. To make sure that positive feedback gets to members of DAS, during each retreat time is set aside throughout the month to disseminate sanitized reports, showing how that member's skills and contributions led to a significant victory for Aegis.

The last aspect of DAS personnel attitude is the least well known, and indeed is only suspected. Recently an aura of paranoia has entered the directorate due to the illicit activities of Vice Director McBride. In fact, the average member of DAS has no idea of the full details of McBride's activities, but DAS personnel are extraordinarily efficient and perceptive; they've noticed minor discrepancies that have been overlooked with authorization from McBride's office. Small cover-ups have been conducted to smooth over rough spots in docu-

mentation, budgets, and resource allocation. Most of the discrepancies are well within Aegis parameters anyway (although they fall outside of normal DAS guidelines), so most of the operatives have convinced themselves to have a clear conscience. Working in DAS has a unique feel, separate from the atmosphere in other divisions.

BUREAU FOR OPERATIONS AND TACTICS

The Bureau for Operations and Tactics, known as OpTac, is responsible for coordinating support to divisions and Cells. OpTac ensures that all operations run smoothly and that all necessary resources are in the correct locations the moment they are needed. Information and new technology are of great importance to OpTac; their usage provides for quick transfer of relevant details and the ability to troubleshoot when necessary. By far, OpTac is the stronghold of the paramilitary functions of Aegis and as such often operates like a military command.

BRIEF HISTORY

As long as Aegis has been in operation, there has been a central division responsible for handling operational requirements and developing Aegis' paramilitary resources. This division has made its presence known in every facet of Aegis' daily operations, providing training, personnel, and supplies for operations run by other divisions around the country. If Aegis can be said to have an irreplaceable center of its functions, then it is OpTac that fills that role.

In the final years of World War II, as personnel were recruited from the military to assist in Watch operations, the central directors of The Watch questioned the need for heavy military-style armaments and resources. In particular, Stein himself desired a clear detachment from the American military establishment. This required a change in The Watch's method of procuring equipment and personnel. After the Roswell incident and the subsequent breakdown of The Watch's command structure, the scientific minds now in charge of the newly forming Aegis tried to stay away from any type of military operations.

The growing complication of Aegis missions, coupled with the need to test nonterrestrial technology recovered by Cells, made the senior membership's antimilitary paranoia impossible to maintain. Developments at Groom Dry Lake forced Aegis to acknowledge that some level of paramilitary activity was essential to security and operational needs. In 1953, the leadership agreed to form a special division of the organization empowered to perform essential testing of recovered technology, to provide general guidance for Cells and field operatives,

and to control and monitor Aegis' ongoing attempts to infiltrate other agencies. This mandate placed OpTac at the forefront of the new organization's chain of command and placed a large amount of power in one division's hands. To combat any possibility of a single senior agent in OpTac seizing control of the division's resources, the first Division Commander, Brigadier General Elliot T. Price, was hand-picked by the other members of Aegis Prime. This requirement has been kept in place ever since.

In 1962, OpTac expanded its mandate to include oversight and control of political and civilian resources subverted by Aegis. This placed OpTac in the position of being involved to some degree in every major decision made outside Aegis Prime itself. With the exception of ISS, every other division keeps OpTac constantly updated on any activity that may affect Aegis as a whole. Since each Cell did its own investigating and occasional assaults, the overall function of OpTac settled down to supporting the larger-scale operations at Groom Lake.

The majority of OpTac's budget was shifted into expanding and maintaining the facilities at Groom Dry Lake. The major research labs at Area 51 are under OpTac's funding since a nasty interdivisional dispute with the staff at R&D in 1968 that started with a set of special research projects that the military was conducting under the banner of the MK projects. A series of high-level meetings between the researchers and scientists from the Lake indicated some usefulness in various toxins and chemical weapons the researchers were considering using in VietNam and Laos. When research staffers at OpTac's Mystic Lounge (see below) heard about the project, they decided to "claim jump," shifting the official funding of the project from open military research at Dugway Proving Grounds in New Mexico to their own pet laboratories in California and Virginia. The unpleasant feelings in both divisions caused by this breach of etiquette are still felt today.

Another historical moment for the division came in 1978, when General Price retired from his post as head of the division and Aegis Prime picked his successor, Maximilian Capoblanco, a second-generation immigrant's son who had little prior military experience. Although it seemed a poor choice at the time, Capoblanco was an ideal administrator, willing to allow his subordinates to develop the programs they felt were needed by the division. Workers and scientists in OpTac loved his style and referred to him privately as "The Boss," usually in a tone of great respect.

Capoblanco worked very hard to make BLUE FLY's services available to all Cells and came up with the concept of the SPIDER network. He was the first division head to assign a permanent core of troubleshooters to work out any divisional problems as quietly as possible in house. Other division heads quickly copied this tactic, and every division leader has at least a few troubleshooters on the payroll. These are typically senior operatives close to retirement or too badly injured to handle Cell work anymore.

Under Capoblanco OpTac flourished and grew, although overzealous accounting control was exercised by the division's personnel. Aware that throwing money at problems was becoming the standard solution, Capoblanco instituted an internal accounting and voucher program, to force some kind of control and reason on his people's spending habits. The system worked well, and overspending is now a thing of the past.

Capoblanco died in a plane crash in the Ozarks while returning from a secret conference with the President and some of his advisors in 1983. The reason for the conference, and its results, were never released. The rapid replacement of the former divisional leader by the much sterner professional military man Admiral Ian Hendricks was cause for much speculation in the ranks. Some members of the antimilitary faction of OpTac whisper about secret take-overs and inner violence within the heads of Aegis. There was enough concern over the events to lead ISS to open an investigation, which was later closed for lack of any substantial evidence. The thought that OpTac's leadership changed hands due to some kind of coup has never quite been put to rest.

Where Capoblanco was a people person and an excellent administrator, Hendricks' talents clearly lay in other directions. As a former Naval Academy man who had worked his way up in the military over the course of an outstanding thirty-year career, Hendricks was fierce and domineering. His intense drive was only strengthened by the unexplained disappearance of his thirty-year-old son during an Aurora test in 1982. Hendricks was determined to reinstall a sense of the urgency of OpTac's mission in the staff. Convinced that war with the aliens was imminent, he insisted on raising the work standards and refocusing many of the division's less aggressive projects into war applications. Within his first year as division head, the Admiral closed down more than forty percent of the division's projects and had redirected efforts toward fighting the aliens on a direct basis. The protocols for both bug hunts and military operations against aliens are his responsibility.

Hendricks was also instrumental in allying OpTac with CORS, a relationship that has paid a huge dividend in special ops recruitment for security and special projects at The Ranch. To maintain a good working relationship between the two divisions, OpTac is quick to hand over personnel and resources requested by CORS operatives for their needs. Since 1991, CORS has reciprocated by fielding special recruitment teams to ferret out ideal candidates for OpTac's various special details, especially the Aurora Project, MOONDUST, and BLUE FLY. Of course, this circumvents DAS' normal recruitment checks to a certain degree, but all prospective agents are vetted through DAS before actually being approached.

The recent history of OpTac is fairly benign. In the last ten years, OpTac has continued its dedication to the operation and administration of all Aegis facilities that are not directly run by the field cells. It has placed a new emphasis on expanding its coverage of military and political agencies, paying close atten-

tion to those organizations with a history of being difficulties for Aegis Prime. New agents and spies are constantly being rotated into the NSA and U.S. Army. OpTac senior personnel have been very careful to stick close to the policy of personal accountability established by Capoblanco before his untimely death. Fairly monolithic in its outlook and attitudes, OpTac continues on as it has for forty years. Still, there are a few recent problems beneath the surface.

CURRENT STATUS

The Bureau for Operations and Tactics is responsible for maintaining three of Aegis' biggest semisecret concerns. By far the largest drain on OpTac personnel and resources is Groom Dry Lake itself, the huge facility at Nellis Air Base. Groom Lake is a major center for all kinds of secret and confidential research. In addition to the super-restricted operations of the Aurora project, Groom Lake also holds secret laboratories and test centers, many of which are not even related to Aegis. This entire base is high profile for Aegis operatives, and few are unaware of its nature. The pilots and crews who operate the Auroras out of their concealed bunkers are the white knights of Aegis and there is very little that OpTac will not provide them, though security is incredibly tight. Personnel who mistakenly gain access to this area of the base are seldom seen again, and agents working at the Aurora site never really retire.

Nellis Base is a standard military base, and fewer than ten percent of the people who work at or around the base have any suspicion about the true nature of the special projects on the far side of the base. Those sites run entirely by Aegis personnel are congregated around that side of the base where possible, and patrolled and protected by security forces vetted by OpTac. In cases where this kind of control cannot be exercised, special or sensitive sites are closed to general access and disguised as much as possible as mundane buildings. One of these is marked as a Soil Sample Station operated by the U.S. Department Of Agriculture. It is actually a biologically secure research laboratory run for the purpose of chemical and spectrological surveys of samples recovered by MOONDUST teams. Those scientific facilities directly connected to and controlled by Aegis are all part of the huge research combine known as The Ranch, located on Nellis alongside the flight line at the Lake.

Project MOONDUST does not garner as much attention as the high-tech flyboys at the Lake. OpTac still healthily supports MOONDUST's work, mostly expended on keeping MOONDUST's huge fleet of BLUE FLY transports fully operational. BLUE FLY and MOONDUST are spread around other military bases worldwide, typically disguised as search and rescue flights, or as special operations transports of some type. Where Aurora depends on its cloak and dagger secrecy to keep from experiencing a major security breach, MOONDUST and its support projects count on the military's ingrained belief in need-to-know.

The third major hold on OpTac's accounts is, of course, Aegis headquarters operations itself. Aegis Prime and the remaining special projects operating at Nellis Base require constant supervision to ensure all operations go smoothly and without possible security concerns. While Aegis Prime and its personnel are small in number, their security is taken very seriously. Whenever the senior representatives of Aegis go anywhere, there's a good chance they're being shadowed by OpTac. Since the ISS also shadows Aegis Prime on occasion, this is another area of tension between the two divisions.

OpTac operatives try very hard to keep their eyes open for any opportunity to infiltrate new areas of the military and political arenas. They are also tasked with keeping ahead of developments in the field, which means constantly surveying reports filed on HERMES. Copies of all new reports potentially affecting field operations are passed on to Admiral Hendricks. He personally reviews these reports and assigns working groups to study any relevant facts exposed. This data is then disseminated to all field operatives through the use of a weekly report sent to each cell leader's HERMES link. The Blue Paper is supposed to be required reading and covers all operational lessons learned by cells during the previous week. In reality, since it has to be heavily sanitized for security reasons, the Blue Paper is often overly cryptic and mysterious. Typical reports include weapons safety incidents, proper methods for illegal entries and wiretapping, how to conduct surveillance against hardened targets, and what not to do when investigating various occult and paranormal cases. Senior field agents often ignore the Blue Paper posts altogether.

Currently, OpTac faces two serious problems. First, there is a significant separation between the professional military agents who are responsible for most security and field operations analysis, and the civilian and political assets who run the labs and intelligence branches of OpTac. Admiral Hendricks' own refusal to address Aegis operations under anything other than a wartime basis has not eased the bureau's internal dissension. In the past few years, there have actually been incidents of covert maneuvering by one faction or the other; in some ways, these conflicts are part of an ongoing but unacknowledged tension that has existed since the Watch divided into Aegis and the NDD.

Second, OpTac has begun to lose touch with the agents in the field and their problems. The Cells are rarely special operations teams and cannot approach their investigations and research as if prosecuting an open war. Thanks to Admiral Hendricks, the folks at OpTac are shifting gears toward the idea of offensive operations against the aliens. Their increasing desire to operate in the open has started to risk the cell structure of Aegis. A small group of fanatics in the Admiral's employ has actually begun to interfere in field operations directly. So far, the Workmen (as they call themselves) have failed to cause any serious damage to Aegis operations, but their continued meddling has offended several agents of ISS, further aggravating the split between OpTac and its secret watchers. If the Admiral is aware of the

Workmen's operations, he is deliberately turning a blind eye to their work. If not, then he has failed to keep control and may pay for that in the future.

Apart from these troubles, OpTac is very effective at supporting agents in the field. The entire flow of information and new technologies up and down the chain works quickly and efficiently, and lends itself to rapid recovery from mistakes made on either side of the operational line. Major projects for OpTac in the pipeline right now include strengthening the Aurora project's potential for actual strike options and widening both the SPIDER and BLUE FLY networks. Continued research into reverse-engineering captured Atlantean nanotechnology has been moderately successful so far, but the scientists actually working on this project are optimistic. OpTac is also heavily involved in secret lobbying to expand the depth of American Special Operations Command and shift more cash into SpecOps teams' budgets. As always, the Bureau is continuing to review field operations and catalog up-to-date approved methods for dealing with common field situations.

MOVERS AND SHAKERS

IAN ROBERT HENDRICKS, ADMIRAL, USN,

DIRECTOR OF THE BUREAU FOR OPERATIONS AND TACTICS

Admiral Hendricks, in his early seventies (but looks younger), is a prime example of a driven military officer. He has young blue eyes and styles his gray hair in a military crewcut. Admiral Hendricks was always a fast-track officer, entering the Navy through the Naval Academy, where he was number two in his class (number one later died in Korea). After accepting his commission, he married his high-school sweetheart Francis, and they took a posting to Pearl Harbor. Originally working in the new field of nuclear power and propulsion under Admiral Rickover, Hendricks showed a flair for command and soon received his first engineer officer's billet on a nuclear submarine. The birth of his son Thomas in 1952 was a major event for the young couple.

In 1963, Hendricks was commanding officer aboard a fast-attack submarine that was pursued by unidentified subsurface contacts for several hours. The incident was highly classified, but the debriefing officers were impressed with Hendricks' understanding of the situation. That year, he was approached by Aegis to enter its operations bureau. He rapidly became the division's go-to guy, flying across the country to troubleshoot problems and building a chain of government and corporate contacts. Hendricks' style was not popular with the antimilitary faction of OpTac, but General Price was his mentor, and Hendricks was able to develop much of his power during these years.

When Price retired in 1978, he left his top troubleshooter in a precarious position. The new leader of OpTac was a civilian, and an accountant to boot. Hendricks was frequently in trouble,

and only his personal ties with Zachary Baxter in ISS kept him from being removed from the Bureau. The subsequent disappearance of Hendricks' son during a mismanaged Aurora test flight led Hendricks to the brink of a nervous breakdown, and insiders in Aegis believed that the Admiral was finished. His takeover following Capoblanco's death came as a complete surprise to all.

The Admiral considers any means valid to protect humanity (and Aegis) from the alien threat. He still harbors hope that his son may be alive somewhere, and if offered some way to get his son back he might sacrifice almost anything, including Aegis itself. Other than this weakness, his loyalties are firm. His unswerving devotion to Aegis' goals has made him an inseparable part of Aegis Prime. Those personnel who meet him will find him to be tough and single-minded, to the point of monomania. He doesn't accept anything less than one hundred percent loyalty. Hendricks is a great believer in need to know and secrecy; under his command, OpTac has become secretive and cautious. This attitude has allowed the growth and spread of the different factions inside the organization.

IAN HENDRICKS

STR 3 DEX 3 CON 3 INT 3 PER 4 WIL 3

Qualities: Influence (Aegis) 6, Influence (Military) 6, Military Rank 9, Resources 3, Status 4

Drawbacks: Addict (Nicotine) 2

Skills: Brawling 3, Computer 3, Drive (Cars) 2, Engineering (Nuclear) 3, Guns (Pistol) 4, Intimidation 3, Pilot (Seacraft) 4, Research/Investigation 2

MARTIN KLEIN

ADMINISTRATIVE HEAD OPTAC

Considered by many in OpTac to be an office mole, Klein is rarely seen in the hallways of Area 51. Instead, he prefers to stay inside his well decorated office, linked into the workings of the division through his mobile phone, his secretary Margaret, and his computer. He is in his early sixties and generally looks rather rumpled, as though he had slept in his clothes. He has thinning gray hair, and sports thin-rimmed glasses that frame his dull blue eyes. A bit of an eccentric, Klein could be considered a couch potato, which would be a severe misjudgment of his abilities. Klein's previous record as a field operative in the DIA proved his talent as a soldier back in the early Seventies, and his service as a Cell leader showed his administrative and investigative talents.

As the chief administrator for OpTac Klein tracks and controls long-term developments in research and tactical areas. He is the central liaison for all contacts who are not personal friends of the Admiral's and is in an ideal position to handle any type

of interdivisional conflicts. His only vice is a devotion to the game of chess; he has several boards set up in his office, showing the current status of e-mail games running with other colleagues on the base.

Klein has had this job since Capoblanco's death, and those who believe that the Admiral may have had something to do with it assume that Klein was also involved. These ideas have no foundation in fact; Klein has no real love for the Admiral and no personal ambition. He found his way into Aegis purely by accident and has moved steadily upward through the organization's ranks because of his skills. To further complicate matters, he despises the Workmen and their leader and is looking for a way to convince the Admiral to disband that group once and for all.

MARTIN KLEIN

STR 2 DEX 3 CON 2 INT 3 PER 4 WIL 3

Qualities: Influence (Aegis) 4, Resources 4, Situational Awareness, Status 3

Skills: Brawling 2, Bureaucracy 3, Computer 4, Drive (Cars) 2, Guns (Pistols) 3, Humanities (Management) 5, Research/Investigation 4, Science (Cryptography) 3

JACKIE CONNORS

SENIOR OPERATIONS ASSISTANT AND HEAD OF THE WORKMEN

When the Admiral took over as Director, he brought with him an assistant, a troubleshooter he could trust to be his personal eyes and ears inside the bureau. Jackie Connors is a simple Midwestern minister's daughter who joined the U.S. Marine Corps as an officer at Annapolis, where she graduated with honors. She found work in intelligence and soon was involved in several highly classified field operations. She has been working directly for the Admiral since his own entry into Aegis and has become his trusted right hand. Connors is always well dressed and armed and carries herself with serious demeanor. She looks to be in her late 30's and has long brown hair and dark brown eyes that never seem to smile.

With the factionalization of OpTac, Connors sought and received the Admiral's approval to form a flying column of agents available for his personal use. These special "workmen" have made their presence known throughout the bureau and are quick to investigate anything they feel is questionable or might need their attention. They are not secret police, but Connors' severe manner has earned them a bad reputation inside the bureau. They are frequently used in field operations that Connors feels need their personal attention, and so the Workmen have become semimythical among cells that have met with their attention. They drift into a cell's investigation without any warning, perform whatever mission they have, and then disappear.

Connors is fiercely loyal to the Admiral and will do whatever she feels is best to assist him in keeping control of the bureau. It should be noted that her goals are not those of Aegis in general; she is amoral and obsessed with following the Admiral's wishes. As a result, the Workmen are closer to a private army than an investigative force. Connors herself is a major leader in the pro-military faction of Optac.

JACKIE CONNORS

STR 2 DEX 3 CON 3 INT 3 PER 4 WIL 3

Qualities: Influence (Aegis) 5, Resources 4, Status 5

Skills: Brawling 2, Bureaucracy 2, Climbing 2, Computers 3, Drive (Cars) 2, Escape 3, First Aid 3, Guns (Pistol) 4, Guns (Rifle) 3, Instruction 3, Martial Arts 4, Smooth Talking 4, Stealth 3, Surveillance 4, Survival (Forest) 3

DR. BENJAMIN PIERCE

SENIOR RESEARCHER AT THE RANCH AND HEAD OF THE MYSTIC LOUNGE

Dr. Pierce is in his early fifties, bald, with brown eyes and a rather large, aquiline nose. He has a tendency to startle easily and displays a number of nervous mannerisms, but despite this he is actually quite perceptive and intelligent. He has been a researcher at The Ranch since he first graduated from MIT in 1979. In the last twenty years, he has been integral in continuing investigations of the various materials and properties recovered for analysis by Aegis cells. He has no field experience and no military background to speak of. His focus in life is the continued investigation and research of extraterrestrial sources, a topic he is quite vocal about when speaking.

Pierce is a very intelligent man, well aware of the threat that the aliens pose to humanity. He's not a weak man, but he doesn't feel that confrontation is the best means of preventing alien take-over. Pierce and his colleagues in the antimilitary faction of the bureau have been instrumental in the new research of "Active Measures", special defenses that Aegis might be able to use to prevent aliens from infiltrating human groups. One popular example that Pierce is investigating is a virus or biotoxin

BENJAMIN PIERCE

STR 3 DEX 3 CON 3 INT 4 PER 4 WIL 3

Qualities: Influence (Aegis) 4, Influence (Science) 5, Resources 4, Status 4

Skills: Brawling 1, Bureaucracy 3, Computers 3, Drive (Cars) 2, Instruction 3, Medicine (Biohazards) 2, Myths and Legends (UFOlogy) 3, Research/Investigation 4, Science (Biology) 3, Science (Chemistry) 3, Science (Physics) 3, Science (Toxicology) 3, Science (Virology) 3

capable of attacking nonterrestrial lifeforms while leaving terrestrial biology unaffected.

Pierce was the creator of the internal think tank called the Mystic Lounge. This group of younger scientists is almost a social club, gathering after work each night to share their day's findings and to theorize about various topics. They are close friends, and the close level of communication between them aids a lot of their work. Officially, the Mystic Lounge doesn't exist, but everyone at The Ranch's technical areas knows about it. The liberal leanings of the Lounge and Doctor Pierce have led to direct conflict with the Workmen and Jackie Connors, and the scientists of the Lounge are vocal in their disapproval of the use of military measures unless all other means have failed.

COLONEL DAVID WOLNICHEK, SENIOR FLIGHT OFFICER AT THE RANCH

Wolnichek is a compact man with brown hair just starting to go gray at the temples as he approaches 50. Wolnichek was a long-time aviator in the Aurora Project but gave up his flight status to take over as senior flight officer and run operations at the Lake's flight centers. Primarily concerned with the safety and training of his pilots, and with the growth of both the Aurora and BLUE FLY projects, the Colonel was until recently uninterested in the petty politics of the bureau. Unfortunately, he has been unable to distance himself from the increasingly bitter feud between the two major factions, and has had to spend more and more of his time straightening out conflicts. He has no preference for which faction should be in control of operations, as long as his pilots and ground crews get what they need. This is becoming difficult, since only so much money is available for expansion. A symptom of the problem is the huge disparity between flight-ready pilots and Auroras. Every time a request for new planes is sent, it has to clear several administrative hurdles. The end result is usually a refusal on the basis of other projects being more important.

Wolnichek is very good at his job, and he knows it. He insists on being personally involved with every pilot and ground crewman in both BLUE FLY and the Aurora projects, and every Cast Member from either of those professions will have met the Colonel several times. Pilots for either project are interviewed by Wolnichek every three months, to ensure that he still feels comfortable about their ability to fly Aegis' special craft. Any pilot or

DAVID WOLNICHEK

STR 3 DEX 3 CON 3 INT 4 PER 3 WIL 3

Qualities: Atlantean Nanotech (Pilot Interface Control System), Influence (Aegis) 3, Influence (Military) 4, Military Rank 6, Resources 4, Strong ESP (Hunch)

Skills: Brawling 2, Bureaucracy 3, Computers 2, Drive (Cars) 2, First Aid 3, Guns (Artillery) 3, Guns (Pistols) 2, Martial Arts 3, Myths and Legend (UFOlogy) 2, Pilot (Aircraft) 5, Smooth Talking 2

crewman who makes a serious mistake will be grounded until cleared for flight again by the Colonel, a duty he takes very seriously. He is well liked by all the personnel under his command and shows no signs of stepping down from his job anytime soon. He maintains a residence at the Lake itself and has little contact with the outside world except for occasional visits to his daughters, who live with his ex-wife in upstate New Jersey.

JULIE ANN PRESTON

TECHNICAL STAFF ADMINISTRATOR

The ever-cheerful Julie Preston has been the senior technical advisor on projects for OpTac for five years, since joining at the age of 27. She has a firm grasp on the bureau's current and past developments; she is quick to attempt to extrapolate new uses for the scientific discoveries "her" technicians figure out. She pays little attention to the political portion of her job, feeling much the same as Wolnichek. The two of them have a fairly close working relationship, and a very close personal relationship, having been lovers and confidants for the last five years. Julie is careful not to tip off anyone in her section of her love interest, and her secrecy has actually drawn the attention of the Workmen, who believe she may be involved in some kind of plot.

With Wolnichek, Julie leads the central faction in the bureau, those who believe that the internal politics are hampering its effectiveness. The focus of the "allied" faction at The Ranch is to continue operations as normal, operating around the pro-Hendricks and anti-Hendricks factions' maneuvering. A small but very vocal minority in The Ranch are trying to convince either Wolnichek or Preston to stand up against the Workmen once and for all. So far, neither administrator has been willing to start that confrontation. Preston is particularly cautious, as her recent problems with Senator Griffiths have led her to believe that her job is on the line. As a result, Julie has been working on improving her work output, leading her to be a bit short with her underlings. This has decreased the efficiency of technical output at The Ranch, which has armed Senator Griffiths for an eventual takeover.

JULIE PRESTON

STR 2 DEX 3 CON 3 INT 3 PER 4 WIL 3

Qualities: Influence (Aegis) 4, Resources 3, Status 3

Skills: Brawling 2, Bureaucracy 3, Computer Programming 3, Computers 3, Drive (Cars) 2, Electronics 3, Engineer (Electrical) 4, Guns (Pistol) 3, Mechanic 3, Smooth Talking 2

SENATOR BRIAN GRIFFITHS

UNOFFICIAL ADVISOR TO ADMIRAL HENDRICKS

Senator Griffiths, with his well manicured presence, perfect smile, and completely average brown hair and eyes, is the object of much dislike by professionals at The Ranch. His attempts to ally himself with his peers in their mid-40's are generally met with cool civility. His actual relationship to Aegis is unknown, but his immense network of personal political connections delivers great power to OpTac. Griffiths works hand in hand with the Admiral, helping expand the Admiral's own network of influence. The Senator has no military experience at all, but he does have a keen sense of political necessity and the power of popular opinion. He has pushed through several pieces of legislature to help Aegis as a whole and is one of the few senior Aegis personnel to develop his influence throughout the entire organization. The Senator is obviously angling for higher authority and position in Aegis, a fact that seems to elude the Admiral. Both Julie Preston and Jackie Connors have figured his goals out but are not yet able to prove anything. Preston has responded by being careful not to give him any further way to discredit her; Connors has put a full-time Workmen surveillance team on him, hoping to catch the Senator making a mistake.

What neither lady knows is that the Senator's goals are much higher than they have assumed. Griffiths has seen the enormous power of Aegis and agrees with the Admiral's belief in an eventual military conflict with the aliens. Senator Griffiths wants to place himself in a position to dictate events in Aegis, believing that he will be able to handle the eventual war better than a career military or espionage professional. Accordingly, Griffiths' associates have gathered quite a bit of incriminating or damaging material on his superiors. Ideally, he hopes to be able to edge Hendricks out of his position within the next few years. If everything goes according to his plans, he will be able to convince the Admiral to retire and turn over control of OpTac to him. In his pride and self-confidence, the Senator has deluded himself as to his abilities; if he managed to gain control of OpTac, it would be a tactical disaster.

The Senator is exactly the kind of self-important windbag that the senior Aegis officials want to avoid, and several secretive moves have been made by directors of other divisions to

BRIAN GRIFFITHS

STR 3 DEX 3 CON 3 INT 3 PER 3 WIL 3

Qualities: Charisma 2, Influence (Civilian) 4, Resources 4, Status 4

Skills: Acting 2, Brawling 2, Bureaucracy 3, Computers 3, Drive (Cars) 2, Hagglng 2, Humanities (Law) 3, Humanities (Management) 2, Intimidation 2, Smooth Talking 3

reduce or misdirect Griffiths' powerbase. None of these attempts has been fully successful, but none has been discovered, either. Any agent working at or around OpTac will certainly have met the Senator on one of his tours through the facilities, entourage in tow. He is quick to ingratiate himself with anyone he meets, since he can never tell when someone may become useful later.

GOALS

With the factionalization of the bureau, it is becoming increasingly difficult to determine what the actual goals of this division are. The commonly stated goals are threefold: preparation for eventual war with the aliens, training and development of new methods for field cells, and technical and operational support for all branches of Aegis. Each of the factions inside OpTac handles these three goals with different levels of enthusiasm.

Admiral Hendricks and the Workmen lead the pro-military faction of OpTac. Under the Admiral's control, this faction dominates the bureau. Strongest at The Ranch's flight centers and the operational centers at Area 51, the pro-military faction is interested in making war preparations. This shades all other decisions they make, and any project or suggested operational change is studied for its potential effects on the war plans that are currently being used. In order to coordinate all aspects of the coming war, a small cadre of technicians and operational specialists works closely with Dr. Norton and Project Epimenides (see p. 205), researching the possible futures of the conflict through virtual simulation. The constant studies have led to a raised awareness of just how endangered humanity may be.

The pro-military faction believes that training is an integral part of readiness, but it desires a full military level of professionalism and training. This standard is difficult to reach, given the large number of nonmilitary agents in use by Cells. Attempts to push new restrictions on personnel recruiting and training have failed, as other divisions of Aegis are not as military dominated. Still, inside OpTac, military personnel do receive preferential treatment and advancement, something that has been noted by other divisional directors.

The start of the feud with ISS has its roots in the military ideals of OpTac; this faction has attempted to expand into all areas of Aegis' intelligence and operational assets, directly conflicting with ISS' own requirements. The military faction would love to take over ISS entirely and feels that its duties are part of OpTac's. This attitude causes OpTac to focus more on expanding its assets than on training cell personnel in the field. As a direct result of this shift in emphasis, the promilitary faction of OpTac spends very little effort on training any personnel who are not already military specialists.

The goals of the anti-military faction are completely different. Preparation for war is the least of their worries, unless they are

preparing for an internal war inside the bureau itself. Composed of scientists and technicians, this faction does not trust the military at all, believing that the future war with the aliens is just a cover for military intervention in the government. As a result, most of their effort is dedicated to trying to get an idea of the potential uses of any new technology they recover from alien devices. By staying ahead of the military's plans, the scientists think they can limit the dangers of unrestrained technological development. A small minority of personnel in this faction even leak new discoveries to outside agencies in order to prevent American domination of the world's technology. They don't see this as treason, just global-mindedness.

Training and development of Cells in the field is a priority for the antimilitary faction. By sending out the right kind of information to new cell members, a reasoned and careful approach to new situations can be taught. This cuts down on the amount of grunts in Aegis field work, which means fewer professional military personnel making it into the higher ranks. At least, this is the reasoning behind the antimilitary faction's active attempts to emphasize investigation and study over tactical concerns in their training reports to cells. The Blue Paper is a major forum for these attitudes, its thinly disguised bias contributing to the distaste most field agents have for it.

Technical and operational support is the center of the antimilitary faction's base of people. All hold their jobs sacred, performing their tasks to the best of their abilities. Every single member of this faction agrees that failure to support the cells in the field would be criminal negligence of the worst kind. While some technicians and scientists will hesitate to turn over new technologies to the Army, they will not cease in attempts to find safe and practical uses for new devices by cell members. This devotion to duty often is the only thing preventing open hostility between both sides of the military question.

Obviously, relations with the promilitary faction are strained at best. Those personnel at The Ranch who have the opportunity to work closely with the supporters of Colonel Wolnichek and Ms. Preston can expect to form good working partnerships, and the two factions are tightly linked, although many antimilitary factionalists think that their colleagues out at The Ranch are ineffective. As for Senator Griffiths, he represents the antimilitary faction's worst nightmare come true, a powerful politician with strong backing from the military-industrial complex. Scientists in this faction refuse to work with Griffiths' agents and have been known to become vocal hostile when approached.

The flight line at Groom Dry Lake has its own faction, represented by those who support Colonel Wolnichek and Ms. Preston. This is a difficult group to pin down, since neither of their leaders believes in the political power games going on inside the bureau. Since neither will stand up and announce any resistance to the current situation in OpTac, their supporters are reduced to thinking of new ways to push through the projects they consider important while preventing their

resources from being stripped away. They pay no real attention to any goal except the support of cells and Aegis missions utilizing the equipment and personnel at Groom Dry Lake and other BLUE FLY support facilities. Of all the factions, this one is the most productive and centered. Very little political maneuvering occurs at The Ranch, as most of its personnel are too busy getting actual work done.

The Wolnichek-Preston faction leans toward the pro-military faction as far as its work goes, but toward the anti-military faction in attitude. Since The Ranch's supporters are not organized, there is no overt resistance to either side of the military question; whichever side is currently more powerful makes the overall decisions and gives out the resources, and the staff of Groom Lake does its best to comply. As for Senator Griffiths, he is an enormously unpopular person at The Ranch, and no one in this faction will assist him in any way. His attempts to find support at the working facilities of Groom Lake are headed off in a brusque fashion, and his influence is not tolerated.

Senator Griffiths and his supporters form the last real faction in OpTac. The Senator's only concern is increasing his own power base, and all of his supporters share the same goal. As a result, the members of this faction will do whatever serves them best at any given moment. This is the faction most likely to actually pull some kind of tricky maneuver to discredit another faction, and the Senator's outlook tends to view OpTac as any other political party. The Senator and his personnel do not get along with any other faction, although Griffiths' friendship with the Admiral is worth a great deal of bargaining power.

NEW PROFESSION

OpTAC TRANSPORTER

16 (8/8)-POINT PROFESSION

In addition to BLUE FLY's support drop facilities, sometimes people and items need to get to agents quickly, and this is where OpTac's teams of Transporters come in. Trained in most methods of going from A to B quickly, quietly, and securely, these agents are the surest way of getting people and special tech to places on time.

Qualities/Drawbacks: Influence (Civilian, Criminal or Military) 1, Resources 2, Status 1

Skills: Driving (Cars) +2, Martial Arts +1, Mechanic +1, Notice +1, Running (choose) +1, Stealth +1

Pulling Strings: Cheaper Vehicles, Mobility



CENTRAL OFFICE FOR RECRUITMENT SERVICES

The Central Office for Recruitment Services (CORS) performs background checks as to the fitness and possible security risks of potential recruits. It maintains exhaustive records of agents' specializations to reduce duplication of effort. Finally, it performs research into discovering the most favorable traits in recruited agents that determine mission successes and agent survival. CORS has undergone a number of changes over the years, reflected by the changing needs of Aegis, and currently applies pressure on members of Aegis Prime to expand CORS into an agency for both recruitment and training. Thus far, this bid for change has been effectively challenged by ISS, which fears a dramatic increase in security risks.

BRIEF HISTORY

This division sprang into existence as one of the original three committees convened by Aegis Prime. During its initial years, Aegis had a growth spurt and the micromanagement technique of hand-selecting agents was made too cumbersome by the sheer volume of new agents needed at the time. At that point it was headed by Leslie Dunham, a former FBI agent, and was called the Recruitment Office. Its primary function was to catalog all active Aegis agents and provide formation as to their geographic regions and any special skills or connections. These efforts were extended in order to create an exhaustive and detailed report of locations and specializations needing attention by members of Aegis Prime in order to have a nationwide presence. The RO also sought new potential agents and compiled lists of possible Cell members. Members of Aegis Prime then used this information to create hosts of parent Cells across the country.

Meanwhile, a number of agents within the RO began to worry about security, since this information was all being housed in a single office, and there were rumblings across Aegis about the need for security. Dunham worked to quell any rumors and took steps to ensure that the records were secure, and the data-gathering process quietly continued. As parent Cells began to recruit, they made more requests to tap into this database, and Dunham realized the danger of setting a precedent. He began to pressure parent Cells to look for local talent and argued that as the pressure to create a nationwide presence had abated somewhat, it was more important that parent Cells extend their own resources. His only concession to this firm and fast guideline was in recruiting specialist agents for Aegis Prime members' pet projects.

Ironically, in 1956, while on a mission to personally examine a researcher for recruitment onto an Aegis project, Dunham was killed. Records state that the researcher was already in the process of being indoctrinated into a project headed up by a Dr.

Xopolous, and it was determined later that Black Book agents were responsible. Upon Dunham's demise, Aaron Cook, Dunham's second in command, took over leadership of the RO and made security of the utmost importance. Not surprisingly, he was one of the strongest advocates for the development of ISS later that same year.

With pressure to focus on more internal matters until security could be resolved, Cook decided to improve the RO's ability to track Cell members. He tasked a number of agents to focus on ways to mechanically code and catalog agents using a primitive but effective punch-card system. Over the course of five years this punch-card system was abandoned in favor of using an innovative computer the size of a small closet. This was deemed an efficient method for coding and storing information related to agents, but the RO quickly outstripped the sole computer's capabilities. Cook had dreams of creating multiple stand-alone offices in different regions of the country, each with its own computer system. Once ISS had established reasonable security protocols, Cook lobbied to expand the RO with a number of satellite offices. He argued that the coding system was nearly unbreakable and that completed records would be stored only at Area 51.

As a consequence, by the mid-1960's, the Recruitment Office had splintered into multiple branches, one for each geographic region, and each office continued working closely with ISS to determine the best security protocols. They also learned from ISS staff some more effective ways to check potential recruits' backgrounds and affiliations. By 1972 there were ten satellite offices, and only an overworked skeleton staff remained behind at Area 51 to sort and file computerized records daily. The Recruitment Offices placed heavy emphasis on personal recruitment of specialist agents and often entertained potential recruits using hefty expense accounts, and Cook was quick to cover up these gaffes for his own personal gain.

Each office operated relatively independently, and the expense of transporting personnel, secure records, and other items began to look suspicious to one of the skeleton staffers back at Area 51. Iris Erikson was the senior staff specialist in charge of accounting, and over time she began to track the movement of funds across all CORS offices, rather than focusing on a single office at a time. After she reached some inevitable conclusions, she quietly made a few observations in the right ears. Within a few days, Aaron Cook was stripped of his office, and, surprisingly, Erikson was elevated to his position.

Erikson performed a spring-cleaning in all of the satellite offices and personally oversaw operations in each office for weeks at a time. The remaining staffers consisted of honest, hard-working agents or those who had been cowed into behaving properly. Over the next four years, Erikson also devised an improved filing system for the computerized records. She quadrupled the Area 51 skeleton staff to handle the influx of new information but encountered one problem: She had no reasonable (let alone secure) means for transporting data or

personnel to and from Area 51. As luck would have it, Hendricks of OpTac saw her plight and offered his assistance, in exchange for a small favor: The RO would assist OpTac in fielding highly specialized and well trained recruitment teams, under the scrutiny of OpTac, not the RO. After careful consideration, Erikson agreed.

Just two years later, however, despite the best efforts to centralize by using an information storehouse, it was decided that the RO needed to be run from a central office. With the blessings of Aegis Prime a new facility was ordered constructed on Area 51 to house this agency. Before the construction had even begun, the new "Central Office" was sought out by the now aging members of Aegis Prime to hand-select agents in active Cells for outstanding service that might warrant their inclusion in the support staff of Aegis Prime. Until this point, each member of Aegis Prime had selected her own staff, but with the pressures of duty and the ravages of time, they became willing to delegate this responsibility to others.

From 1985 to 1987, the Central Office worked closely with ISS to monitor close to 100 Aegis agents to determine their suitability for Aegis Prime's needs, and began to recognize that many agents were limited in their usefulness because they lacked certain types of training. Of the original 100 agents, only 21 were found to be up to Prime's exacting standards; the remainder were left to serve their Cells. Tasked with the dual responsibilities of relocating the Recruitment Offices and seeking candidates for Prime Support staff, it wasn't until 1989 that all branch offices were officially abandoned and reformed into the Central Office of Recruitment Services, housed within Area 51 at Groom Dry Lake. Because of this centralization, OpTac lost a lot of leverage over CORS, since CORS no longer relied on OpTac for movement of personnel and goods.

In 1990, Iris Erikson resigned her position in CORS to take on other duties. It is rumored that she may be a member of Aegis Prime, but this has never been confirmed. A number of her former satellite office managers report having seen her within the confines of Area 51 on several occasions since relinquishing her earlier position. CORS was put under the leadership of Benjamin Carlisle, a relatively young agent at 31 to hold such a position of power. Under his leadership, there was a definite shift from merely seeking out potential to actually tracking and evaluating both agents and potential recruits. To create a thorough system for keeping track of agents' performance, Carlisle enlisted the expert advice of ISDM, which was able to develop a HERMES-friendly system to extract information directly from HERMES reports filed by individual agents as well as evaluations by Cell leaders and parent Cells.

Despite the fact that OpTac no longer held much power over CORS, in 1991, Carlisle made good on Erikson's promise and worked with OpTac to field specialized recruitment teams, typically taking on an advisory role to teams already hand-selected by OpTac staff. Under Carlisle, CORS reports have become increasingly vocal about agent fatalities and mission failures.

These reports point to the inevitable stagnation of Aegis' success rates as a consequence of poor recruitment selections and uninformed choices made by parent Cells in selecting agents with minimal training.

In the past five years, CORS has continued to change its role within Aegis to be more advisory, providing expert opinions on recruitment procedures for parent Cells and releasing evaluations to parent Cells, agents' supervisors, and Aegis Prime members. Carlisle places an emphasis on efficiency and sees to it that all of his interdepartmental units collaborate to keep one another informed of trends and irregularities.

CURRENT STATUS

CORS stays busy with the simple act of keeping pace with Aegis' growing needs for personnel. Saddled with this task and the awareness that better trained agents make for less turnover in the long run, they are in the midst of a conflict about Aegis operations. In direct opposition to OpTac's push to make Aegis more of a paramilitary organization, CORS has no interest in doing broad-based training of Aegis personnel, but rather to develop each agent's own abilities to better serve Aegis with increased mission success rates and decreased fatalities. CORS is currently engaged in some wrangling with ISS over security issues if agents are to be trained by Aegis representatives, or even merely collected in the same location for training. ISS also resists the need to centralize, which is a goal of Carlisle's.

Generally, CORS independently offers consultations to other Aegis divisions. The fact that CORS has a wealth of information pass through its files about many Aegis agents, combined with CORS' extensive network of liaisons among the divisions, plus a heavy dose of healthy paranoia, often leads to support staff and agents being slightly wary of CORS. In an attempt to head off excessive amounts of anxiety, CORS recently enacted an internal confidentiality policy. This policy states that no CORS agent is allowed to reveal any portion of an agent's background check or current standing without express authorization. Furthermore, any release of information must be noted in the agent's file, with notations as to the extent of data released and to whom the information was given. Obviously, these measures do not prevent others from sharing this released information, but CORS felt its steps were sufficient and appropriate. All completed files are passed along to DAS, and CORS retains only summaries of the record, along with an agent's skills, current standing, most recent evaluation, and specialization and geographic location.

Ultimately, CORS is responsible for a number of duties, including research and evaluation, background checking, and recruiting. As such, CORS has a number of subcommittees to attend to specific tasks. These groups change as new tasks are dictated, but this is the most recent listing of subcommittees: Research and Evaluation, Background Processing, Recruitment, and Training Coordination.

RESEARCH AND EVALUATION SECTION

The R&E section is responsible for recruitment-related research, as well as evaluating potential recruits. Currently, evaluation procedures are dependent on whether the agent is in a Cell or an Aegis agency, and whether the agent is aware of Aegis' existence. All Cell-level agents are evaluated on a rotating schedule approximately every two years. For the most part, evaluations are carried out based on HERMES reports, notations (if any) by Cell Leaders and/or parent Cells, and reviews of agents' mission performances. All agents involved in Aegis-controlled agencies are reviewed yearly as part of a performance review, jointly conducted by the division head and a CORS staff member from the R&E subcommittee. The performance review varies depending on the division and the position—a research assistant will most likely be evaluated on the basis of her recent research results, whereas a pilot will probably be evaluated based on flight performance and skills testing. If an agent is unaware of Aegis' existence, usually CORS simply retrieves her personnel file every few years and notes discrepancies or concerns, and only initiates a more thorough process if deemed warranted, since any intrusion may constitute a breach in security.

These data compilations result in a listing of "Extreme Concern" and "Outstanding Merit" candidates. A small committee, composed of operatives from R&E section, DAS, and ISS, review the complete file to determine if any action is warranted, either to remove or to recommend.

R&E has been doing a fair amount of research over the past ten years to determine optimal mission success rates and to examine fatality statistics. Because of undeniable, consistent results that point to training as being a key factor for mission success as well as for prevention of agent fatalities, CORS is placing pressure on Prime to train current Cell-level agents. To date, CORS has yet to obtain clearance to directly train any agents other than those in Aegis-controlled agencies. Under these conditions, R&E merely works with the Training Coordination subcommittee to track specialists and potential instructors in the event they will be able to provide training at a later date.

BACKGROUND PROCESSING

CORS has been making a renewed effort to check the backgrounds of potential recruits, but the overwhelming volume of requests makes it difficult to handle the workload. The additional emphasis on making sure recruitment efforts are not being duplicated makes this task very cumbersome. Often, because of the way Aegis is structured, with fairly autonomous parent Cells, new cells may be created, one on top of the other, within a concentrated geographic area, which leads to a number of Aegis agents tripping over one another.

Parent cells perform their own recruiting, though CORS will provide a background check on all new Aegis agents. The recruiting personnel provide all information known about the potential applicant. During this initial stage, CORS works to process information and look for discrepancies. This process may take anywhere from two days to two weeks. The information is then routed back to the recruiters, along with any security flags and additional data. Any security concerns are also routed to ISS, and the recruiters are asked to wait for ISS approval prior to approaching the applicant.



RECRUITMENT

The Recruitment subcommittee is responsible for obtaining agents for Aegis Prime, Aegis agencies, and remote Aegis-controlled units. It oversees any initial contact with Prime support staff and with ISS performs detailed security checks. In some cases, CORS has recruited entire Cells into Aegis' base operations, lifting them from the field to be given intense training. Aegis agencies, such as MKULTRA and CAPS, and remote Aegis units (often agencies and labs that are unaware of their involvement with Aegis) have their new recruits checked and vetted by CORS to ensure not only a secure new agent, but also to avoid any heavy duplication of specialist skills.

TRAINING COORDINATION

A subcommittee of CORS also deals with the training of Aegis agents, training Prime support staff for their duties, and keeping track of every Cell's geographic location and specialties. This way, if a mission requires certain skills, the closest suitably able Cell will be requested for the task. CORS will sometimes select a Cell for special training, though this is handled with extreme care as not to expose the Cell to personnel that would be a security risk and negate the benefits of the Cell structure.

MOVERS AND SHAKERS

MR. BENJAMIN CARLISLE

DIRECTOR OF CORS

Carlisle is an exceedingly demanding man and always seems to be on his way to an important meeting. He stands about 6'2" tall and weighs around 170 lbs. He is always impeccably dressed and exudes charm, even if in an intense and brusque manner. He keeps his dark brown hair neatly cut at all times and has deep brown eyes.

Carlisle's public records indicate he was born in 1959 in a small town in Connecticut. He delayed entering college for a year and traveled in Europe before being accepted into Harvard. He was a good student throughout his academic career and showed early promise as a researcher with chemicals. He completed some work on plastics that garnered the notice of a number of research firms, and he was hired right out of college by a now-defunct research group that was sponsored by Aegis. As the young man developed a talent for obtaining research grants and lobbying for funding using his personal charm, it became apparent rapidly that he would be an asset to Aegis in ways other than mere research.

He began working in DAS, specializing in the rerouting of funding and documentation of research findings that would be incomprehensible to all but the most trained researchers in chemical engineering. His personal charm and dedication to duty earned him the respect of many in the DAS committee and beyond. His superior abilities for administration did not go

unnoticed, and in 1990, at the young age of 31, he was appointed to chair the CORS committee, to the surprise of many who were in position to learn of the promotion. It was suspected that Iris Erikson supported his promotion to this position.

Since 1990, he has been consolidating his power through liaisons with other divisions and emphasizing the need for Aegis to become more centralized. He currently has close ties with DAS and often visits R&D to keep his hand in on the latest developments in scientific advances. Overall, like many other division heads, little is known about his personal beliefs, but through his management of CORS it is readily apparent that he pursues efficiency relentlessly. He becomes enraged over mission failures and loss of life that could have been avoided through better planning, intensive training, or plain common sense. He demands much from his subordinates, and usually gets it.

Carlisle is one of the original members of Aegis, specifically selected for nanotechnological improvements so he can perform his function as the living memory of Aegis against the darker days of the future. He is fully aware of his role and his function, and knows more about the true agenda of both Aegis and NDD than anyone else, save his counterpart in NDD. No one at Aegis is aware of this, possibly not even the current members of Aegis Prime.

BENJAMIN CARLISLE

STR 3 DEX 3 CON 4 INT 4 PER 3 WIL 3

Qualities: Atlantean Nanotech (Aspect Modification System, Bio-Battery System, Blood Surgeons, ENR, Memory Preservation System), Influence (Aegis) 6, Resources 5, Status 4

Skills: Brawling 2, Bureaucracy 3, Computer Programming 2, Computers 3, Drive (Cars) 2, Guns (Pistols) 3, Humanities (Anthropology) 4, Instruction 3, Research/Investigation 4, Science (Biology) 4, Science (Chemistry) 3, Science (Nanotechnology) 3

DIERDRE CAMPBELL

CORS ORIENTATION LEADER, MOONDUST LIAISON TO CORS

On initial inspection, Dierdre comes across as an exceedingly cheerful and perky young woman. She generally wins people over with her wit, exuberance, and charm, but those who know her also know that she has a keen sense of duty, and if necessary will sacrifice lives if it benefits Aegis directly. She stands about five and a half feet tall and weighs no more than 125 pounds. She has the build of a cheerleader and the rosy cheeks, blonde hair, and smiling hazel eyes to match. Dierdre looks to be close to 25 years of age, but in actuality she is 35. She often

DIERDRE CAMPBELL

STR 2 DEX 3 CON 3 INT 3 PER 3 WIL 3

Qualities: Influence (Aegis) 4, Resources 4, Status 4

Skills: Brawling 2, Computers 3, Demolitions 2, Drive (Cars) 2, Guns (Artillery) 2, Guns (Pistol) 3, Guns (SMG) 2, Hand Weapon (Knife) 3, Instruction 4, Sport (Parachuting) 3, Sport (SCUBA) 2, Stealth 3, Systems Operations (Communications) 2

uses people’s misperceptions of her against them in training exercises, as they constantly underestimate her abilities.

She joined the Navy straight out of high school with dreams of seeing the world and making her mark as a career military officer. She met her first major obstacle when she applied for SEAL training and was turned down flat. She attempted to make the best of the situation but was quickly becoming realistic about her opportunities for advancement, in light of her senior officers’ unwillingness to ever take her seriously.

Her vessel investigated what was recorded as a satellite breaking stationary orbit, but when she arrived at the crash site, the crew found something very different than a satellite. It looked like a spherical metallic object, but it wasn’t anything of American design. As she and her crewmates began to fish it out of the ocean for further study, one of her crewmates had some kind of a mental breakdown and threatened to shoot the CO if they didn’t leave the object where it was. Dierdre drew her sidearm but thought she could talk him down. As she spoke to him, he began to lower his weapon, and she felt confident she could handle the situation. Then, suddenly, he raised his gun and began firing wildly in the direction of the CO. She had no choice but to shoot him. She learned that day the importance of taking action immediately and not counting on the best possible scenario.

Before long she found herself being matched up with a set of interdisciplinary team members from other branches of the military, being drilled for the retrieval of downed aircraft. Passing this test with flying colors, she was then given the opportunity to join MOONDUST. Disgusted with her chances in the Navy, she leapt at the chance and served as a MOONDUST Ops Specialist for six years before being transferred to more administrative duties. She still goes out on the occasional mission, but more often than not she prefers to help coordinate teams and put agents through their paces. Working for CORS, she oversees the distribution of personnel among Aegis divisions and departments.

VASILY HARPOV

HEAD OF CORS R&E SUBCOMMITTEE, CAPS LIAISON TO CORS

Vasily is an extraordinary cold and bitter individual, and people tend to avoid him for his sour disposition. He oversees research on recruitment trends and evaluations of agents. He stands almost six feet tall and has a gaunt and emaciated

physique. He has graying hair and sunken gray eyes. Indeed, much about him seems to be dull and colorless.

His parents, Anya and Mikhail Karpov, fled the Soviet Union in 1938, when Stalin was in the process of launching a major witch-hunt for anyone who claimed to possess paranormal powers. Afraid for their lives and newly married, they came to the United States in search of a decent place to make a living. Vasily was born in 1944 and seemed to have an extremely problem-filled childhood. When, at the age of 10, he confessed to his mother in tears that he often saw things that other people could not see, Anya knew she had some explaining to do. In broken English, she tried to tell her son about some of her own abilities, but Vasily fled from the room and refused to listen. For the next ten years of his life, he was plagued by the sense of being able to catch glimpses of places he had never seen, and it wasn’t until the mid-1960’s that he began to find the answers he sought so desperately.

Vasily began to volunteer as a test subject for psychic experiments and was soon given scientific proof that his “glimpses” and other frustrating talents actually had some merit. He was given an offer to work with an independent lab, Mental Properties Amalgamated, and for the first time in his life he was able to meet people who were like him. He never really shed his dour disposition or his pessimistic attitude, but over time he was able to cultivate his psychic abilities. After almost a decade of practicing with no practical applications, the lab was shut down, and he received a letter from a “new school for psychics”, asking if he’d be interested in a teaching position. This letter was a cover for Aegis to bring him in as a CAPS affiliate, and he took the job.

Once he learned about the existence of Aegis, he became even more withdrawn, seemingly crushed by the new knowledge of conspiracies and the constant threat of humankind’s destruction. At one point he seemed to have a nervous breakdown, becoming catatonic, but after a month he emerged from his catatonic state, suddenly with additional psychic powers. Since that time, he was deemed too valuable to Psi-Div as a research subject, and so an administrative position was found for him until they can understand how his new psychic talents manifested themselves under duress. He has held his position in CORS for just over three years now.

VASILY HARPOV

STR 3 DEX 3 CON 3 INT 3 PER 3 WIL 4

Qualities: Influence (Aegis) 5, Psychic, Resources 4, Status 4

Skills: Brawling 1, Computers 2, Drive (Cars) 2, Hypnosis 4, Instruction 3, Intimidation 2, Science (Parapsychology) 3, Trance 4

Psychic Abilities: Clairvoyance (Art 2, Str 2), Cognition (Art 3, Str 3), Telepathy (Art 3, Str 4)



GOALS

CORS' primary goal is simply to make it possible to both recruit and maintain the "best and the brightest" agents for work at Aegis, both as Cell members and as internal agents. More and more, CORS is focusing on consulting and advising, rather than the actual leg work or decision-making. CORS engages in a great deal of research and study to determine the best way to expend resources, time, and energy in pursuit of solid recruit leads, working to minimize duplication and maximize use of resources.

RESEARCH & DEVELOPMENT

Research and Development currently conducts the majority of technological and scientific research for Aegis. It also has primary responsibility for the development and manufacture of experimental prototypes and other developmental tasks. Cells often perform their own research, but R&D is responsible for compiling data for meta-analysis purposes and conducting long-term research. It is also responsible for reverse-engineering, and consulting with specific departments and divisions for research needs.

BRIEF HISTORY

Research and Development was originally called "Alien Analysis" when it was first created in 1959. OpTac deemed it necessary to pool all available research assistants to speed research and eliminate duplication of efforts. When created, Alien Analysis was headed by Dr. Karl Novatel. With expertise in both biology and anthropology, he had made a study of alien artifacts in order to study alien cultures for The Watch in the late 1940's.

It was originally hoped that through the study of alien tech it would be possible to understand and interact with the aliens. Novatel placed an emphasis on both Terran and alien sciences, and was instrumental in fostering interest in computing machines, even beyond the creation of the HERMES units that enabled agents to keep in contact with one another. The early MK1 terminals were merely operational centers, housed in each Cell's headquarters. Through the use of teletype machines and radio transmissions, Cells were able to transmit and receive encoded information and to keep in communication with Aegis Prime. Analysis was often overextended, however, and it was difficult to make new discoveries in all areas of study.

After Dr. Novatel retired in 1967, he was replaced by Dr. Jack Tazewell, who served as an important connection to the younger generation of scientists. Investing in computing research, which led to the eventual creation of ISDM, allowed Analysis to emphasize a wider range of Terran technology, most notably biological and medical advances. Analysis began channeling funds into extensive research projects in remote labs to bring itself abreast of the latest developments. As a consequence, it was renamed Research Operations.

In the early 1970's, Research Operations noted that it had a dearth of new alien technology and lobbied successfully for retrieved alien

tech to be turned over to it for study. This created some friction with ISS, since there was no way of telling if the alien technology could be tracked. As a result, Research Operations made a concerted effort to study unknown alien tech at initial stages in large cities where its agents' movements could be easily disguised from prying eyes, and where Area 51 security would not be compromised. To this day "hot" technology is scrutinized in remote labs for up to a full year before being released for transfer to Area 51.

In 1977, it was able to retrieve what looked like some kind of drive system from a crashed alien vessel, and a whole host of components of unknown purpose and origin. RO's inability to classify a number of objects in the vessel led to a new categorization of research: "Damned-If-I-Know," abbreviated DIIK. To this day, items received that are unclassifiable are referred to as DIIKs (pronounced Dix).

In 1983, there was a great shake-up in Research Operations. OpTac maneuvered to shut down all research that didn't have direct paramilitary applications and Dr. Tazewell committed suicide. A new leader rose in Research Operations, Dr. Jennifer Norton. She argued the need for research on subjects that would support paramilitary activities, such as complex motion scanners, medical advances, and psychic tools. Her quick reaction enabled her to transfer a number of technicians from OpTac to Research Operations, all of whom were very interested in pursuing practical applications by creating prototypes. With this renewed effort on developing new technology, the division was renamed "Research and Development."

Once R&D's position was secure, there was a flurry of activity to develop a prototype that would secure its role and firmly fix it as indispensable to OpTac, which continued to control all funding for research on Area 51. Dr. Norton, after careful consideration, decided to put together a team to design an aircraft. After several weeks of brainstorming, one of the key features of the aircraft was planned to be a neural connection to enable the pilot to control the aircraft with a nanosecond thought-burst. Numerous drive systems were tested and another team set to work on engineering mentally triggered missiles, with the help of Psi-Div. In the span of less than a year, with concerted effort, Dr. Norton's team proudly introduced the Aurora. Actually finding suitable pilots who not only survived the installation of the Pilot Interface Control System but functioned at top capacity was difficult; in the early stages of testing, there were five fatalities, and the project was almost abandoned.

Hit-and-miss results from the Aurora Pilot Interface Control System prodded R&D to invest a great deal of research into the factors that made for successful implants. Their primary finding was that some individuals' DNA codes seemed to more closely match the neural interface. This led to a spate of research about DNA variables and genetic typing. Some individuals in R&D have begun to mutter over the nature of nanotechnology, and there are whispers that perhaps the division has been a little too lucky too often with a scientific discipline that no human truly understands sufficiently to generate prototypes.

In 1985, R&D was presented with a number of scraps from a downed craft of unknown origin. These items were retrieved from a raid engineered by the Foreign Affairs Division in Kingston, Jamaica, and were the subject of heated controversy about the method of their acquisition. Researchers in R&D were certain the craft was not of Grey design or construction, and it did not match that of the other vessel retrieved in 1977. It was not until almost a decade later that they were able to fully understand the nature of this "Saurian" technology.

R&D benefited from a number of items to study when a crashed alien vessel was retrieved and thoroughly ransacked in 1996. This ship, originally suspected by some to be of Saurian design and construction, did not match most of the known configurations of Saurian craft and was spherical in shape. The retrieved pieces paved the way for new research into a number of alien-focused projects, including fusion, aerodynamics, and heat absorption.

Frequently, R&D has been given clearance to leak information to outside researchers, such as its initial disclosure about computer development in the 1970's and about genetics in the early 1990's. Sometimes R&D personnel are informed as to the reason for the dissemination of this information, but often they are unconcerned with the rationale as long as it does not jeopardize their own research projects. Often, these leaks are carefully orchestrated to counter Black Book expansion or to provide financial support to corporate allies of Aegis.

CURRENT STATUS

Two types of research are conducted by R&D, classified simply as alien and Terran. Each research section is headed by a chief who oversees all daily operations and is responsible for meeting with research teams to determine progress and viability.

ALIEN RESEARCH

The alien technology and sciences section primarily focuses on conducting applied research, performing reverse-engineering, and testing DIIKs. Approximately 75% of the staff work in labs or in the testing facility, while the rest perform data entry, collate information, and assemble reports. Most of the individuals in this section hold a Ph.D. (if not two) in the hard sciences, but a handful of anthropologists, physicians, cryptologists, linguists, and psychologists also assist with researching these often-bizarre items.

Most of the catalogued alien technology prior to the 1970's was affiliated with the Grey race, and this division has a great deal of information about Grey implants, the technical aspects of psychotrons, and the use (although little of the creation) of coral lenses. In the early 1980's, "nanotechnology" was uncovered and accredited to the Atlanteans. Only recently have a few researchers begun to wonder if this technology is truly the type that is used by Atlanteans, or rather part of a carefully contrived trail of bread crumbs fed to Aegis by the Atlantean race. Needless



to say, this makes many individuals extremely nervous. In the past decade, this division has seen a quadrupling of its research output (and subsequent funding) with the discovery of Saurian technology.

The examination of Saurian (and suspected Saurian) science and technology has produced discoveries such as miniature fusion reactors, pulse detonation engines, superheated gases, and magnetic field generators. This type of technology is far easier for human scientists and researchers to understand than Grey or Atlantean technology, but even so, R&D is having a hard time replicating the devices they find.

There is also the occasional bit of general xenoscience thrown in for good measure, the DIIKs. DIIKs are composed of miscellaneous parts unattributable to any alien race, but highly unlikely to be of Terran origin. Usually, DIIKs are put through a number of standard tests to try to determine their purposes and risk levels. If still labeled a DIIK, they are "tagged and bagged" and shuffled off to a warehouse full of containment units.

TERRAN RESEARCH

The Terran science and technology section conducts theoretical and applied experiments across a wide range of disciplines and also tracks the findings of other research groups through reports and published articles. It also regularly conducts meta-analysis of research findings from labs around the world. As a result, although it has almost the same size staff as the Alien section, it divides its staff, with 50% working on direct research and scientific experimentation and 50% conducting meta-analysis, performing data entry, and combing through endless reports and articles for relevant details.

Terran science and research did not really blossom within Aegis until the early 1970's. Until 1969, the primary focus of Terran technology was in the area of computing. Once ISDM was created, a new group of scientists was recruited to look into Terran scientific advances. The first research teams looked primarily at medical and biological advances, and currently three teams are in operation solely to study these areas. One team is looking into the recuperative properties of a number of organic and synthesized substances, specifically for medical treatment of plasma burns. A second team specializes in germ warfare research and biohazardous conditions. The third routinely catalogs successes and failures of various attempts at biological technology, a spin-off of a reverse-engineering Grey project under Alien section. In addition, a fourth, interdisciplinary team has an ongoing project related to the Aurora, specifically, how to treat nanotech-failed subjects who suffer from varying forms of psychic distress.

Aerospace technology and science are also under constant study by anywhere from two to nine teams, depending on Aegis' needs. Extensive theoretical studies have been done of the nature of starship design, and also more applied research on developing "invisible" aircraft. One of the research teams is devoted exclusively to the constant monitoring and upgrading of the famous "Black Helicopter," the ultimate in an airborne stealth vehicle. Some recent research is on the viability of unmanned probes to gather information about alien movements.

CROSS-DIVISIONAL RESEARCH

A whole host of research projects are not identified as either Terran or Alien, especially the projects that work on reverse-engineering of captured Black Book technology. A great deal of deconstructing takes place in attempts to classify the types of technology being used by the NDD. It is difficult to speculate what pieces may be the result of advanced research and what might be alien, however. Aegis is learning how to operate some of this equipment but is having difficulty replicating it or determining its origin.

The latest conundrum is finding a Micro-PK-proof electronic system, working with Psi-Div. The Terran section regularly works with Psi-Div on mind-control drugs and devices, such as the MHIC-EDOM.

PROJECT AURORA

The Aurora has undergone a number of changes from its earliest inception. The original prototype in 1978, dubbed *Horizon*, consisted of biofeedback mechanisms and crude engines capable of reaching Mach 2; it has long since been recycled for spare parts. The *Horizon* used a very bulky biofeedback helmet that read changes in the pilot's brainwaves to control the craft. This resulted in instantaneous control but required incredible amounts of concentration for long periods of time, and did not measure up to the hopes of the design team. Modifications were made, and in 1982 the *Horizon II* took flight, with Lieutenant Thomas Hendricks at the controls. As the *Horizon II* broke Mach 3, the craft was lost on radar and communications were severed. A MOONDUST team was sent out immediately to reconnoiter the immediate area, but the *Horizon II* was never located.

All but the most general concepts of the *Horizon* project were scrapped, and the design team began anew, under the leadership of Dr. Norton. To their credit, in 1983 the *Aurora I* took flight, with a modified interface control system and psychic lenses as an integral part of the weapons systems. The Pilot Interface Control System (PICS) was developed through a very frustrating trial-and-error process, with the discovery that some pilots were more likely to succeed in using PICS while others became excessively disoriented, mentally burnt out, or emotionally unstable. At the point that four pilots were able to put the *Aurora I* through her paces successfully, the project was deemed a success.

Over the next four years, the Aurora team continued to monitor the ship's capabilities, and attempt to integrate new technology into the systems. 1987 heralded the *Aurora II*, with the addition of pulse detonation engines, allowing it to exceed Mach 4 during several test runs. Also during this period, the successful pilots began to talk among themselves and noticed that with a moderate amount of concentration, even while not in the *Aurora*, they could speed up their reflexes and hone their precision responses. Uncertain of the source of this change, and not wanting to lose their valuable positions, the pilots kept this

information to themselves until the early 1990's. At that point they also become valuable research subjects, as R&D put them through their paces and systematically began to narrow down the possibilities for the cause of these enhancements.

Soon, head researchers in R&D were scrambling for old data to confirm their hypotheses that somehow the PICS helmet was injecting pilots with nanotechnology to varying degrees of success and ignoring some of the subjects altogether. These researchers reached some conclusions about likely successful candidates, but given the small numbers of pilots who had even attempted to use PICS as part of the Aurora project, much is still speculation.

A full decade after the *Aurora II*, R&D made a series of modifications so diverse that they dubbed the new ship the *Aurora III*. This version, while essentially a streamlined *Aurora II*, is outfitted with technology from the unknown spherical ship recovered in 1996. It has a more heat-resistant skin, dramatically more efficient engines, and a more durable life-support system, all of which makes the *Aurora III* suitable for launch into space.

The most recent version of the *Aurora* is equipped with fusion pulse rockets that use water for reaction mass, and operates up to Mach 4 in normal atmosphere. With the addition of a small reaction mass generator, the *Aurora* is capable of breaking Earth's gravity and sustaining orbit. With its advanced stealth technology, the *Aurora* easily avoids detection by all conventional methods. Once in orbit, the *Aurora* is able to dock with *Skylab*, which has been successfully hidden since Aegis created a media sensation with its supposed crash.

ACQUISITION

Generally, when R&D is looking for specific items of study, as was the case in the mid-1990's with the elusive Men in Black, Cells are made aware of the need and are informed of the importance of reporting such discoveries via HERMES. At that point, R&D can decide whether the item in question is worthy of retrieval and study. Some Cells stumble across scientific components or alien artifacts and note in their HERMES reports that they have access to them. Aegis-controlled agencies and laboratories also produce a number of items for R&D to examine and to experiment with. Finally, a large portion of the items needed by R&D are obtained through theft or infiltration of other organizations. It has a great deal of respect for the Foreign Affairs Division, whose diligent efforts consistently provide recovered technology, not only from alien sources but also from the Black Book, as well as a host of foreign countries.

R&D works closely with almost all divisions with respect to the development and dissemination of many scientific and technological advances. R&D will lend staff to divisions that are working on projects, and will find ways to have items mass-produced in remote facilities. R&D specializes in developing prototypes; it is not in the business of becoming an assembly line. The latest prototype that it is particularly proud of is the recent experiment with nanotech (see p. 51).

MOVERS AND SHAKERS

JENNIFER NORTON, Ph.D.

CHIEF OF R&D

Dr. Norton has been the head of R&D since 1983, when she took command after Dr. Tazewell committed suicide. She is generally even-tempered, and although she smiles frequently, she really does not come across as being a very emotionally driven individual. She looks to be in her mid-40s, though may be older, and is rather pretty in an eccentric sort of way. She has graying blonde hair, pale blue eyes, and a slim figure. She is often found working late into the night and is a notorious snacker. As a consequence, she perpetually seems to have something edible in one hand and a report in the other. She still keeps her hand in on projects from time to time, but her administrative responsibilities make this difficult.

Little is known about Dr. Norton's personal history, and she is loath to volunteer much to any who ask. She never talks about a family or refers to her childhood or history prior to her acceptance into Aegis in 1977. Individuals seeking her personnel file from DAS would find an unremarkable personal history. Her file states she has a B.S. in Biology from Wellesley in 1970, an M.S. in Microbiology from University of Chicago in 1972, an M.S. in Chemistry from Loyola in 1973, and an M.D./Ph.D. from Northwestern in 1976. It notes she was born in Scranton, Pennsylvania in 1950 and that her father was an accountant. Her file also notes that she was recruited directly into Aegis' Research Operations, with an illegible set of initials written in the margin in blue ink.

Around R&D, Dr. Norton is often seen as a rescuing angel, and her reputation as having saved R&D from eventual ruin is well known, both within and outside the division. She prefers not to leave the lab facilities, but if her skills are needed to

JENNIFER NORTON

STR 4 DEX 5 CON 6 INT 6 PER 6 WIL 7

Qualities: Atlantean, Atlantean Nanotech (Aspect Modification System, Audio/Video Recorder, Bio-Battery Energy System, Blood Surgeons, Computer Enhancements, ENR, Hearing Enhancements, Memory Augmentation, Memory Preservation System, Neural Link, Toxin Filters, Vision Enhancements), Influence (Aegis) 6, Resources 6, Status 5

Skills: Brawling 2, Computer Programming 5, Computers 5, Disguise 5, Drive (Cars) 4, Drive (Nanocycle) 4, Electronic Surveillance 3, Electronics 3, Engineer (Electrical) 3, Engineer (Nanotechnology) 5, Guns (Needler) 3, Guns (Pistol) 5, Medicine 5, Myths and Legends (UFology) 3, Pilot (Atlantean Spacecraft) 5, Research/Investigation 5, Science (Biology) 4, Science (Chemistry) 4, Science (Cryptology) 5, Surveillance 4

smooth over problems with other divisions, she will step in without hesitation. She is an excellent administrator as well as a competent researcher and one of the most valuable assets the department has had since Dr. Novatel.

CHARLES WILSON, Ph.D., CHIEF OF ALIEN TECH R&D

Dr. Wilson has been the chief of the Alien section since 1995, and the timing of his elevation to this position was nothing short of genius on the part of Dr. Norton, given the discovery of the Saurian vessel in 1996. As excitable as a child over new discoveries, Dr. Wilson often spends his free time sifting through old bagged-and-tagged DIIKs, trying to comprehend their purposes. When asked about current research projects he is overseeing, his eyes light up and he begins to speak excitedly. Dr. Wilson is an African-American with very deep brown skin, reddish-brown close-cropped hair (when he remembers to get a haircut, anyway), and light brown, almost golden eyes. At 52 years of age, he has a rather squat figure, which seems to be getting larger as he spends time sitting in labs and his office.

In college he was originally interested in cryptozoology, but keeps this interest to himself rather than be the laughing stock of his peers. Newly employed out of college, he focused on general scientific studies, not content to specialize in any one area. A few years after working for the same lab, he was given a project that puzzled him—the biological make-up of the sample was not carbon-based! He did research by night into cryptozoological possibilities of deep underwater vegetation, forgotten islands with odd flora, anything to try to understand its origin. After many sleepless nights, he finally reached the conclusion that he was not sufficient to the task and went to his supervisor to report that he could not determine the nature or the origin of the substance. His supervisor accepted his failure with aplomb, almost exuberance. Puzzled, Wilson went back to work on another project. Two days later when he came into work, he found a note on his desk that read simply, "maybe it is not from Earth?" Suddenly a whole host of ideas fell together, and he began researching again in earnest. His supervisor came to check on him three days later and found Wilson asleep at his desk, his head on a stack of notes. Satisfied Wilson was Aegis material, he began recruiting as soon as Wilson woke up

Wilson was encouraged to earn his Ph.D. in cell biology. Before he had even completed his degree, he was given his own lab with funds from Aegis to perform small research tasks

CHARLES WILSON

STR 2 DEX 2 CON 4 INT 3 PER 4 WIL 4

Qualities: Influence (Aegis) 5, Resources 4, Status 3

Skills: Brawling 2, Bureaucracy 3, Computers 3, Drive (Cars) 2, Guns (Pistol) 2, Myths and Legends (UFology) 3, Research/Investigation 5, Science (Biology) 4, Science (Chemistry) 3, Science (Cryptozoology) 4

on “hot” items that could not, for reasons of security, be transported to Area 51. He assembled an enthusiastic and talented research team and was content to work on small xenobiology projects for the remainder of his career when he was contacted by a recruitment specialist from CORS inquiring about his interest in working at Area 51. Dr. Wilson carefully considered the advantages and disadvantages, and a few days later was relocated to an office down the hall from Dr. Norton’s.

SAMUEL DIXON, PH.D., CHIEF OF TERRAN TECH R&D

Dr. Dixon has held the position of head of Terran section for only a few years, and he is so unassuming, it is easy to forget he is even in the room. He is a rather owlish individual, which is not helped by the thick glasses he persists in wearing. He rarely speaks, but when he does, it becomes readily apparent that he is one of those amazingly talented geniuses who latch on to everything with ease. He looks to be in his early 40’s, but it is difficult to tell, because everything about him is so indiscriminate. He stands a mere 5’4” tall and has wispy platinum blond hair, of which static electricity makes a nightmare. He has light gray eyes, so pale that looking at him for long is quite disturbing for most people outside of Terran section. Luckily, he rarely makes eye contact with anyone outside the R&D division, so most people do not have to cope with this alarming feature.

Dixon holds two Ph.D.s, one in physics and the other, oddly enough, in philosophy. When asked about his degree in philosophy, he will say quietly that it helps him understand how things work. He was recruited into Aegis as part of an experimental program for senior high school students that has since been abandoned. His education was almost entirely paid for by scholarships that were in part funded by Aegis resources.

Dr. Dixon is not a very capable administrator; indeed, it is one of the few areas in which he does not excel. He does, however, quietly inspire researchers and technicians to perform their best. Because his presence is so unassuming, most people feel comfortable approaching him with questions and for advice. He generally putters about his office and a number of research labs daily, and keeps volumes of handwritten notebooks about all of the ongoing projects. These notebooks seem to be the product of a mind ordered unlike most—scattered among the lines of text are also geographic sketches, comments on the nature of organic chemistry, and quotes from Thoreau.

SAMUEL DIXON

STR 3 DEX 3 CON 3 INT 3 PER 4 WIL 4

Qualities: Influence (Aegis) 4, Resources 4, Status 4

Skills: Brawling 1, Bureaucracy 1, Computers 3, Drive (Cars) 2, Guns (Pistol) 2, Humanities (Literature) 3, Humanities (Philosophy) 5, Instruction 3, Research/Investigation 4, Science (Biology) 2, Science (Chemistry) 4, Science (Physics) 5

SARAH GOLDSTEIN

STR 2 DEX 3 CON 3 INT 3 PER 4 WIL 4

Qualities: Atlantean Nanotech (Interface Control System [modified]), Influence (Aegis) 4, Resources 4, Status 3

Drawbacks: Physical Disability (Crippled Legs) 3

Skills: Brawling 2, Bureaucracy 3, Drive (Cars) 2, First Aid 3, Guns (Pistol) 4, Humanities (Management) 4, Language (German) 4, Language (Italian) 4, Language (Japanese) 4, Language (Spanish) 4, Myths and Legends (UFOlogy) 3, Pilot (Helicopter) 3, Sport (SCUBA) 4, Surveillance 3, Systems Operations (Communications) 2

SARAH GOLDSTEIN, TECH ACQUISITION SPECIALIST

Sarah is valued in R&D for her keen memory, but she was originally a top-notch MOONDUST linguist until she was injured ten years ago. A spinal cord injury at L-3 left her paralyzed from the pelvis down, and she agreed to be a test subject for Dr. Norton’s nanotechnology experiment. An experimental nanotech implant allows her to use a modified fitted walker, tailored to her hips and legs, in which she can walk up to 3 miles per hour. She sports short curly brown hair and smiling green eyes. She comes across as a very warm person, although she can be extraordinarily outspoken, especially when disparaging remarks are made about her beloved Denver Broncos.

Born and raised in Denver, she lived at home while she attended Denver University. She had every expectation of marrying her high school sweetheart, Mark Feinberg, once she graduated, but just a few weeks short of her senior year, after being engaged for two years, he ended the relationship inexplicably. At a loss for what to do, she used her dual Spanish-Italian major to translate international research documents for an educational publisher. Discovering she had a flair for translation, she decided to learn German and Japanese and was soon sought after for her ability to translate technical materials in four languages. An Aegis agent in the Colorado Department of Higher Education noticed her name on a number of documents as “translator” and took it upon himself to evaluate her for potential recruitment into a new Cell he was forming. Halfway through the development of the Cell, he suspiciously developed food poisoning and died. As part of a routine ISS check into the matter, Ms. Goldstein came under review, and when the ISS agent took it upon himself to inform MOONDUST that they might have a potential linguist for recruitment, the rest was really just a matter of time.

Goldstein is primarily responsible for keeping track of all scientific and technological samples and prototypes, as well as tracking all research projects. This means that she catalogs incoming and outgoing tech, keeps records on warehoused tech and DIIKs, and logs all current research projects. Most of her job does not specifically require her to be mobile, unless she feels the need to personally check on something, and sometimes she will remove her walker during the day while behind her desk.



GOALS

Optimally, R&D's goal is to determine the inner workings of technology and to understand scientific advances, both Terran and Alien, in order to help Aegis understand its enemies and its own resources. To this end, it work on becoming the most advanced science and research facility in the world, and recognizes the need to find ways to either triumph in combat situations or prevent combat altogether.

In order to achieve this primary goal, R&D has several smaller goals that relate to the investigation, creation, and acquisition of technology, scientific samples, and DIIKs. Using retrieved technology (both Alien and Terran) from a huge range of resources around the globe, R&D is constantly investigating new sciences and technological advances. It also aims to create experimental prototypes of a non-military nature, but often OpTac blocks its attempts to do so with its control of funding, so R&D has developed creative ways around this through inexpensive means such as theoretical modeling.

Another goal is to truly understand the nature of the so-called Atlantean nanotechnology. Much understanding about nanotechnology-based items is purely theoretical, and there is increasing pressure to replicate this technology. At this stage, however, R&D is unable even to disassemble and reassemble Atlantean components without incredible amounts of luck or tremendous loss of resources.

RECENT R&D DEVICES

R&D has come out with a number of prototypes and has put some items into mass production for use by Aegis agencies and some select experimental Cells. These objects represent the latest in technological advancements by Alien section, Terran section, and multi-disciplinary teams.

Gill-Breather: Using ultrathin oxygen-permeable membranes, batteries, and motors derived from reverse-engineering various Alien technologies, the Aegis R&D division has managed to produce a device which is considerably smaller and lighter than a conventional oxygen rebreather unit. The size and approximate shape of a 12 oz. soda can, this unit can extract dissolved oxygen from fresh or salt water like the gill of a fish, as well as recycle the air the diver breathes. This unit effectively allows a diver to stay underwater as long as desired.

Since this device requires remarkably little power it can operate for up to 100 hours before needing to be recharged. Like conventional oxygen rebreathers, this unit does not produce large clouds of bubbles which can reveal a diver's position. In addition, its extremely small size makes it easy to take along on missions. Best of all, this device is quite easy to use, and the mechanical micropumps inside the unit serve to fully regulate and control the pressure of the air provided by the gill-breather. Anyone with Sport (SCUBA) skill can use this device once its basic operation is explained. This explanation usually requires approximately 10 or 15 minutes. *RP: 2; EV: 0.5; Cost: n/a*

Chameleon Jumpsuit: The ultimate in camouflage, the Aegis R&D department has combined the finest in computer technology with a complex network of miniature photo sensors and other circuitry, woven into cloth created from a specially made

organometallic thread which changes color in response to electrical current. The result is a material as tough and durable as conventional Army fatigues that can also change color.

This jumpsuit has two modes of operation. In the first mode, the operator presets the color using either commands entered on concealed touch-pad controls on the cuff of the right sleeve, or subvocalized commands from a Hermes III headset. Entering a command and waiting for the suit to change color requires only a single Turn. Each suit comes equipped with 20 different color options, including black, white, Arctic, jungle, and desert camouflage, international orange (for high visibility), and color patterns similar to several different common uniforms. Wearers have proven that it is possible to successfully imitate police uniforms within 5 yards if lighting conditions are somewhat poor.

Like camouflage fatigues, the suit provides a +2 bonus to all Stealth Tasks when used in this mode. This bonus is lost if used against opponents who are utilizing infrared sensors to detect the user's body heat. Wearers can also cool the exterior of the suit to ambient temperature, however. Doing so requires that the wearer attach two cans of refrigerant to concealed waist pockets on the suit. Each can provides cooling for 15 minutes. During this time, if the optional gloves, boots, and ski-masklike hood are worn, the suit provides a +4 bonus for all Stealth Tasks vs. infrared sensors. If the ambient temperature is below 10C wearers are advised to wear thermal underwear when using the suit in this mode.

In the second mode, the suit's photo sensors actually change the suit's colors to match the surrounding environment. Unfortunately, while the color-matching capabilities of this device are quite accurate, they are also somewhat slow. If the wearer is moving faster than 0.5 yards per Turn the unit cannot keep up with the motion and changing background. The resulting blurred image negates all benefits gained from using this device. If the wearer moves slowly and carefully, the suit provides extremely accurate camouflage, providing a bonus to all Stealth Tasks of +3 (once again, this bonus is not gained against infrared sensors). To gain this bonus, the suit's optional gloves, boots, and hood must be worn. Even the best camouflage does not allow the user to hide in plain sight, however. The suit's batteries allow it to operate for up to 25 hours in this mode. Surprisingly, the jumpsuits are only slightly bulkier than ordinary fatigues. *RP: 3; EV: 3; Cost: n/a*

Surveillance Drone: Combining the latest military technology with batteries, sensors, and mechanical parts created using a mix of Alien and Terran technologies, this device has begun to revolutionize certain types of surveillance work. The drone looks roughly like a large dragonfly. It is 3" long with a 9" wingspan. Like a dragonfly, the flapping wings provide both propulsion and steering. While the unit's batteries allow it to fly for only 1 hour, its sensor and transceiver can operate for up to a full day. Sometimes the unit simply flies to a location and

lands. Special electrically activated glue in the unit's feet allows it to stick to both walls and ceilings.

This drone contains sensors equivalent to a micro video camera and a shotgun microphone. It can fly at speeds up to 30 mph and is capable of hovering. In flight or under poor lighting conditions it can easily be mistaken for a real dragonfly. Under normal light conditions, even casual observation of a stationary unit will reveal that it is obviously mechanical. During operation the unit broadcasts continually, so it can be easily detected by a bug detector.

The drone is controlled by a Hermes III headset and a special VR glove similar to those used in some video games. The headset also allows the user direct access to the images and sounds from the unit's camera and microphone. Using this unit requires both the Electronic Surveillance skill and a successful Pilot (Remote Vehicle) Task. The unit's radio only allows it to be operated within 2 miles of the user. When the wings are folded back it can be safely carried in its padded storage tube. *RP: 2, EV: 3; Cost: n/a*

AEGIS NANOTECHNOLOGY

Since discovering the Atlantean use of nanotechnology, machines working within the body on a molecular level that enhance the host's abilities, Aegis has struggled to reverse-engineer its own. Within the last year, Aegis has finally succeeded in creating its own nanotechnology, and a handful of agents have agreed to field test this new tech.

The nanites, once injected into the host's system, reproduce and attach themselves to the agent's nervous system, acting as superconductors in a manner similar to the Atlantean Pilot Interface Control System. The resulting effect gives the agent the ability to call upon inhuman speed and reflexes, a boost to their strength and reactions which makes them a potent force to be reckoned with. They are able to dodge bullets, leap unbelievable heights and distances, even defy gravity in some extreme situations.

Aegis' Nanotech is an 8-point Paranormal Quality and must be bought during character creation or through Experience Points or Resource Points (8RP). It should be rationalized with the Chronicler, explaining how and why the agent has been selected to field test this technology. Aegis Nanotech gives the agent abilities that can best be described as "cinematic." She can perform superhuman feats that may be unbalancing in some games. Players should discuss the use of Aegis Nanotech with the Chronicler before opting to use these powers.

NANOTECH POWERS

To employ all of the potential abilities that Aegis' Nanotech can provide, the agent must have some skill in Martial Arts. Without the Acrobatics or Martial Arts skills it is doubtful that Aegis would agree to allow the agent to be injected with the nanites to begin with.

Below is a list of moves that the nanites can assist with in times of need. The nanites draw energy from the agent to “fuel” the move, reflected in the game by draining the agent’s Essence. The Essence cost for each move is listed with the move, and how long this “charged” time will last for. Sometimes it is a matter of seconds, sometimes longer, depending upon the action. Agents recover their Essence normally and should be aware of the consequences of depleting their Essence (see *Essence Loss*, p. 180 of *Conspiracy X*).

ESSENCE CHANNELING AND OTHER UNISYSTEM GAMES

Players of *All Flesh Must Be Eaten* or *WitchCraft* will recognize many of the moves as being Chi powers used by Gifted martial artists. Unlike Chi Powers, the agents do not need Essence Channeling as a Quality to power the moves; the nanotechnology does this for them. On the other hand, Chi powers are usually readily available, whereas Aegis nanotech is temperamental and unpredictable. It is prone to malfunctioning and either harming the agent or failing completely.

Each move is purchased as a separate ability. These moves are purchased as Martial Arts moves, as those listed in Chapter 4 (p. 166) of *Conspiracy X*. The cost for each move is the Essence Cost for using that move. For example, Balance of the Cat costs 1 Essence Point per Turn and 1 point to purchase. After character creation, new moves may be learned with Martial Arts move points (from increasing the Martial Arts skill) or with Experience Points. Those with a variable Essence cost have a purchase cost of 3. They have no “skill” rating as they enhance other actions, and therefore other Tasks and Tests. Chroniclers may allow agents to incorporate some of these special moves into combos.

Remember, for moves that cause damage to an opponent, Martial Arts Skill levels grant damage bonuses. Also, some powers require another Combat Move or a gun to use effectively. Finally, techniques that involve ranged attacks most often mention guns, but can be used with any ranged attack weapon (bows, throwing knives, etc.).

The actual number of moves are endless and limited only by the Chronicler’s and players’ imaginations. The examples may be used as guidelines for creating any number of additional moves.

ACROBATIC SHOOTING

ESSENCE COST: 2 PER TURN

Firefights are seldom static events; opponents rarely stand still and exchange bullets like Napoleonic armies. Instead real gun-fu masters are always on the move, leaping across tables, sliding down banisters, flipping over railings, swinging on wires, and balancing on windowsills. All the while, they let loose a storm of lead against the other guy. With this ability, the shooter can perform amazing feats of acrobatics and fire normally. This takes some agreement from the Chronicler, but in general it means the shooter can move in some cool, unexpected way that makes everyone shooting at her suffer a -3 penalty during the Turn, but imposes no penalty to the ranged attack. Alternatively, the technique lets the agent do some seemingly impossible maneuver while shooting, such as walk a tightrope. In these latter situations, opponents suffer no penalty.

BALANCE OF THE CAT

ESSENCE COST: 1 PER TURN

The nanites naturally increase the reactions and movement of the agent, but while this ability is active, the character can walk on ropes or rails, climb ropes, balance on the top of poles, and immediately recover from being thrown without having to make any action. Furthermore, she can move at full speed while performing these feats of balance.

BE LIKE THE WATER

ESSENCE COST: VARIES

“Be like the water, ever shifting and impossible to pin down, ever adaptable to whatever conditions exist. Can you punch a river? Can you grasp the ocean?” All hyperbole and metaphor aside, this ability allows the fighter to dodge multiple incoming attacks. For every 2 Essence Points spent per Turn, an extra defensive Dodging Task may be taken.

BLIND FIRING

ESSENCE COST: 3 PER RANGED ATTACK

The nanites have helped the agent develop a kind of sixth sense about where the enemy is, even when she can’t see them. A character with this ability can home in on any target within range even if it is pitch black, or she has a blind-fold on. This technique eliminates all penalties for poor lighting. In total darkness, the shooter suffers only a -3 penalty to strike Tasks.

BLIND STRIKE

ESSENCE COST: 2 PER CLOSE COMBAT ATTACK

Those who prefer close combat can also develop their own special sense for locating enemies. Using this ability, the agent knows exactly where an enemy is, if she is within her Speed in

yards. Again, this eliminates all penalties for poor lighting. In total darkness or when blindfolded, the agent suffers only a -3 penalty to strike Tasks.

BULLET TIME

ESSENCE COST: AS DESCRIPTION

Synapses fire faster, muscles react more quickly, everything is suddenly enhanced by the nanites, until the world around the agent seems to slow down. Although moving faster than everything around her, her perceptions are reacting even faster, giving the impression of moving in slow motion. As she is moving more quickly and thinking faster still, she can dodge projectiles, avoid vehicles, calculate locations of attackers for future reference, and take extra actions. Activation costs one Essence Point and a successful Simple Willpower Test. This effect lasts one Turn for every Success Level of the Test. Each Essence Point spent increases the agent's Speed Attribute by two. Each 6 extra Speed levels, the agent gains an extra action that Turn that can be performed with no penalty. In most circumstances, the agent will be the first to react to combat situations (at the Chronicler's discretion).

CATCH BULLETS

ESSENCE COST: 3 PER TEST

The nanites increase the body's Perception, Dexterity, and Strength for a vital moment. As a defensive action, the character can deflect or catch an incoming missile weapon of any type, even a bullet. This requires 3 Essence Points and a Difficult Dexterity Test. Depleting vast amounts of Essence, the character can spend extra points and make extra rolls to catch additional bullets in a single Turn up to a number equal to her Dexterity. This amazing ability offers little protection against shotgun or bomb blasts since too many projectiles are too close together. This is not recommended for agents with low Essence Pools or agents near sources that may cause the nanites to malfunction at a vital moment.

COMBAT SENSE

ESSENCE COST: 3 PER MINUTE

Even when they seem to be doing something else, the senses of the agent are working overtime, looking out for trouble. Dangers such as ambushes, ticking bombs, etc. rarely surprise her. The character gains a +3 to all Perception Tests or Tasks when using this ability. Further, the agent gains a +2 to initiative rolls, if used.



CONCENTRATED PUNCH**ESSENCE COST: 3 PER CLOSE COMBAT ATTACK**

The concentrated energy of the agent is focused by the nanites, increasing the strength and power of her hand and charging it with a strange aura. The aura remains until the character successfully strikes something, either her target or a solid object of some kind. The blow does much more damage than normal: D10(5) x Strength. Additional damage for Martial Arts Skill is applied.

EAGLE EYE**ESSENCE COST: 2 PER RANGED ATTACK**

With this, it doesn't matter how far away the target is. Focus, vision, and nanite enhancement allow the shooter to fire at targets up to the gun's maximum range without range penalty.

FLYING**ESSENCE COST: 5 PER TURN**

Rarely seen and even harder to master, the nanotechnology has developed a way to manipulate gravitational fields around the agent. Whether this is through gyroscopic or magnetic means, the effect is stunning. Rather than actually flying, the agent is able to control extended and impossible leaps. The character leaps into the air as if she were jumping. The difference is, for the remainder of the Turn, she can maneuver while in the air. She moves at a Speed equal to four times her normal Speed. By expending an additional 5 Essence Points the next Turn, the agent can remain in the air.

This ability can also be used at the last instant to cushion and eliminate damage from a long fall. Roll Willpower and Martial Arts Skill Task. Each Success Level halves the damage multiplier of falls.

FLYING KICK**ESSENCE COST: 2 PER CLOSE COMBAT ATTACK**

The fighter leaps into the air and flies toward her opponent, leading with one foot. The kicker can travel much further than normal, up to twenty feet in a straight line. The defender may dodge or defend against the attack as normal, but if the foot lands, it does D8(4) x (Strength +2) damage.

FLYING WINDMILL KICK**ESSENCE COST: VARIES**

This technique combines elements of both the Flying Kick and Hurricane of Kicks. The maneuver is executed like a Flying Kick (costing 2 Essence Points), but for every additional 2 Essence Points spent (up to a maximum of 10), the agent can make another kick attempt that Turn without multiple action

penalties. Each successful kick must be defended or dodged as a separate attack. Damage per kick is D8(4) x (Strength + 2).

GOLDEN BELL**ESSENCE COST: VARIES**

Through movement and transference of energy via the nanites at the moment of contact and dissipating its effects, the agent can absorb damage from an incoming attack without harm to herself. This counts as a defense action and need only be used after the opponent successfully strikes. The character then lets out a focused shout to help deflect the harm and spends up to 5 Essence Points. For each point spent, the damage is reduced by D4(2) x Willpower. Unfortunately, this power works only against blunt force weapons such as hands, kicks, clubs, and so forth, not against swords or bullets.

GREAT LEAP**ESSENCE COST: 1 PER LEAP**

By focusing the nanites into her legs, the character can leap distances that defy gravity. From a standing position, the agent can jump either 6 yards vertically or 12 yards horizontally. With a running start of at least 3 yards, she can jump up to 12 yards vertically or 24 yards horizontally.

HURRICANE OF KICKS**ESSENCE COST: VARIES**

The combatant lashes out with a series of quick, powerful kicks almost too fast for the human eye to see. For every 2 points of Essence spent (up to a maximum of 8), the fighter launches an extra Kick Combat Move that round. The target can defend against only as many kicks as she has defensive maneuvers, usually one. The kicks cause normal damage and cannot be combined with any other Combat Moves or put into a "combo."

INSTANT RELOAD**ESSENCE COST: 2 PER RELOAD**

Who has time to slap another clip in or load more bullets into that six-shooter? For a gun-fu master, reloading scarcely gets any attention. The character automatically reloads her gun without even pausing to take a breath. In effect, it takes no time to reload. The shooter can keep on firing as long as she wants, as long as she is carrying extra ammo somewhere on her person. The ability doesn't create bullets out of thin air, it just gets them into the gun quicker than the eye can see.

MULTIPLE SHOOTER**ESSENCE: VARIES**

One thing that separates the average goon with a gun from the truly great gun-fu proficient agents is the ability to blow away lots of people in very small amounts of time with grace and accuracy. Most gunmen have trouble keeping their weapon under control after that first shot, as muzzle climb quickly ruins accuracy. The nanites aid the agent's concentration, focusing her will. For each Essence Point spent, the character can employ another ranged attack at one or more targets at no penalty (instead of the normal -1, -2, -3, or -4 cumulative penalty for each additional attack; see p. 169 of *Conspiracy X*). Furthermore, the penalties don't start adding up until the agent stops draining Essence. For example, Deb wants to shoot bursts at four agents in one Turn. She spends 2 Essence Points so that the first three bursts have no penalty (remember the first shot never has a penalty), and only the final burst has a -3 modifier.

NO SHADOW KICK**ESSENCE COST: VARIES**

This is an advanced form of the Flying Windmill Kick. The initial attack costs 4 Essence Points, and for every additional 2 Essence Points spent (up to a maximum of 10), the agent can make another kick attempt that Turn without multiple action penalties. Each successful kick does $D8(4) \times (\text{Strength} + 2)$ and knocks an opponent back two yards. After all kicks are complete, the opponent (if still conscious) must make a Difficult Dexterity Test to stay on her feet. Failure results in the target being knocked down, imposing a -4 penalty to most combat actions until she spends an attack action to get up (defense actions may still be used when prone but suffer the normal -4 penalty).

RAIN OF FISTS**ESSENCE COST: VARIES**

The agent lets loose a barrage of strikes that move so fast they blur together. These blows are almost impossible to defend against. For each point of Essence spent (up to a maximum of 5), the character can make one extra Punch Combat Move per Turn. The target can defend against only as many attacks as she has defense actions, usually just one. The attacks do normal Punch damage and cannot be combined with other Combat Moves or placed into a "combo."

RUNNING THE GAUNTLET**ESSENCE: 3 PER TURN**

Sometimes the best bet for a character is to get where she is going without being hit. Instead of attacking in any way during a Turn, the agent starts running, bobbing, weaving, ducking, sliding, and jumping at her normal Speed toward some goal

(usually some cover or a little child caught in the crossfire). All the while she fires her gun in the general direction of the enemy, causing them to duck or flinch or just stare in awe. All attacks against the mover are made at a -6 penalty, and those that hit suffer a -1 penalty to their Multiplier.

SHRUG IT OFF**ESSENCE COST: VARIES**

The nanites can be prompted into action whenever the agent is injured. They cannot work miracles, but they can lessen the side effects of the damage (for example, penalties or being stunned). Every time the character takes damage, she can decide to use this ability. For every 5 points of damage sustained, she can spend 2 Essence Points to totally ignore the effects of the damage. The damage is still subtracted from her total Life Points, but she suffers no other ill effects. Once the character reaches -20 Life Points, all damage effects apply (knock down, stun, unconsciousness, and Survival Tests).

SKILL LOAD**ESSENCE COST: 5 PER SKILL**

Often in the field, an agent can face an obstacle that cannot be overcome without a certain, very specific, skill. Agents with the new nanotechnology can "download" the necessary skills into their brains for short periods of time, the nanites aiding and assisting in their temporarily reprogrammed state. These skills must be loaded from Aegis' computer network, HERMES. When one of these skills is needed, an agent can make a request via the HERMES link, which sends a signal via the handset to the nanites, loading them with the necessary information (this process takes one Turn). This costs 5 Essence Points, and the agent must pass a Simple Intelligence Test. The new skill is automatically at level 3. The skill remains in the brain for one minute for each Success Level gained, after which time the agent loses all memory of the skill or technique. Failure means that the nanites failed to accept the transmitted information, and the load cannot be attempted again for 24 hours. The skill must be very specific, limited to a certain type of skill. Athletic and Combat skills cannot be downloaded, and only one skill can be downloaded at a time. For example, Stephanie is trapped on a rooftop and her only possible escape is by stealing a helicopter. She can download Piloting (Helicopter) from HERMES, but the Piloting skill is limited only to Helicopters for the duration of the load. Medical skills can be downloaded in times of emergency to perform necessary lifesaving procedures, but the agent should be specific about which skill type should be downloaded. While the nanites are busy replicating the downloaded skill, other nanite moves (such as combat moves) cannot be attempted. The skill can be "shed" early to allow the agent to re-employ nanite-enhanced abilities by passing a Simple Willpower Test.

SUPER THROW

ESSENCE COST: VARIES

While many martial arts incorporate throws and sweeps, only nanites enhance the agent’s Strength to throw the target great distances. First, the agent must grab her target. If successful, she can immediately execute this dramatic throw. Instead of merely flipping the subject to the ground, the character sends her flying away in any direction she chooses. The distance is equal to Strength plus Martial Arts Skill in yards. Such a throw costs 1 Essence Point, but additional points may be spent to increase the distance one yard each. When the target does land, assuming she did not go flying off some cliff or building, she takes normal falling damage. Furthermore, the opponent is now prone and suffers a -4 penalty to most combat actions until she spends an attack action to get up (defense actions may still be used that Turn but suffer the normal -4 penalty).

TWO-GUN ACTION

ESSENCE COST: 2 PER TURN

This classic move allows gun-fu agents to focus and seemingly do the impossible: fire equally well with a gun in each hand. Each Turn the character uses this ability, she suffers no penalties from firing with two hands, or from making two ranged attacks (although both must be aimed at the same target). Firing more than once with each hand incurs the usual penalties for recoil. If using the “Cinematic” rules options presented on p. 170 of *Conspiracy X*, this ability is unnecessary.

WALL WALKING

ESSENCE COST: 2 PER TURN

Similar to the Flying move, this allows the agent to defy gravity. Any skilled martial artist or acrobat can take a step or two along a wall. Only agents with nanotechnology to help them can continue this for longer periods of time. The agent may move normally on the walls (or ceiling) for the duration of the effect. The nanites rely on the agent’s momentum to aid with this ability, and they are not strong enough to keep a stationary agent on the wall (or ceiling). The character must keep moving or the effect is cancelled and she falls to the floor. If the agent is still moving at the end of the duration, repeating the Essence expenditure will prolong the effects.

MALFUNCTIONS

Aegis’ nanotech, being experimental, is even more unstable in humans than the Atlantean tech that fathered it. The nanites often act erratically, having adverse effects when subjected to radiation, EMP, or X-rays. If the agent is subjected to high levels of such radiation the individual will take D10(5) damage. Further, the agent should roll D10; on a roll of 1 the nanites will be burnt out and destroyed completely.

The strangest effects occur if the agent strays too close to areas of Seepage or high psychic activity. The nanites can short out, cease working, backfire, or cause the agent to black out completely. If the agent gets close to Seepage or strong levels of psychic activity, roll D10 modified by the catalyst and check on the Malfunction Table below.

REGIS NANOTECH MALFUNCTION TABLE

0-4	Nanites are undamaged but fail to operate for D10(5) turns. After such time, they reactivate with no serious problems.
4-6	The nanites short out, damaging the host but causing more damage to themselves. A few are unaffected, and these set out to reproduce to replace the damaged nanites. It will take D10(5) hours to restore the system to a usable level. The host takes D10(5) points of damage.
6-8	The system produces a physical twitch in the agent. The twitch is just a nuisance, but people will start to ask questions and become nervous around the agent. The system will correct itself in D10(5) days.
8-10	The nanites have malfunctioned and are unable to interpret when they need to activate. For the next 1D6(3) hours the nanites might engage during any Task or Test. Exact effects are up to the Chronicler, but the agent can be prone to overcompensating in any physical activity.
10-12	The system shorts out and causes the agent to black out completely. After suffering D10(5) points of damage, he will be rendered unconscious D20(10) minutes.

- 1 Within presence of Ritual or Psychic activity (Strength less than 2)
- +1 Close to Pool, Loci or strong Psychic activity (Strength more than 5)

On a natural 1 (see Rule of 1) on any Task or Test that employs the benefits of the nanotechnology, the Chronicler should consult the Malfunction Table. On multiple 1's, or if the Chronicler thinks the agent is exploiting the nanotechnology for frivolous or unnecessary reasons, the Chronicler may have the nanites short out and cease to reactivate.

If the nanites are destroyed or shut down beyond repair, Aegis will expect the agent to submit to intensive tests to investigate and improve the performance of the tech.

ALTERNATIVE AEGIS NANOTECH

For some Chroniclers, adding some of the special moves found in the Aegis Nanotech listed here may make the game a little too "Matrix-y" for their liking. An alternative to this is a Speed Enhancement Nanotech system that can be employed like most Atlantean systems. Adding this to the Atlantean arsenal may make them even tougher for those not expecting it, however.

NEW NANOTECH SYSTEM:

SPEED ENHANCEMENT

6-POINT NANOTECH ENHANCEMENT

Atlanteans: This enhancement boosts the Atlantean's running speed and reaction time. As a result, the character gains both one additional action per Turn (which can be used without penalty) and the equivalent of the Fast Reaction Time Quality (see p. 69 of the core rulebook). This enhancement cannot be used with the Fast Reaction Time Quality and the bonuses are not cumulative. It does, however, provide the character with an additional +10 to her Speed.

Humans: Humans gain the Fast Reaction Time Quality (which is again not cumulative) and a +5 bonus to their Speed. They do not gain the extra action per Turn unless they also have the Musculature Enhancement Nanotech system (see p. 55 of the *Extraterrestrials Sourcebook*).

Chroniclers should note that awarding characters extra actions per Turn doesn't actually "speed up" the combat but instead slows it down for everyone else. The enhanced character will have twice as many actions to make, but coupled with Telekinesis, the agent will have abilities similar to the Aegis Nanotech presented.



DIVISIONAL ATMOSPHERE

For the most part, staff in R&D are interested in only one thing—the acquisition of knowledge. Some ways of thinking, however, cause friction from time to time. Some of the scientists are completely uninterested in the applications of their research or the fact that they are part of a gigantic conspiratorial organization. Of those who actually are interested in the greater picture, a number feel that their best option for understanding the aliens is to examine alien technology and culture. A group of zealous believers think that if humankind is to survive, it will need to rely on Terran advances, not alien ones, since the use of alien tech will only prove to be a weak spot in the human armor. Not surprisingly, almost all of these individuals are in the Terran section, although Dr. Dixon seems blithely unaware of these feelings. Additionally, a group within Alien section believes that the bulk of alien research should be for the purposes of finding alien weaknesses and ways to exploit their own technology against them.

On the whole, personnel in R&D are very insular. Their colleagues in the outside world cannot fathom the projects they work on, and their compatriots in Aegis don't generally have the knowledge required to understand R&D's work, except in layman's terms. Some R&D technicians are very snobbish, but for the most part staff are willing to explain their research and the usage of devices to those who ask for clarification.

R&D PROFESSIONS

There are many researchers at R&D. Players wishing to have R&D as a background should use The Ranch Scientist/Technician from p. 55 of the core rulebook as a base, customizing it to the researcher's preferred line of work.



OUTLYING DIVISIONS

Not all Aegis' main divisions are centered at the Groom Dry Lake facility. For various reasons, be they security, mobility, or convenient location, some divisions are based outside of The Ranch. These "outlying divisions" are detailed below.

INTERNAL SECURITY SECTION

Aegis' Internal Security Section (ISS) is responsible for monitoring information leaks, providing advice on Cell and Area 51 security, and performing spot checks across all of Aegis' holdings. The men and women of ISS take their job incredibly seriously and are always vigilant. Realizing that their job as watchdog makes people nervous and defensive enough, ISS has recently started a public relations campaign aimed at Aegis Prime. They attempt to bill themselves as big friendly watchdogs, but many within Aegis do not have that perception. They plug leaks and eliminate security breaches at any cost, even if it means permanently removing compromised agents. No one in ISS takes that job lightly, and all other avenues are explored before deciding that an agent must be killed. Above all else, the security and safety of the Aegis directives are of prime importance.

HISTORY

Back in 1952, in response to the MJ-12 leak, Aegis Prime constructed The Ranch to house operations under a secure cover that allowed for maximum mobility. In the early years, it was hoped that the remote location of The Ranch would provide sufficient protection from prying eyes, but these expectations were outstripped before too long. It was also assumed that agents would be personally loyal to their immediate superiors, but as the growth of Cells skyrocketed and Aegis Prime began to extend its reach across the country, the need for some kind of internal security force became readily apparent.

When first created in 1955, this security force was a subcommittee of DAS and was called "Safety and Defense." Its original purpose was to survey standing protocols for their level of security risk and to issue a report to members of Aegis Prime. Once this report had been written and disseminated, Safety and Defense was reorganized to become a separate entity from DAS and was given a number of directives. It was exhorted to make changes in the patrols for The Ranch to tighten security, charged with the responsibility of exposing any leaks in information transfer, and asked to work with R&D to develop devices for purposes of both protection and surveillance.

At this early stage, S&D personnel were housed in a small wing of offices also occupied by DAS, only leaving The Ranch to check on potential leaks. Initially there was some expectation

that S&D would have a new director appointed on an annual basis, much like the situation in DAS, to reduce security risks. After much deliberation and consideration, however, it was deemed more important for a director to be in a position to attend to long-term concerns and to identify security needs for the foreseeable future. To balance out this weak spot, S&D agreed to have only limited access to files, and only with the express permission of DAS.

Over the next five years, S&D began to develop protocols for routine security inspections, to train a well honed security force for The Ranch, and to experiment with cutting-edge surveillance devices and alarm systems. It also was given the dubious honor of contriving code words for use in HERMES transmissions. Up until this point, no division had information about the identity of S&D; it had been deemed best to keep this information a secret in the interest of security. After five years, however, when the same dour, cigar-puffing, balding man seemed to be in attendance at all major security functions, it became apparent who was in charge. Rather than try to keep it a secret any longer, Max Thibaut finally admitted he was the head of the division.

In the 1960s there were a number of advances in security, including electronic listening devices, wiretapping capability, and remote surveillance cameras. This led to a split in the department, with the older generation, headed by Thibaut, favoring more traditional methods of shadowing, secure drop locations, and verbal passwords, and the younger generation, headed by an agent named Jim Purcell. This friction was eventually resolved by Thibaut's retirement and Purcell's ascension to power. Purcell placed strong emphasis on the need to be aware of all of Aegis' ongoing projects and set aside personnel solely for purposes of reading HERMES reports from Cells, sifting through security patrols' logs, and tracking movements of senior personnel in all departments.

Once other division heads found out they were constantly being shadowed, it led to a flare-up of tensions, until members of Aegis Prime took a hand and indicated their interest in continuing this practice. To reinforce this need, S&D was renamed the Internal Security Section. Slowly, begrudgingly, most divisions came to understand the need for this kind of monitoring, especially when it was pointed out that the research division had recently uncovered proof of mental conditioning.

At this point, Purcell decided that some information should be kept secure, even from members of Aegis Prime. Working with a very small group of individuals who were personally loyal to him and rabidly loyal to "the cause," he began carefully and slowly to stockpile records about suspicious activities of even the most senior operatives. These records were stored in and among other files in Purcell's office, carefully coded to blend seamlessly with other, more mundane records, and only half a dozen men knew of their existence.

In 1965, ISS was given control over foreign intelligence operations, which caused friction with OpTac. This was smoothed over by Purcell and General Price, and between the two of them

they ensured that Aegis' handful of overseas operations ran efficiently. One area of foreign operations that was completely overlooked was the MKULTRA project and other psi projects involving remote viewing. MKULTRA had only recently gone underground, to continue its experimentation with mind control techniques, and operated fairly independently.

In 1968, the progress of the MKULTRA project came under fire as OpTac and Analysis vied for control, and ISS was able to siphon off a number of MKULTRA agents for its own purposes. The ISS-MKULTRA connection was never publicized, and it developed into a very symbiotic relationship. ISS helped MKULTRA keep its secrets by assisting with diligent security measures, and MKULTRA gave ISS an edge in areas of gathering information.

Slowly but surely, in the early 1970's, ISS worked with agents familiar with MKULTRA to investigate remote viewing and other psychic techniques both to ensure the security of Aegis and to develop new ways of gathering information about enemy targets. Purcell carefully and quietly marshaled his resources and saw to it that ISS developed its own corps of psi-talented agents, and saw no need to broadcast this information.

While conducting increased shadow operations, ISS had the opportunity to have direct contact with Cell agents, and what they discovered shocked them. Although these agents regularly reported in by HERMES and seemed to be operating with reasonable safety precautions, many of them were becoming increasingly paranoid and shaky. One ISS agent who had some training in psychology during his career with the FBI, David Haskell, extrapolated some long-term consequences and reported his concerns to Purcell, who was entirely nonresponsive to the issue. Given the dangerous possibility of systematic mental conditioning, Haskell was shocked at the lack of interest. Meanwhile, back at Area 51, a colleague of Haskell's, Angela Bishop, noted Purcell's lack of interest in the mental stability of agents and started doing some checking of her own. She found similar trends to those reported by Haskell occurring with Aegis Prime support staff and departmental personnel.

Bishop sat on the information for a few months, waiting for the optimal opportunity to share her findings with a representative from Psi-Div, whom she thought might have inroads to one of the members of Aegis Prime. Once the information found its way to the right ears, there was a swift response. A new division was to be created to deal with agents' mental health, headed by one representative from ISS and one from Psi-Div. Bishop was so wrapped up in her disappointment in not being asked to join in on the effort that she was oblivious to the animosity building up in ISS. A great deal of the anger was directed at Purcell. Once it became general knowledge that he had been aware of these concerns for months and had ignored them, he was suddenly the subject of great dislike. Some anger was directed at Bishop for having "snitched," too, and she was shuffled back into a boring desk job, compiling information on enemy organizations, and forgotten. This tension and resentment simmered on the back burner while ISS dealt with more pressing issues.

When an alien craft retrieved in 1977 represented a design and origination unknown to Aegis, ISS moved rapidly to forbid the relocation of this craft to Area 51 without further study for security reasons. Working with R&D, ISS scrambled to find some remote facilities where research could take place without jeopardizing the security of Area 51. Immediately following this event, the relationship between Purcell and Price became cold and distant, and the friction between OpTac and ISS resulted in more of a split. OpTac squealed loudly over ISS's intervention in Area 51 affairs and resented the implication that personnel were not "sufficiently stable."

Perhaps triggered by a sudden need to be present at the crash site, or maybe due to increasing numbers of Cells across the country, ISS soon discovered that operating from Area 51 was a logistical nightmare. Not only did the location make it difficult for personnel to personally investigate Cell operations and remote leaks, but an increase in air traffic was certain to draw unwanted attention. ISS began looking into developing satellite offices—one on each coast—to decentralize its non-Area 51-specific operations and to alleviate mobility concerns. OpTac was more than willing to help ISS find other facilities, so eager was it to have ISS out of its "territory."

In December 1978, Purcell fell out of favor and was replaced by Zachary Baxter, one of his division heads. Purcell's secret files were carefully secured by the few he trusted, and these records quietly disappeared without anyone else in ISS knowing about their existence. Baxter was eager to give the new mental health division support, in hopes that prevention and treatment of the anxieties of an agent's life would reduce security risks as well as excessive "necessary terminations." He placed an increased emphasis on monitoring agent stability, especially after particularly harrowing missions. This led to an increase in the monitoring of HERMES traffic, with specialists attempting to read between the lines of transmitted reports. Baxter made the decision to relocate some ISS staff to two new facilities, one in Seattle and the other in Atlanta.

ISS became so engrossed in these matters that it failed to notice a development regarding overseas deployment, an oversight the Foreign Affairs Division would continue to exploit. In 1985, after a security breach at the Foreign Affairs Division, ISS found itself scrambling to clean up a rogue operation in Kingston, Jamaica, where it had absolutely no resources or contacts. Baxter's temper flared, and he marched directly to a member of Aegis Prime, demanding that FAD be closed down. When Aegis Prime suspended FAD activities, Baxter began to calm down, but within a short period of time FAD was back in business. Baxter turned in his resignation, stating it was impossible for him to perform his duties to keep Aegis secure under these conditions.

His resignation was deemed unacceptable, and he was strongly encouraged to restructure ISS in order to delegate responsibilities among the three ISS offices. Thwarted in his attempts to abandon ISS for greener pastures, he set to work

creating a new divisional structure. He convened three groups of individuals and set them three separate tasks: monitor Aegis-controlled agencies, observe Cells, and watch movements of the Black Book. He divided up these groups, with one leader to each office, and redistributed the bulk of remaining personnel to the Atlanta and Seattle facilities. With the activities of FAD and Aegis Prime's tolerance for such dangerous actions, he opted to decentralize ISS in hopes of saving Aegis from itself. Over the next five years, he worked himself into two ulcers and a heart attack before it was seen fit to replace him.

His replacement, Jonathan Russell, firmly took the helm in 1991. Russell was rumored to have been an operative in Russia during the Cold War. He immediately immersed himself in developing an awareness of activities both inside ISS and across all of Aegis. Very little seemed to escape his notice, and over the next four years he streamlined operations within ISS and caught a number of very subtle security leaks on the part of Aegis-controlled agencies. On the whole, Russell was an open and friendly individual, quite disarming with his magnetic personality, and under his leadership, ISS began to pull together and to work more efficiently.

One of his biggest triumphs was to provide additional pressure on Aegis Prime for expensive security checks on the new HERMES links, despite OpTac's insistence that the expenditure was wasteful and unnecessary. Armed with the knowledge of how quickly even teenagers were bypassing standard security measures, he not only recommended additional funding for the HERMES MKIIa, he also stated he felt research and development for the MKIII should begin without hesitation.

The next hurdle that Russell was to encounter was every security agent's nightmare: the danger of psychic powers to extract information from unwitting agents. Russell contacted psychics in Psi-Div, asking for their recommendations, and after a nerve-wracking six months of discussions and testing, a new segment of ISS was created. Upon inception, the agents jokingly called themselves the "Thought Police" and set out on "patrol." Russell, after much deliberation, handed control of this division over to Psi-Div.

On the horizon for ISS is another fearful issue, that of nanotechnology. If it were not frightening enough that this science can change a person's appearance, fingerprints, and DNA, other issues are also coming to the forefront. Through discussions with some staff from R&D, Russell has been informed that a number of scientists postulate that Aegis has not been merely "lucky" with nanotechnology, but that it may be an issue of having it systematically supplied by an unknown benefactor. Russell worries that if some person (or persons) has the technological advances to create and use nanotechnology, and to slip in and out of Area 51 without being noticed, this constitutes a gaping hole in his security net. The question, however, is how to contain or reduce this threat in the face of incomprehensible technological abilities. At the moment, he has pulled together a small team at the Seattle office to determine ways to examine

Area 51 personnel to see if these benefactors, most likely alien, have infiltrated Aegis at the core. The thought that these individuals might even be masquerading as members of Aegis Prime makes him shudder.

CURRENT STATUS

ISS's mission is to watch and review the workings of Aegis, from Aegis Prime down to individual Cells, in order to protect Aegis. ISS is currently separated into three recognized divisions, each one working closely with the others but each under a separate director. The directors of each ISS division are not publicized outside of ISS, and each director reports to Russell. At present, each director also oversees a specific office, and Russell floats between Atlanta and Seattle, only traveling to Area 51 when absolutely necessary. Communication between offices is conducted through a modified set of HERMES links, but the most sensitive of materials is handled in the old fashioned way—encoded and carried by hand by a combat-trained ISS courier. For the most part, ISS operations are conducted independently from the two coast offices, and contact with Area 51 is infrequent. Area 51-based agents, however, do travel to other locations to investigate Aegis-controlled operations not based on The Ranch.

AREA 51 OFFICE

Based at The Ranch is a small division of ISS responsible for designating security clearances for divisional operatives, monitoring agents' profiles for flags of "extreme caution," and maintaining Area 51 internal security. Security clearances for operatives both within Aegis divisions and providing Aegis Prime support generally follow a predetermined course, unless overridden by a divisional director requesting specialized clearance, or by a shut-down protocol triggered by extreme measures. For the most part, this process moves smoothly and needs little attention. In terms of monitoring agents, this ISS office works in conjunction with a committee in CORS and representatives

from DAS. If, as part of the evaluation process conducted by CORS, an agent is found to be labeled as warranting "Extreme Concern" or as deserving "Outstanding Merit," a small committee meets to discuss these individuals to determine if any action is warranted, either to remove or to recommend. ISS officially has no access to agents' records, except when specifically singled out by DAS. It is unclear whether Purcell's method of keeping files has continued, however.

To maintain internal security, this office houses the dreaded division that consists of several men and women sent to investigate when security of Area 51 or Aegis-controlled agencies is compromised. Merciless and utterly dedicated to the security of Aegis, their fervor in hunting out and destroying moles, leaks, double agents, botched jobs, etc. within Aegis has earned them the rather sick nickname of "The Gestapo." Only four members of ISS based at Area 51 are readily identifiable; all others are distributed among other Area 51 projects and perform their duties in complete secrecy. This has the effect of unnerving many staff, but most are simply involved in their own daily routines and do not worry about this kind of infiltration. When a security leak is found in an internal Aegis agency or an Aegis-controlled operation, a sweeper team is called in to deal with the matter. After a polite request for the involved personnel to accompany them for "debriefing," ISS is authorized to use terminal force if deemed necessary. If the situation is not time-critical, ISS may also choose to work in concert with DAS or OpTac.

This office also has a hand in the security staff at The Ranch and Area 51. The decisions regarding selection of security personnel, the response priority list, and alarm designations are the subject of heated arguments with OpTac. ISS claims it is under its purview as guardians of internal security, while OpTac claims that ISS has jurisdiction only over recommendations, not everyday operations. This "turf war" has been in progress for more than a decade, and no resolution has been reached. The general result seems to be fairly positive—all security measures are checked multiple times and all those involved are constantly alert.





ATLANTA OFFICE

The Atlanta office has jurisdiction over all security matters to the east of the Mississippi River and also is home to the External Security division. This division is responsible for security external to Area 51 and Aegis-controlled agencies, and its representatives are generally the individuals with whom Cells come in contact. Through HERMES reports ISS is able to monitor Cells and see if and when a Cell has somehow compromised Aegis or its particular Cell security. As a result, occasionally agents from ISS are sent to shadow Cells or members. Most Cells do not even know they are under surveillance, and so agents in this division have been called "Ghosts." Some investigations are just routine, random spot checks, while others are due to a specific security "flag." In the event that a mission results in unwanted attention, the Ghosts are called in to clean up the mess and decide the fate of the Cell. Sometimes the Ghosts merely fix a few well placed media files, while at other times they employ a nice chunk of C-4 to back up a story about a fictitious militant organization.

If Cell members need to be officially removed from view, Ghosts see to it that they have the right circumstances to fake their deaths and to be shuffled along to another Aegis Cell or organization. Sometimes Ghosts may discover their security flags are due to an agent becoming increasingly mentally unstable. Generally, Ghosts have no problem working with CIMH to give an agent another opportunity. Because Cell operatives generally have less information about Aegis than internal agents, there is less security risk, and the Ghosts can afford to let CIMH make an attempt to patch the agent back together again. Ghosts also employ a number of psychic agents to manipulate the minds of individuals who are security risks and to smooth over certain memories by unwitting observers of Cell activities.

SEATTLE OFFICE

The office in Seattle monitors security matters west of the Mississippi River, with the exception of the Area 51 site in Nevada. It is also the central office for the Counterintelligence Unit. This unit is dedicated solely to intelligence gathering and counterintelligence against the Black Book. Most of the agents in this unit were recruited from the CIA in the early 1990's upon the conclusion of the Cold War.

There are rumors within other divisions of Aegis that some members have met and worked with members of the Black Book, both knowingly and not. Occasionally paths between Aegis and the Book do cross, and there seems to be an understanding of nondisclosure. The two occasionally work together to cover up something that threatens security. The Counterintelligence Unit is also responsible for cataloguing and reporting all instances of cooperative efforts, whether or not they are intentional or purposeful.

SELECTION PROCESS

ISS personnel are chosen for their skills, dedication, and fortitude. They are also invariably quite intelligent and perceptive, which contributes to their ability to infiltrate organizations and masquerade as staff. Agents working in the field for ISS are physically unremarkable. In addition, ISS is increasing its usage of psychically talented agents in every division to deter psi investigations and to aid in every part of their work.

Agents who work for ISS have layers within layers of identities, even within their own personnel files. It is suspected that only a handful of individuals actually know the real identities and backgrounds of most ISS agents and that DAS' files are almost entirely fanciful. No ISS agents have personal contacts or connections used in their work, but instead rely upon ISS' extensive contact network to make it appear as if they have those connections themselves.

CONTACT NETWORK

ISS has contacts, connections, and Pulling Strings across almost every sphere. From its vast storehouse of agents, ISS can draw on a number of old connections in the intelligence community. It is fairly easy for ISS to throw its weight around to gain whatever information or "favors" it might need.

MOVERS AND SHAKERS

JONATHAN RUSSELL, DIRECTOR OF THE ISS

Russell is almost disarmingly kind and open and has a magnetic personality. But the guy is a hawk. Very little escapes him and he watches the people around him with predatory accuracy. He is a trim man in his late 60's, fit and handsome but with unremarkable features. He stands just over 6 feet tall and weighs close to 200 lbs., never having quite shed that Marine look about him. His hair is only now going gray, with streaks of white in his beard on either side of his full moustache. Younger agents who meet him are easily swayed by his kind, almost paternal interest in their activities, and are often shocked to discover his role in Aegis.

His files in DAS have been sealed, and only half a dozen personnel have access to them, but he has alluded to certain elements in his own history from time to time, which allows some piecing together of likely events. It is fairly certain that he completed Officer Candidate School in 1961 and then went on to the Marines, with intentions of becoming a career officer. His tour in Vietnam most likely included activities with Long Range Reconnaissance Patrol for Khe Sanh and may have introduced him to a number of covert operations, including the overthrow of the Allende regime in Chili in 1973, an advisory position to

the Somoza regime in Nicaragua prior to the Sandinistas' surge to power in 1977, and subsequent involvement with the Death Squads in El Salvador. It is well accepted that he left the Marines for a tenure in the CIA prior to joining Aegis in 1982. It is rumored that he was groomed to replace Baxter from 1986 and that the delay in placing him in power was due to opposition by some members of Aegis Prime, who feared he would ally too closely with OpTac.

Currently, Russell is very involved in the workings of ISS, keeping open lines of communication between himself and the other directors, and getting his hands dirty frequently with direction and discussion of various missions. He floats between Atlanta and Seattle, and only rarely visits Area 51. All members of ISS are at his disposal, and he keeps a very close eye on his department. Overall, Russell appears to be a open and friendly guy, but all in Aegis know that the ISS is deadly serious about the job it does.

ANGELA BISHOP, DIRECTOR OF COUNTERINTELLIGENCE

Bishop has a well known reputation for being irritable and manipulative. She comes across as completely bitter and is never quite satisfied with anything. She stands just over five and a half feet tall, with frizzled light brown hair and dull gray eyes. Her rather plain appearance is rendered even more dislikable by her sour disposition. On a good day, she looks to be in her late 60's, but no amount of make-up can erase her intractability. Anyone who was in ISS in 1978 is aware that her personality changed dramatically during that year, when her well intentioned "snitching" earned her the animosity of almost all of her peers.

As with many members of ISS, her personnel files are spotty at best, and many pieces of information are conveniently missing. It is generally accepted that she was originally trained as a forensic psychologist and at one point performed tasks for the federal government similar to today's FBI profilers. She still retains the uncanny ability to piece together elements of an individual's behavior to predict their movements, and this talent has proven extraordinarily useful to her as Director of Counterintelligence.

During her banishment to a desk job, she worked out a procedure for documenting and cross-referencing information related to various missions, personnel records, and seemingly unrelated events. To this day, her subordinates can approach

JONATHAN RUSSELL

STR 3 DEX 3 CON 3 INT 3 PER 4 WIL 3

Qualities: Influence (Aegis) 5, Military Rank 3, Photographic Memory, Resources 4, Status 4

Skills: Brawling 3, Bureaucracy 4, Computers 3, Dodge 3, Drive (Cars) 2, Electronic Surveillance 2, Escape 3, Guns (Pistol) 4, Hand Weapon (Knife) 3, Research/Investigation 3, Running (Marathon) 2, Science (Cryptography) 3, Stealth 5, Surveillance 3, Throwing (Knife) 3

ANGELA BISHOP

STR 3 DEX 3 CON 3 INT 3 PER 4 WIL 3

Qualities: Influence (Aegis) 4, Resources 4, Status 3

Skills: Brawling 2 Bureaucracy 3, Computers 2, Drive (Cars) 2, Electronic Surveillance 3, Instruction 3, Research/Investigation 4, Science (Cryptography) 3, Science (Forensics) 4, Science (Psychology) 5, Stealth 2, Surveillance 2

her for assistance and usually come away with a vital hint or clue to pursue that they may have overlooked. This contribution is just about all that makes her tolerable, and she does not seem interested in cultivating a positive impression in any case. She also oversees all operations west of the Mississippi and is the main contact point for ISS agents in the field in that region.

GAISHIN FUNIKOSHI, DIRECTOR OF EXTERNAL SECURITY [“GHOSTS”]

Funikoshi comes across as utterly unreadable and creepy in the extreme. For all intents and purposes, he has absolutely no personality. Rumors circulate about him about being a “robot,” and if he had a sense of humor, he’d probably find them extremely amusing. He stands around six feet tall and is obviously of Japanese descent. He has short dark hair and very dark eyes, and tends to affect dark clothing. He is of indeterminate age, in his 40’s or 50’s. When he talks, which is only when necessary, he speaks English flawlessly.

Again, as with a number of agents in ISS, Funikoshi has a very strange personnel file. Portions of it are completely empty, while others have a series of codes and initials that mean nothing to the average reader. These sheets do, however, provide some understanding for individuals in the upper echelons of MKULTRA and reveal that at one time Funikoshi was an MKULTRA operative. There is also a notation about vehicular manslaughter dated 1998 and reference to usage of the SPIDER network originating in West Virginia. This is the most recent piece of information in the file. Like Funikoshi himself, the file is confusing and unreadable.

Currently, Funikoshi heads up ISS operations on the east coast from the Atlanta office. He is the main contact point for ISS teams in that region, as well as for Ghosts across the country. It is not unknown for him to leave the Atlanta office for days at a time to attend personally to pressing matters that may require his particular talents.

GAISHIN FUNIKOSHI

STR 3 DEX 3 CON 3 INT 3 PER 3 WIL 5

Qualities/Drawbacks: Influence (Aegis) 4, Psychic Void, Resources 4, Status 3

Skills: Brawling 2, Computers 2, Guns (Assault Rifle) 2, Guns (Pistol) 3, Hand Weapon (Knife) 2, Hypnosis 4, Language (English) 4, Martial Arts 3, Science (Saurian Technology) 1, Surveillance 5, Stealth 4

ALEXANDER JENKINS, ESQ., DIRECTOR OF INTERNAL SECURITY

Jenkins is a seemingly meek sort of person, to the point of being painfully polite. Upon initial inspection, he is not threatening in the slightest way, but people who have dealt with him in the past have come to dread his tenacity. When he is certain he is in the right, he will quietly and simply refuse to budge from his position. This unwillingness to compromise has been

the spark of many debates with OpTac, but Jenkins refuses to engage in any type of heated argument, seeing that kind of thing as beneath him. He is a short man, less than 5 ½ feet tall, with a fringe of blond hair circling a large bald spot. He weighs a little over 150 pounds and looks to be just over 40 years old.

His personnel files have the standard missing information inherent in ISS operatives. He has a law degree from the University of Georgia and began working for the Department of Justice around 1985, in the Attorney General’s office. There are a number of comments about his involvement in auditing procedures and the review of oversight reports. Beyond that, there is little information.

Currently, he oversees operations at the Area 51 ISS office and is one of only four individuals at The Ranch who are known ISS operatives. Most people do not know he is the actual head of the office, and he is easily mistaken for a file clerk by most. This assumption makes it easier for him to slip in and out of places unnoticed and lends ease to his missions. Hendricks of OpTac is all too painfully aware of Jenkins’ position in ISS and has occasion to interact with him on an almost weekly basis regarding some conflict. In these meetings, Jenkins is utterly unflappable, to the frustration of many.

ALEXANDER JENKINS

STR 3 DEX 3 CON 3 INT 3 PER 4 WIL 4

Qualities: Influence (Aegis) 4, Resources 4, Status 3

Skills: Brawling 2, Bureaucracy 4, Disguise 3, Drive (Cars) 2, Electronic Surveillance 3, Guns (Pistol) 4, Humanities (Finances) 3, Humanities (Law) 4, Humanities (Politics) 3, Hypnosis 3, Research/Investigation 3, Surveillance 2, Stealth 3

GOALS

ISS’ goals are straightforward and basic: provide internal security and monitoring of personnel, including review of all agents; gather intelligence on other agencies and groups; and protect Aegis from itself. The actual operational definition of these goals, however, becomes increasingly muddled as ISS stretches itself thinner and thinner with each passing year. Desperately afraid that Aegis’ security will be compromised, it attempts to keep track of all the missions, projects, and activities within Aegis, but no staff is capable of carrying out all of these tasks at once.

Torn between the need to decentralize Aegis operations and the awareness that this decentralization makes ISS’ job even harder, ISS is beginning to fray at the edges, but this fact is kept carefully hidden by Russell, who is personally able to oversee all operations. If Russell were to fall from power, it is unlikely that any replacement would have the sufficient skills and connections to keep ISS intact.

OVERRIDING ATMOSPHERE

Within ISS, there is a feeling of everyone constantly scrambling to keep on top of everything. There are hints that ISS' control is slipping and that one false step will leak this information to the rest of Aegis. ISS has also recently had to admit that a number of security concerns are outside its expertise, such as the issues with the Thought Police and the heightened security regarding nanotechnology.

Relations with OpTac have recently been further strained, because OpTac is applying pressure to operate in the open, with direct engagements with the enemy. There are also traditional squabbles over issues of Area 51 security and who provides personal security to Aegis Prime. ISS is tangling with CORS over the issue of standard training of new recruits; ISS fears that if CORS is successful in its requests, ISS will be responsible for overseeing yet another security concern. The Foreign Affairs Division is a constant thorn in ISS' side, and for now Russell has given up trying to pressure Shea to operate with more care. One of ISS' biggest sources of confusion is the fact that DAS used to be a valuable ally, and now DAS seems to be wholly preoccupied with its own matters. Currently Russell is trying to determine what is going on in DAS, but Jenkins is having a hard time getting a man on the inside, probably because many in DAS can sniff out an ISS agent from personnel records, or notable lack thereof.

Because of these circumstances, some agents in ISS have taken to acting with increasingly extreme measures. The ISS takes its job very seriously and is quick to react to security risks, but also recognizes that if it rules through fear, agents will be less likely to disclose important information, making its job almost impossible. Because of this, ISS agents walk a fine line, trying to do their job in the least offensive manner possible. As with many agents in Aegis, ISS agents are becoming more mentally pressured, and they attempt to keep this fact hidden from CIMH as much as possible to avoid unwanted scrutiny. A number of ISS agents are turning to unhealthy ways of coping, including substance use.

ISS agents are always treated with respect, even if others dare to disparage them behind their backs. Most treat them as many U.S. citizens treat the Internal Revenue Service—with respect and the acknowledgement of a little fear, and seen often as a necessary evil. Agents in the ISS division are the most disconnected of all Aegis agents, and within ISS, the cleaners are considered removed from the norm.

PSYCHIC DIVISION

Psychic Division is a relatively small section of Aegis' operations, yet a very busy one. The primary objectives of Psi-Div, as it is informally known among the inner circle, are to study and learn more about psychic powers and phenomena, hone the psychic skills of agents, and train agents in methods of psychic investigations. While CAPS, Project Cygnet, and Project Rasputin are the organizations that most agents are familiar with and have contact with, Psi-Div is behind the scenes of all three as well as some smaller organizations and psychic research projects. Psi-Div's existence is not widely known among Aegis Cells,



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and in fact only the upper echelon of CAPS, Project Cygnet, and Project Rasputin are aware of Psi-Div's facilities. When Psi-Div has space for training or has need of research subjects it is these organizational contacts that recommend suitable agents. Those agents enter Psi-Div's facilities on a need-to-know basis, aware only that they are in an Aegis facility.

BRIEF HISTORY

The official existence of Psi-Div did not occur until the early 1970's, but its roots go as far back as 1940. In response to reports that Stalin had started research into psychic phenomena, Dr. Basil Spock, a member of The Watch, was elected to monitor global psychic research in the event that it could prove useful to The Watch's purposes. He organized a small group of agents under the guise of a privately funded research organization, ignorant of The Watch's existence and purpose. He named the group Project Mind's Eye. Initially its motive was to learn more about psychic powers and to study those who purportedly possess them.

Spock, not wanting to neglect talent from other countries traveled to investigate leads or rumors of those who possessed psychic skills. In 1941, Kirsten Bolte, a young German mentalist, informed him of Hitler's interest in the supernatural and psychic powers. She had done a few psychic readings for Hitler in 1938 while she was still in Germany and had even attempted to channel a childhood friend of his. The Watch became very interested in her information about Hitler as the war heated up. While the information she gave them was of no military importance it allowed them to develop a psychic "profile" for Hitler that was utilized to remotely sense his whereabouts. Of note though were the results of one of Project Mind's Eye's operatives, who in August 1943 predicted the date of the surrender of Berlin as May 2, 1945.

When The Watch split up in 1947 the entirety of Project Mind's Eye sided with Aegis. This was largely due to the allegiance of Spock to the ideals that Aegis represented. One member of Project Mind's Eye left the organization prior to the break-up of The Watch, but he returned to the Soviet Union, joining what was to become Project Rasputin.

Concerned that the project would be terminated without a definite focus, Spock began pulling strings in Washington, D.C. Ultimately a CIA contact came through and in 1953 Aegis assigned Mind's Eye the duty of monitoring the CIA's MKULTRA Project. Some operatives began to gradually infiltrate the CIA as well as MKULTRA. With the development of MKULTRA, Project Mind's Eye now expanded to researching the effects that drugs had on psychic disciplines in addition to other proposed uses of mind control. Funding was increased to add chemists and biologists to the staff. In addition, Project Mind's Eye was now recognized by Aegis as a functioning branch, as opposed to a passive research project.

The CIA terminated MKULTRA in 1964 and Mind's Eye began recruiting some of the prominent researchers and operatives. Shortly afterward an operative of Mind's Eye posed as an "anti-establishment" spokesman and began to encourage the youthful counterculture to use mind-altering drugs such as LSD as a spiritual and sociological tool. This served a threefold purpose: examine the effects of long-term drug usage in an uncontrolled environment, and study the ability to effect mind control through mass media over a period of ten years of research. For future research the children of such "test subjects" would be monitored to see if psychic abilities were more or less common than in the offspring of those who did not use such drugs.

In the late 1960's Project Rasputin experienced a boost in its psychic research programs. This was due to a sudden influx of funding from the cosmonaut program, which saw telepathic communication as an alternative to standard methods of communication and telemetry with cosmonauts beyond Earth's atmosphere. In addition, Yuri Andropov, who was very interested in psychic phenomena, was promoted to KGB chairman. His nationalistic fervor allowed him to drum up much support for Project Rasputin by citing the existence of Project Mind's Eye in America as a threat to Soviet security. The Russians learned of the existence of Project Mind's Eye from the former Watch member who had joined Rasputin. The "Psychic Cold War" had officially begun.

When Spock passed away in 1968, Aegis assigned the senior agent of Project Mind's Eye, Mark Hampton, the task of restructuring a more permanent and centralized organization and of forming offices in Chicago. He gave the department the rather unimaginative moniker "Psychic Division," which became "Psi-Div" in slang.

Psi-Div's operatives tested the ranges of their powers and the effects of the void of space on psychic abilities as they focused their attentions on the crew of Apollo 11. Results seemed to show that the void of space had little or no effect on psychic abilities. When many members of the American counterculture gathered near Woodstock, New York for a three-day festival of "music, love, and peace," a researcher of Psi-Div became concerned that this gathering was more than just a concert. A Cell was sent to investigate and detected a low-level hum but was unable to trace the source due to the amount of background noise of the concert and the crowd. Many years later a similar hum would be reported in Taos, New Mexico. Both hums had the distinctive side effect of dampening the performance of psychic powers to some degree.

Through the late 1960's and into the early 1970's, CIA contacts urged Hampton to utilize Psi-Div's resources for intelligence in the Vietnam War. Hampton declined these requests in favor of focusing on Psi-Div's growth. His efforts were fruitful as in 1973 he was instructed to infiltrate Stanford Research Institute and bring its talent and research into Aegis's fold. Shortly afterward an ex-MKULTRA operative in the CIA recruited Pat Price into Aegis. Pat was one of the more prominent psy-

chics in the field of ESP. In 1975 Project Cygnet was formed and Psi-Div was assigned the duty of monitoring its progress as well. Infiltration was nearly immediate. Psi-Div's research was loosely separated into two departments, one to monitor and continue MKULTRA's research and another to observe Cygnet.

In the summer of 1976, Jeanne Rousseau-Baptiste, who had been recruited into Psi-Div through SRI and was in charge of the psychological aspects of psychic research, left Psi-Div to form CIMH with David Haskell. Dr. Denise Kelly was made the official Psi-Div contact for CIMH.

In November 1978 the world was shocked as one of MKULTRA's projects went awry and the Jonestown massacre ensued. The Jones cult had been an ongoing MKULTRA project and had been moved to Guyana, where a new series of experiments was to occur. Aegis intelligence discovered that at least one Black Book operative had infiltrated the community with the intent of foiling the project. The wrong instructions were sent to Jones, who panicked and ordered the suicide of everyone in the compound. In the aftermath of the tragedy Hampton debriefed all operatives involved, and after more than a year of analysis of the situation he discovered that were it not for poor communication between Psi-Div's organizations the entire incident might have been avoided. Years of research and preparation had been lost and the public eye was turned on this once secret project. MKULTRA cleaners were able to successfully contain the situation but never determined the identity of the Black Book infiltrator.

Recognizing a need to pursue psychic technologies as well as organize the more conventional scientists in Psi-Div's employ, the Psi-Tech department was formed. Rumors of the Soviet "psychotrons" and "psychic satellites" fueled the funding for this department. In addition to electronic and computer specialists, the Psi-Tech department absorbed various chemists, biochemists, and other research personnel. This department had full access to the research data of MKULTRA and ORD.

In 1980 Hampton decided to reorganize Psi-Div to overcome communications difficulties between the research of the various projects it was monitoring. Kinesis, Divination, Psychic Projection, and Psi-Tech Departments were then separated by their research instead of by secular differences. Cell operatives and members of MKULTRA and Project Cygnet were still generally aware only of their own organization's structure and not the subdivisions of Psi-Div. In the aftermath of the collapse of the Soviet Union Project Rasputin found itself adopted by Aegis. Project Rasputin was added to the responsibilities of Psi-Div.

In 1997 Jacob Wolfe, the head of Kinesis Department, called an emergency meeting of Psi-Div regarding a psychic event in Oregon that a Cell had been monitoring. A number of people from the division were called to the meeting, including Mark Hampton, the division director. Everyone arriving at the meeting was astonished to find that the real purpose of the meeting was to expose them all to an ISS investigation of various charges from minor security leaks to major breaches of security, in one case a

known Black Book operative. All involved were removed from Psi-Div permanently and have not been seen since. Whether there were any charges against Mark Hampton or whether he was removed due to poor management is unclear, but at any rate he was taken to Groom Dry Lake for debriefing and has not been in contact with anyone at Psi-Div since.

Wolfe was placed into the then vacant Division Director position and started changing Psi-Div's goals to become more proactive in the struggle with the Black Book. His position and intensity have won him many friends and enemies, not only in Psi-Div but in other divisions of Aegis.

After this major breach in security was closed it was recognized that standard ISS operatives might not be up to the task of policing the security of Psi-Div. In light of this Psi-Security was formed. These psychically talented operatives are trained by the ISS as well as Psi-Div. Some personnel in Psi-Div, where the atmosphere had traditionally been more flippant than in other divisions of Aegis, gave them the unflattering nickname "Thought Police."

CURRENT STATUS

Today Psi-Div is composed of approximately 120 operatives. Most are permanently based in Chicago, while about a dozen each are at Groom Dry Lake and in Cape Canaveral, Florida. A handful of independent operatives of Psi-Div have no permanent base, traveling to serve as consultants for Cells or other divisions. Of those based at Chicago (lovingly referred to as "Psi-Town") half of them are research scientists in the various departments. Others serve as training instructors, Psi-Security, or administration. These administrators are the five department heads, the division director, and an accountant who reports to DAS.

The "Psi-Town" facilities are located in a subterranean compound beneath Chicago. There are a variety of offices and laboratories as well as training rooms. There are also barracks here, as trainees must stay on site for the duration of their training. The compound has a cafeteria and some social gathering rooms as well as a weight room and an Olympic-sized swimming pool. While this is an official Aegis facility, it does not have the same cold and clinical feel as other such secure locations.

Psi-Div is organized into five departments. Each unit centers on a collection of similar psychic disciplines or a particular focus. The chain of command at Psi-Div in the past has been more informal and though there are titles and overall structure to the organization, the division is more fluid in structure than other departments.

DIVISION DIRECTOR

The Division Director is in charge of Psi-Div and reports directly to Aegis Prime. Any major projects which require budgeting must be presented to the Division Director and the other

department heads at weekly meetings. Previously each department was given an annual budget and could manage those resources as it saw fit. Now all budgeting decisions are made based on project viability. It should be noted that the director of Psi-Security does not normally vote on departmental budgeting, but she can cast a vote to break a tie between the departments. The accountant attends but does not vote at these meetings.

KINESIS DEPARTMENT

The primary focus is on the disciplines of telekinesis, pyrokinesis, and Bio-PK. Its members deal with the physical manifestations of psychic energies and abilities. Their facilities in Psi-Div are the most expansive and sturdy, as much of the research involves rapidly moving projectiles and open flame. Their most prominent lab was nicknamed the "Danger Room," as Aegis operatives hone their pyrokinetic, telekinetic, and Bio-PK skills here. It consists of one large room that can quickly be sectioned off by hydraulic lifts and airtight wall sections. Certain sections of the room can be flooded and all sections are served by an extensive sprinkler system. The walls are coated with ceramics that are an improved version of the space shuttle's "heat tiles." Due to the nature of the exercises conducted here there have been a few fatalities over the years.

Though it is most notorious for the research and training of psychic assassins, Kinetics Division does conduct a good deal of research on other facets of the disciplines. Kinetics researchers have worked in conjunction with researchers from the SED to investigate "poltergeist activity" as well as many other mysterious physically manifesting phenomena. But make no mistake, if someone has trained extensively with Kinetics she is most likely a qualified killer.

The research staff of the Kinesis Department used to be small, as it shared its research with PEAR Labs of New Jersey. Since the closure of the labs in 2007, however, a number of researchers have been recruited into the Kinesis Department, expanding the team greatly.

DIVINATION DEPARTMENT

The concentration here is on clairvoyance, precognition, and retrocognition. This department is burdened with the difficult task of investigating the ability to see into the future, past, or remote present and to train operatives. Though the training rooms and laboratories are rather small compared to the other departments, the research library is the second largest room in the compound. Full of tomes of history as well as various "prophetic texts", the library always contains researchers who pore over prophecies and try to discern their accuracy. They meticulously record the results and where there is disparity they try to discern the validity of the prediction.

Divination has personnel on staff who research and train such talents, developing unorthodox methods such as hypnagogic trances and method acting. Of particular note is a room that contains a bank of sensory deprivation tanks that help

focus divination abilities by removing atmospheric distractions. This room was nicknamed "Dreamland" by one of the first researchers to use it, and apparently the name leaked out and was misinterpreted as a code name for Groom Dry Lake.

PSYCHIC PROJECTION DEPARTMENT

There has been a drive in this department since 1981 to use telepathy not only for communication but also for specific operations, such as espionage and counterespionage. The results have been good, though recent developments have moved research into all-new directions as empathic psi-warfare research is progressing.

Psychic Projection is the only department to have research and training facilities outside of Chicago. It has small labs in the facilities at Groom Dry Lake as well as a small location in a secure section of the Kennedy Space Center in Cape Canaveral, Florida. The purpose of having these "satellite" offices is to exercise remote surveillance and to work on Earth-to-space projection projects.

An interesting note is that in the past two years researchers in this department, while conducting Zener/Rhine tests, have noticed the occasional test subject will blurt out "triangle" even though this shape is not among those depicted on the cards. This happens with enough frequency that the researchers have started to uneasily joke about it.

PSI-SECURITY

Though Psi-Security originated as a project with ISS, the department head of Psi-Security does have to report to the Division Director of Psi-Div in addition to providing a short summarized report to his superiors at ISS. Officially Psi-Security is considered part of Psi-Div, but both ISS and Psi-Div oversee training. This is the smallest department within Psi-Div; its primary responsibility is to monitor the staff and facility to prevent infiltration or other breaches of security. Operatives use telepathic screening as well as more conventional means; they are trained in kinetic and empathic psi-warfare methods.

Many agents called themselves the "Thought Police" in jest, and this title has started to become common usage. They are, however, very serious about their jobs, and no one jokes about security breaches when a Psi-Security officer is around. They have been authorized to use lethal force if necessary. In addition to security leaks they also serve in more mundane surveillance and security roles, such as patrols and security desk details, as well as containing the occasional trainee who goes out of control under stress. They are disliked by many of the staff of Psi-Div and there is tension, but at times it can be reassuring to see the familiar blue uniform of a Psi-Security officer arriving on the scene.

Unknown to most members of Psi-Div, the operatives of Psi-Security have orders to report leaks directly to ISS instead of to Psi-Div's division director. This is the only time a department head in Psi-Div has the authority to sidestep the division director in the chain of command. Though the daily operations and training of Psi-Security are overseen by Psi-Div, any incidents are reported directly to ISS. Staff are frequently rotated between facilities, which allows the Psi-Security agents to have regular access to the training facilities in Chicago and prevents agents from developing personal relationships at any one locale that could lead to security leaks. Psi-Security agents are also subject to an annual inspection at CIMH to ensure that the rigors of the job are not having adverse effects. It should be noted that while Psi-Security is on patrol at other installations they do not usually carry standard weapons, but as they are the sole source of security at Psi-Div they are issued sidearms and can quickly access submachine guns.

PSI-TECH

This department has grown greatly since its inception in 1979. This department is responsible for developing new technologies to enhance or interact with psychic disciplines, and to investigate psychically controlled or powered extraterrestrial equipment. There are also researchers on staff who specialize in the more mundane sciences, such as biochemistry and physics.

Primarily Psi-Tech's research follows the more traditional lines of drugs and hypnosis. While they strove to find a blend of electrical or mechanical sciences and psychic sciences, these projects invariably failed. Their only success in this field during the 1980's was to make some improvements on the MHIC-EDOM device. Once the research notes of Dimitri Anatoly became available to Psi-Tech through the absorption of Project Rasputin, staff began to develop more and more applications, though most are still in the testing stages and not reliable. This department works closely with Aegis's R&D department. Like Psi-Security, this is a relatively small department that depends on interaction with other divisions.

MOVERS AND SHAKERS

JACOB WOLFE, DIVISION DIRECTOR

A Vietnam veteran who served in the Army Rangers, Wolfe's powers manifested themselves while he was in a firefight in the deep jungle. It was a moment of severe stress for him, as most of his battalion was caught in a crossfire ambush approaching a small village. Moments later the village and surrounding flora were caught up in a firestorm that left a nearly perfect circle of devastation in its wake. An Aegis operative in the area investigating UFO reports tracked down and recruited Wolfe. He was listed as MIA and returned stateside to train under Mark Hampton in the newly formed Psychic Division at Groom Dry Lake.

He proved to be an extremely talented and driven student who quickly mastered his new powers and developed more. He was promoted and in 1977 became the top trainer in the Kinesis Department, eventually becoming department head in 1988. While he tends to be given to mood swings and is rather confrontational, he is well respected by most of his colleagues.

Once he became division director he immediately began to analyze how Psi-Div could be more efficient. While in the past Psi-Div was run as more of a cooperative effort between staff members, Wolfe wanted the lines of command more solidly defined. He began to clearly define departments and hierarchy. He is constantly concerned with how his superiors at Aegis Prime view Psi-Div.

He has been very vocal about Psi-Div and Aegis in general becoming more proactive in the struggle against the Black Book. He feels that Aegis needs to infiltrate the Black Book and actively interfere with its operations. He believes that Psi-Div operatives could play a pivotal role in this and has begun to rally support for this cause with other Aegis operatives.

When the "Psi-Town" facilities were remodeled in the 1980's some of the early training rooms in Kinesis Department were abandoned. Wolfe has taken one of these old rooms and used money from his own pocket to remodel it into a shooting range. A small area in it is set up for stress shooting or "shoot/don't shoot" training. Wolfe practices here regularly, as do many Psi-Security personnel and a few other operatives.

Wolfe is a physically fit man in his late sixties. He has salt-and-pepper gray hair pulled back in a ponytail with a slightly receding hairline. He wears a neatly groomed beard and moustache that match his hair color. He has a square face with a strong nose, but the most striking feature of his face are his deep-set steely blue eyes, which can glare with a great intensity. He has mastered the art of intimidation through a silent stare and often makes those around him uncomfortable.

JACOB WOLFE

STR 3 DEX 4 CON 3 INT 3 PER 3 WIL 5

Qualities: Influence (Aegis) 5, Military Rank 4, Psychic, Resources 5, Status 4

Skills: Brawling 3, Bureaucracy 2, Demolitions 3, Drive (Cars) 3, First Aid 2, Guns (Assault Rifle) 3, Guns (Heavy Weapons) 1, Guns (Pistol) 5, Guns (Rifle) 4, Stealth 3, Throwing (Sphere) 2

Psychic Abilities: Dominate (Str 2, Art 1), Pyrokinesis (Str 2, Art 2), Telekinesis (Str 5, Art 6), Telepathy (Str 6, Art 6)

DENISE KELLY, Ph.D., HEAD OF PSYCHIC PROJECTION

Kelly has doctoral degrees in parapsychology and Eastern religions and was a professor at Berkeley in the Sixties. She is a strong empath and developed some telepathic skills in her teens. While Mark Hampton was recruiting for the newly formed Psychic Division, he contacted her in the guise of a fellow researcher looking for subjects. They were both startled to find one another attempting to read each other's minds. They became good friends and she was immediately made a senior researcher at Psi-Div.

When Hampton reorganized he made Kelly head of the Psychic Projection Department. She has added Eastern mysticism, yoga, and meditation to the training regimen in order to aid in the development of psychic potential and control. She has a real knack for helping latent psychics cultivate their powers. She is well liked in her department and is a perfectionist with her work, even though some people in other departments find her a little "flaky." She is, however, often at odds with Jacob Wolfe and not afraid to openly voice her grievances. The situation between the two has been particularly tense since Wolfe has become division director, but with her influence in her own department and her spotless record she feels confident that he can't do much to her. She has been trying to find out what happened to Mark Hampton, but all her efforts to contact him through other branches of Aegis end up in dead ends that lead to Aegis Prime.

Kelly is a nondescript woman in her late 60's. Her long thick black hair is starting to gray and she alternates between putting it up in a bun and leaving it down over her shoulders. She is about 5'4" and is slightly overweight. She prefers to dress in loose-fitting clothes and favors tie-dye, which often stands out among the more formal dress that staff has been wearing since the restructuring. Her face is careworn and she has soft brown eyes.

DENISE KELLY, Ph.D.**STR 3 DEX 3 CON 3 INT 4 PER 3 WIL 4****Qualities:** Influence (Aegis) 4, Psychic, Resources 4, Status 4, Strong ESP (Read Aura)**Skills:** Bureaucracy 2, Craft (Painting) 2, Humanities (Theology) 4, Hypnosis 2, Instruction 4, Science (Parapsychology) 4, Trance 5**Psychic Abilities:** Telepathy (Str 3, Art 4)**SARAH DOWNES, HEAD OF DIVINATION**

Downes has lately been pushing for Psi-Div to use more resources to investigate genetics and neurological research. She believes that most, if not all, people have latent psychic abilities that can be released, perhaps through neurosurgery or other methods. She also feels that genetics can be utilized to enhance

the psychic potential of future generations of humans. She is not the only person in Aegis who has visions of genetically engineered operatives of the future, but her ideas are still considered avant-garde by most in Psi-Div. In the past year her constant lobbying has managed to convince Psi-Tech to budget for this research in the future.

Downes has a Master's in Biology from Johns Hopkins University and was planning to work on her doctorate when she was recruited by Aegis in 1999. She is the youngest department head, a very attractive woman standing 5'8", with long reddish-brown hair and green eyes. She dresses professionally but femininely and wears glasses which are stylish and nonobtrusive. She enjoys exercising and impromptu racquetball games in the old abandoned training rooms; she is energetic and physically fit. She's well liked by most staff, though some women in Psi-Div think she is a bit of a flirt and are rather cool to her.

SARAH DOWNES**STR 2 DEX 3 CON 3 INT 3 PER 4 WIL 4****Qualities/Drawbacks:** High Metabolism, Influence (Aegis) 4, Psychic, Psychological Problems (Recklessness), Resources 4, Status 3**Skills:** Bureaucracy 4, Computers 3, First Aid 3, Language (French) 3, Medicine 1, Research/Investigation 2, Running (Marathon) 2, Science (Biology) 4, Science (Genetics) 2**Psychic Abilities:** Cognition (Str 5, Art 4), Telepathy (Str 2, Art 2)**SHIN TAKAHASHI**

In the mid 1970's, amid a rash of UFO sightings in the Sea of Japan, the FAD arranged for a Cell to be formed in the area. Years later, in the mid-1980's, Shin was recruited by that Cell. A Psi-Div field agent noted Shin's skills while working with the Cell and made arrangements for him to be reviewed by the Chicago office. Shin was immediately entered into the Kinesis training and upon his completion was requested to serve as a research subject. In a few short years he had become their top trainer. In 1995 Hampton promoted him to senior trainer status after he had bested a PEAR Labs agent in a sparring match. This victory won him the admiration of many of his peers who before were a little aloof due to cultural differences.

Wolfe was impressed with the talents of the young agent. Shin was always very polite and was never intimidated, which Wolfe respected greatly. While Wolfe was the head of Kinesis Department he developed a good rapport with Shin and the two often worked together. Wolfe immediately appointed him as his replacement when he moved to the division director position in 1998.

Takahashi is a talented telekinetic agent with an interest in martial arts and Zen Buddhism. He often refers to psychic powers as "focusing chi." He has studied meditation with Denise Kelly and the two seem to get along well.

SHIN TAKAHASHI

STR 3 DEX 4 CON 3 INT 3 PER 3 WIL 3

Qualities/Drawbacks: Addiction (Nicotine) 2, Influence (Aegis) 4, Psychic, Resources 3, Status 4, Strong ESP (Intuition)

Skills: Drive (Cars) 3, Humanities (Business) 2, Language (English) 3, Martial Arts 4, Myths and Legends (UFOlogy) 2, Stealth 1, Surveillance 2, Trance 4

Psychic Abilities: Telekinesis (Str 5, Art 5), Telepathy (Str 2, Art 2)

GOALS

Psi-Div's goals are to further Aegis' research of psychic phenomena and develop and improve the training of psychic personnel. These goals have remained largely unchanged over the years, but with Wolfe's take-over he has added more goals and directions for the division: become more proactive in the ongoing struggle with the Black Book using psychically trained agents, strengthen the understanding and control that humans have with psychic powers to face the Greys, and increase Aegis Prime's trust and respect for the Psychic Division.

OVERALL ATMOSPHERE

Generally the atmosphere at Psi-Div is more relaxed than in other divisions of Aegis. There are times when things are very intense, and people here are serious and committed to their work. Department heads and almost all of the senior trainers encourage the occasional foolishness and frivolity to release steam, even sponsoring a group game or activity in one of the abandoned danger rooms. The essence of the atmosphere here can be summed up by a poster on the door of a Telepathy research scientist's office, which is located right next to a Psi-Security watch station. It is an image of the traditional smiley face with squiggly emanations surrounding it and the text "Think Happy Thoughts".

LEGAL AFFAIRS DIVISION

The Legal Affairs Division, known as Legal to Aegis insiders, is a small department with great wealth and power. This contrasts sharply with much of the Aegis bureaucracy and has led to no small amount of resentment. Nonetheless, Legal's political connections and maneuvering, both within and outside Aegis, have maintained its place of preeminence thus far. Times are changing, however, and despite Legal's best efforts, the future may not be so kind.



HISTORY

As an extralegal creation of spies, politicians, and military men, The Watch always kept a close eye on the law. All but a few of the original members had some kind of legal background. One of the first politicians brought into the fold by The Watch was the chairman of the powerful House Appropriations Committee. He made sure that extraordinary requests for money to fund vital Watch activities were properly hidden and granted. This was relatively easy during the free-spending war years, when committee chairmen ran their own private Congressional fiefdoms. One of the younger and keener members of the committee, thirty-six-year-old Jackson Brand, began to get suspicious, however. Although he did not go public, Brand refused to be cowed by the chairman, and his persistence eventually forced The Watch to tip its hand. Brand was a true patriot, however, and highly ambitious. He quickly saw the need for background “facilitators” for The Watch’s operational endeavors. Brand was one of The Watch’s earliest recruits.

When the war ended, Brand’s drive and charisma were instrumental in convincing several members of The Watch to continue operations. He quickly latched onto the reports of possible alien activity as a focus for investigation. Brand had always been fascinated by space and humankind’s place in the universe. Just as importantly, Brand had tasted a level of power and importance that was not available to young politicians in those days, and he was desperate not to lose it.

Brand was no megalomaniac, however. He was fully aware of the abuses of power that were rampant in the seniority-driven systems of the U.S. government. He was also leery of the extreme centralization and militarization of power that had occurred during the war. Fearing that The Watch would go a similar route, he buried himself in the study of organizational efficiency, growth, and security. With decentralization as a focus, he was quickly drawn to the cell structure that had characterized secret societies through the ages.

When the UFO contact was made over the White Sands Proving Ground in 1947, Brand was a strong supporter of Operation Dove. After the tragedy at Roswell and the split in The Watch, the newly formed Aegis Prime began the difficult process of rebuilding. Brand was instrumental in formulating and promoting the specifics of the cell structure that came to characterize Aegis.

As Aegis expanded, organizational pressures toward centralization grew, and plans for the creation of a larger central bureaucracy were advanced. Brand lobbied against such matters but realized that something had to be done. Brand made a big show of dropping his objections and convinced Aegis Prime to include him on the planning committee. The result was a compromise that Brand approved for fear of something far worse being imposed. By 1954, three divisions had been established: Operations and Tactics (OpTac), Administration and Security (DAS), and Recruitment (RO). Playing on Prime’s paranoia and

his own substantial political skills, Brand succeeded in two significant ways. First, the committee mandates were somewhat overlapping, creating a series of organizational checks and balances. Second, both the Aegis Prime committee chairman and the immediate director of the most dangerous committee (to his mind), Administration and Security, would rotate regularly. Brand even managed to get himself appointed to head the small Legal and Policy Department of DAS so he could watch over the DAS director. As a symbolic measure, he established Legal’s headquarters in the Washington, D.C., area rather than Area 51.

Thus began Brand’s and Legal’s nearly 30-year heyday within Aegis. His first order of business was to establish his department as the jewel of DAS. He personally recruited the best and the brightest and established a crack legal and theoretical research team. His personal relationship with Aegis Prime, and the low resource demands of his small department, ensured more than adequate funding. His superior organizational skills made Legal a model of efficiency. Finally, his charisma and focus on personal relationships with the other division heads created a power base far beyond the technical mandate of his department. Brand positioned himself and his office as administrative “facilitators” among the departments and Aegis personnel.

Brand worked hard to promote the technical and paranormal assets of Aegis, fully supporting the activities of Project Mind’s Eye, and the creation of Alien Analysis in 1959 and ISDM in 1969. With varying success, Brand worked against OpTac’s attempts to consolidate power. His greatest failure was an inability to curtail the growth of internal security forces culminating in the establishment of the ISS in 1965, but he was able to have it set off as a division separate from OpTac. Once ISS was born, however, Brand found a kindred soul in ISS Director Purcell on the issue of decentralization.

Brand’s chief assistant, Jeffrey Stillwell, had always enjoyed a close relationship with his boss. By the mid-1960’s, Stillwell was a partner at a prestigious Washington, D.C. law firm. Brand had an “understanding” with one of the name partners and Stillwell was given significant leeway in his duties. At that time, Stillwell was also an integral part of Brand’s power base in Aegis. Stillwell was a brilliant organizer, a canny politician, and a master conspirator. While he would never be known as a great attorney, Stillwell was everything that Brand sought in a protégé. Ensuring that his strong decentralization creed was deeply indoctrinated in the younger attorney, Brand began grooming Stillwell as his successor.

By the late 1960’s, Brand’s position in the Aegis power structure was more than secure and he had a hand in almost every decision Aegis Prime made. His concentration on Aegis, however, was beginning to show in his “real life.” In 1968, he nearly lost his seat in Congress. Further, the secretive nature of his Aegis work and the long hours it demanded led to his wife leaving home.

Brand reassessed and decided to radically refocus his life. He soon turned almost all administrative tasks in Legal over to

Stillwell. In part to bolster Stillwell's internal standing, he convinced Aegis Prime to elevate his department to committee standing in 1969. Brand retained his directorship at Stillwell's insistence, and Stillwell became coordinator of the renamed Legal Affairs Department.

Brand redirected his efforts to building an external power base. He criss-crossed the country, meeting with local politicians, activists, and lawyer associations. He even managed to revitalize his marriage by bringing his wife into his latest political endeavors. Brand's influence in Congress and around the country grew steadily. He was elected to the Senate and became a high-ranking member of the American Bar Association. More than once, outsiders speculated that Brand was positioning himself for a run at the Presidency. Brand did not discourage such talk. Rumors inside Aegis insisted that Brand had become a member of Aegis Prime.

The nationwide networking served two purposes. The first was to build a connection of legal minds and resources that could be used in serving Aegis. The second was to create ties to companies, governments, and associations that could be tapped as funding sources for Aegis. Under the guise of an undeclared and long-standing Presidential exploration effort, by the end of the 1970's, these dual goals were substantially accomplished.

Brand relied heavily on two important contacts in building the national network. Robert Angelos was a prominent New York City lawyer and a member of the American and New York Bar Associations. Angelos began as a personal admirer of Brand and that loyalty remained once he was recruited into Aegis. Angelos has been instrumental in bringing in top legal talent. Indeed, Travis Boynman, now on permanent loan to the Foreign Affairs Department, was one of Angelos' most important recruits. The other private sector stalwart was Brian Greenberg, a wealthy financier and entrepreneur. Greenberg solicited campaign contributions with a zealot's fervor as he built his own network of contacts and brokered numerous deals. When Brand finally approached Greenberg about joining Aegis, he was already somewhat suspicious. His patriotism and greed led him to accept Brand's offer. Greenberg saw more opportunities in DAS than Legal, however, and began working with that department. Ten years later, Greenberg would personally identify Sherman Collins as a valuable asset and recommend his recruitment.

In the meantime, Stillwell was pursuing his own outside agenda. While keeping up relations between the different sections of the Aegis bureaucracy, Stillwell began to concentrate his law firm's resources almost exclusively on lobbying. While part of business as usual for any successful Washington, DC law firm, Stillwell's connections to Senator Brand and his access to Aegis intelligence files allowed Hemmer, Johnson, and Stillwell to become one of the premier lobbying firms by 1980. Less than a decade later, Stillwell and Hemmer recruited the indomitable Roxanne Hayes, who has since gone on to head lobbying efforts at DAS.

The mid-1970's brought about one of Legal's crowning achievements, and one that they may come to seriously regret. Brand had always put little stock in the international arena. He myopically felt that humankind's future lay with the United States, and as long as no devastating war was fought, the rest of the world could do as it pleased. He fully supported the moratorium on foreign operations from 1958 to 1964 and refused to extend any efforts to secure legal resources overseas. This attitude directly led to a failed mission in 1970 and the extended incarceration of several Aegis operatives in a Japanese jail. That event caused changes in Brand's thinking. He began to take some interest in Aegis' foreign affairs.

By 1975, a consensus had been reached and the Foreign Affairs Department was born. Seeing it as a check on OpTac expansion, Brand wound up actively supporting the endeavor. As was their habit, Brand and Stillwell quickly established close and mutually supportive relationships with FAD Director Withersby. Legal began the long-standing practice of providing tax and accounting services to FAD. Indeed, by the late 1970s, Brand, Stillwell and Withersby organized a secret meeting with Psi-Div and others to establish alternative funding and asset resources for FAD. Legal's efforts in this area have been instrumental in creating FAD's relative independence from the central power structure of Aegis. Legal has also lent its influence to keeping the penalties for FAD's transgressions light. For Brand and Stillwell, FAD acts as a strong bulwark against the increasingly militaristic and centralized power of OpTac.

The 1980s and 90s saw the slow decline of Legal's power. As they got on in age, both Brand and Stillwell gradually withdrew from day-to-day activities and passed the torch to the next generation. Brand transitioned his business and financial contacts to Greenberg and his legal contacts to Paul Godros, a department loyalist. He grew increasingly old and became something of a mythic figure. He came to stand for the proposition that guns and threats were not always the best means, and that politics and personality could still get the job done. In 1988, Brand died in his bed at the age of 83. Out of respect, Aegis Prime shut down all but essential operations for 24 hours in tribute to the great man. It is possible that Brand's brain lives on as part of Project Epimenides (see p. 205). Stillwell passed his lobbying contacts to Hayes at DAS and began working to build Godros' internal position. When Brand died, Stillwell refused to take the director position, instead insisting that Godros have the title.

The waning of these two powerful figures had a profound impact on Aegis. The pressures toward centralization and the concerns about Black Book's superior organization, command, and control were resisted less and less. Departments expanded and new divisions were established. OpTac's ambitious Admiral Hendricks succeeded in completely reworking that department along a military tack. Legal's decreased power was hinted at when Hendricks was able to shut down nonmilitary research in R&D in 1983. It was clear for all to see when Senator Griffiths landed squarely in Hendricks' camp in the mid-1980's, when

CORS instituted an aggressive recruitment and monitoring stance and helped field Optac's special teams in the early 1990's, and when ISS and Psi-Div established the Thought Police in the late 1990's.

CURRENT STATUS

Since assuming power, Godros has moved toward greater centralization in the Legal Affairs Division, if for no other reason than to keep pace with the other divisions. At present, the division has four departments: Administration and Coordination, Central Legal Research Staff, Client Representation, and Legislative Affairs Bureau.

ADMINISTRATION AND COORDINATION [A&C]

Based in Washington, D.C., A&C is responsible for coordinating contacts between Aegis and legal firms that Aegis has infiltrated. Following Brand's and Stillwell's lead, A&C walks a fine line of building power through contacts rather than the accumulation of resources, and encourages other divisions to do the same. A&C also coordinates recruitment of the division's legal assets and uses CORS for actual recruitment. Members of A&C need not be lawyers but usually earn law degrees in an effort to better perform their jobs.

CENTRAL LEGAL RESEARCH STAFF [CLRS]

Also based in Washington, D.C., CLRS has access to as much secret and publicly available computer data as anyone, particularly the case and statute databases of every state and most foreign countries. It works closely with ISDM to improve and maintain technological access to information resources. CLRS is responsible for issuing opinions, descriptions of procedures, documents, and anything else an authorized Aegis Cell, member of Aegis Prime, or Aegis department might need in the legal arena. Personnel are recruited directly out of law school and are thrilled to be part of a global, "dangerous" conspiracy.

CLIENT REPRESENTATION [CR]

At various times, Aegis members need legal representation. This is provided by large, local law firms. The very small CR departmental staff works with A&C to maintain an extensive network of law firms around the country who do regular work for Aegis corporate fronts or other Aegis-dominated organizations and do not ask too many questions. Although Angelos has since retired and acts only in an advisory manner, the five-man CR central staff works out of Angelos' law firm in New York City.

LEGISLATIVE AFFAIRS BUREAU [LAB]

Through Stillwell, Aegis has suborned a very prestigious Washington, D.C. law firm, Hemmer, Johnson, and Stillwell. The firm is renowned as a lobbying heavyweight on Capitol Hill and champions an eclectic assortment of causes for a

number of powerful and rich clients. The top levels of Hemmer, Johnson, and Stillwell work carefully with Aegis-influenced politicians to promote legislation favorable to Aegis' work. Liaison with Hemmer, Johnson, and Stillwell is mostly handled though Roxanne Hayes at DAS, but it is still considered part of Legal's organization.

MOVERS AND SHAKERS

JEFFREY STILLWELL, DIVISION COORDINATOR AND CHIEF OF LAB

Jeffrey Stillwell is the "hands-off" patriarch of the division and remains an imposing and highly influential figure. In an effort to live by his patron's creed, Stillwell refused to take charge of the division when Brand died. He urged Godros to take on those duties, while he concentrated on his traditional legislative duties. While he retains the organizational title of head of LAB, he has passed on the bulk of his legislative duties to Hayes at DAS. Stillwell lives and works in Washington, D.C. and maintains close contact with Aegis Prime.

JEFFREY STILLWELL

STR 3 DEX 3 CON 3 INT 4 PER 4 WIL 4

Qualities: Influence (Aegis) 6, Resources 5, Status 5

Skills: Brawling 1, Bureaucracy 4, Computers 1, Drive (Cars) 2, Guns (Pistol) 2, Humanities (Law) 4, Humanities (Politics) 5, Research/Investigation 3, Smooth Talking 4

PAUL GODROS, DIVISION DIRECTOR AND HEAD OF A&C

Godros is relatively young and determined to maintain Aegis' conspiratorial position in the face of new technological advances and the new society they are creating. Godros is mindful of Brand's and Stillwell's legacy and understands their concerns, but is willing to set them aside to promote and expand his division. This organizational drive combined with his "toeing" the Legal Affairs Division party line against centralization has placed him in a bit of a tenuous position with the other divisions. They suspect that he counsels against their accumulation of power but advances his own power.

PAUL GODROS

STR 3 DEX 3 CON 3 INT 3 PER 3 WIL 4

Qualities: Influence (Aegis) 5, Resources 4, Status 4

Skills: Brawling 1, Bureaucracy 4, Computers 3, Drive (Cars) 2, Guns (Pistol) 2, Hagging 3, Humanities (Law) 4, Humanities (Politics) 2, Research/Investigation 3, Smooth Talking 3

PEOTR MIRNOV, HEAD OF CLRS

Mirnov was recruited with a number of Project Rasputin psychics. Although it was soon determined that he had no useful operational psychic capacity, he proved to possess an uncanny ability to absorb, manipulate and analyze massive quantities of information. As a lawyer, he was passed onto Stillwell, who immediately realized his potential and assigned him a freeform position in CLRS. In less than five years, Mirnov mastered the breadth of the American legal system (he was already quite familiar with European and Asian legal systems) and began pushing the department to accumulate a wide range of electronic legal research resources. He was appointed head of CLRS two years ago.

PEOTR MIRNOV

STR 3 DEX 3 CON 3 INT 3 PER 3 WIL 4

Qualities: Influence (Aegis) 5, Resources 4, Status 4, Strong ESP (Hunch), Strong ESP (Second Sight)

Skills: Brawling 1, Bureaucracy 4, Computers 2, Humanities (Law) 5, Language (English) 3, Language (French) 3, Language (Japanese) 3, Trance 2

SIMON WEINSTEIN, COORDINATOR OF CR

Weinstein is a close friend of Stillwell's and has come to value Godros' friendship. He is a partner at Angelos' firm and works on a number of high-profile legal matters involving millions of dollars. Weinstein stays active in the American Bar Association and uses contacts there to facilitate his work at CR. He generally takes instructions from Godros and arranges whatever representation is needed, paying for it via funds provided by Godros. Weinstein believes in Aegis and its work but wants to know as little as possible in case things begin to degenerate. ISS and CIMH are uncomfortable with Weinstein but have nothing to back up their suspicions.

SIMON WEINSTEIN

STR 3 DEX 3 CON 3 INT 4 PER 3 WIL 4

Qualities: Influence (Aegis) 6, Resources 5, Status 5

Skills: Brawling 1, Bureaucracy 4, Computers 2, Drive (Cars) 2, Guns (Pistol) 1, Humanities (Finance) 3, Humanities (Law) 4, Research/Investigation 3, Smooth Talking 5

GOALS

Legal's overall goal is to keep Aegis safe from persecution and extinction by monitoring relevant legislation and high-risk activities. It is heavily involved in appropriate legislative lobbying efforts and works closely with Roxanne Hayes to further this goal without taxing or exposing Aegis. They also work at building a network of useful contacts in legal circles, for a variety of uses. Legal also has primary responsibility for briefing Cells about legal procedures and ways to minimize risk, and, in an emergency, how to attempt to obtain representation. Legal does not offer legal assistance to all agents, only those it sees as worthwhile; others are dealt with by ISS using other methods, some of them fatal, depending on the circumstances. In the event that direct representation will not solve the problem, Legal also works at plugging leaks and using legalities to silence people, at least long enough for other Aegis sections to fix the underlying problem.

OVERRIDING PHILOSOPHY

The Legal Affairs Division has had a long history of being at the center of the Aegis power structure, and all members are aware of that position. The A&C professionals are uniformly polished and political. "Savoir faire" is their middle name. They radiate power and connections but work hard to be inviting. People who work with the members of A&C always feel as if they are enlisting powerful and capable allies. Legal's power is on the slide, however, and the A&C staff know it. There is an edge to their lives now, and they take solace in their close ties with the rising power of FAD.

The CLRS drones are mostly without personalities and intellectual. They hide in the shadows of their A&C protectorate and emerge only to investigate whatever "interesting" stuff they see going on in the other areas of Aegis. They are always delighted by the infrequent field trips to the Area 51 complex and take every opportunity to poke their noses where they do not belong.

CR is largely independent and works under guidelines established by Angelos and Stillwell. Its personnel are busy with their "real" lives and work only part-time on Aegis coordination. They see Godros as a powerful, shadowy figure who allows them to live well and perform valuable work, as long as they don't ask too many questions. LAB is composed mainly of semi- and full outsiders to Aegis, and they have a variety of attitudes and opinions. They look to Hayes, rather than Legal, as their chief.



DIVISION OF INFORMATION SECURITY AND DATABASE MANAGEMENT

The Division of Information Security and Database Management (ISDM) is responsible for virtually all of Aegis' computing needs. ISDM maintains and upgrades the HERMES system on a frequent basis, and also works as computing specialists. It works in concert with R&D but has its own research facilities and contacts.

BRIEF HISTORY

Information security and distribution were some of the first concerns of Aegis Prime after its inception, and after the use of cryptography computers in WWII the decision to use computers was clear. The best way to maintain security between the collective divisions of Aegis was minimize the connection between agents in the field and Aegis Prime. A section of the R&D Division was formed to design a secure interface for the transfer of information between agents in the field, and the Aegis infrastructure supporting them. The Information Technology and Security (ITS) branch of R&D produced a large amount of research and development that was responsible for many of the protocols used by Cells today for sending and receiving information, and their efforts resulted in the legendary HERMES computer system.

While various methods were discussed for Aegis security, the cryptography applications of the computers that arose in WWII really set the tone for the division's early work. It was decided that an elaborate computer system would be devised, with massive storage and sorting capacities enabling the management of the large quantities of information Cells hoped to be sending to Aegis Prime. While computer technology was still brand new, its potential was undeniable. The head of ITS proposed to the Division of Administration and Security that computer companies would make excellent fronts for Aegis research, allowing for both huge profits in the emerging field and platforms for new hardware research. DAS agreed, and many companies were formed to fill the new niche that would become the computer industry of the 1980's and 1990's.

In the meantime Aegis' demands weren't too severe; while waiting for an electronic system to be implemented, other resources had to be utilized. Assets were already in place in government agencies, and they had been operating with "conventional" techniques such as dead drops, code words, markers, even the clichéd "secret handshake." OpTac had been handling these aspects of field work, providing training for agents and "rescues" from botched jobs. When ITS was formed, OpTac handed over this aspect of its operation; it was evident that all the information security personnel needed to be in the same group, especially since the techies in ITS had no clue about field procedures. While the scientists and engineers in ITS were assigned to Project Hermes, the OpTac personnel were delegated to the upper echelons of ITS' management and administration. "The Team", as techies in ITS were dubbed, was further split between the Software

Team and Hardware Team, although the distinction between the two quickly became blurred. "The Coaches" were the older, more experienced members from OpTac who used their practical expertise to advise field agents and keep them alive.

Most members of the Teams were young engineers and scientists from the military (or defense contractors) with little experience in espionage beyond cryptography. As such, they could understand the requirements of keeping a computer system secure, but when it came to understanding what requirements kept field ops alive, they were lacking. The Teams understood the impact of their work, however, and they absorbed every story, technique, and idea the Coaches threw at them. The older management types were amazed at the innovations on old techniques the Teams came up with, almost as much as their amazement at the Teams' naiveté. The Teams, on the other hand, relished the task of coming up with radical solutions to old problems, using new technologies that they were developing. The result of this dynamic still exists today, with an upper echelon of managers and experts who constantly commingling with the young engineers. Today, the Coaches are almost father figures to the Teams, making the divisions in ISDM fairly artificial, and the division is extremely loyal among its ranks.

Hermes was the project that spawned the original HERMES Terminal MKI, managed its deployment and troubleshooting, and began the innovations on the HERMES MKII. It took almost seven years after the creation of Aegis to come up with feasible hardware for the terminal that was placed in every Op Center. Vacuum tubes had to be made reliable and smaller, displays had to be made cooler and smaller, storage devices had to be invented to handle the required loads, and the list went on. Luckily, ITS had a large black budget to fund advanced hardware research. It managed to bring in a lot of its own funding also, since the trickle-down technology that was slowly released through public channels kept front companies raking in the profits. Reserves of experimental military hardware were also tapped for whatever innovations could be taken from them.

As it turned out, the software side of Project Hermes caused more problems. Database theory and programming practices didn't exist, while complex and (worse yet) intelligent processing of information had to be handled. An entire science around software maintenance had to be developed as languages evolved and programs were designed to handle the advanced concepts the HERMES computer required.

Experimental technologies in the computer industry were used to make a prototype of the database, which was easily ten years ahead of its time. The resulting computer was still very big, but the computing power of the server, nicknamed BLACK BOX, was undeniable. An immediate increase in efficiency was noted, as field agents were able to coordinate much better with Aegis and ITS was able to disseminate collated reports to agents on demand. ITS still needed to increase its staff to facilitate both research and field report processing, however.

Once the MKI was released, ITS' primary task was maintaining and upgrading HERMES, but equally important was conducting hardware research geared toward an alternative to the bulky vacuum tubes used in the MKI. Even though the components used by Aegis were very advanced at that time, they were still a short-term solution. Project Hermes was still scratching the surface, however, and in 1958 ITS produced viable transistor technology almost ten years ahead of the computer industry. The resulting electronics were smaller and more powerful, and began to look like the computers of today. Better magnetic storage media were developed to replace the older mechanical systems, and the existing database was converted to magnetic media.

When the MKII Terminal was deployed in 1959, ITS realized it might be possible to distribute the system more to agents and worked on the development of a link to the MKII that would be portable by agents. It turned out that the first attempt at the HERMES Link MKI was too bulky and obvious to be used often in the field, and really didn't catch on.

By the time a new link could be distributed, ITS was taking up almost half of R&D's manpower and budget. Aegis decided that the current trends in computer technology were important enough that a new division was warranted. The Division of Information Security and Database Management (ISDM) was formed in 1969, and its inaugural activity was sending out the first HERMES MKIa Link. The MKIa Link incorporated a lot of the changes requested by agents and was remarkably smaller. Able to fit in a briefcase (although it still weighed almost 30 lbs.), the MKIa was portable enough to be used as a field computer and could access the MKII Terminals at the Cells' op centers.

While the HERMES system was functional for its time, and was continually updated with small upgrades to both its software and hardware, it wasn't revolutionary for long. A lot of study was done on artificial intelligence and expert systems hoping to maximize the efficiency of solving HERMES requests, but no shortcuts could be found to bypass the decades of work necessary to implement such systems. Until the recovery of the alien ship in 1977, ISDM had a mental block on revolutionizing HERMES.

While the ship had a massive amount of information for R&D, ISDM immediately jumped in to take over analysis of the vessel's computer systems. Reverse-engineering would be slow, but the hardware gave ISDM new directions to take with chip and circuit design, and led to a significant change in scale for the HERMES system.

ISDM researchers still had a hard time with the new technology. It wasn't until 1983, with the arrival of Genevieve Robertson, that the hardware began to be understood well enough that they could apply the hardware and software technologies they had found. Robertson led the research team responsible for decoding the programming language of the vessel. The miniaturization of the circuitry could be replicated to an extent, and it was clear that ISDM finally had its revolution.

Faster processors and more memory would allow for delegation of server-side functions to units in the field, which would increase performance on both ends of HERMES requests and make encryption much easier. Higher storage capacity of both the new links and the database would allow rapid transfer of high-quality media such as video and audio to add new levels of information available to field agents. Most of the short-term hardware research went directly to the development of the HERMES MKII Link. By 1990, the first MKIIs were trickling into agent hands for testing, and by 1991 the MKII was the primary link used in the field.

As new discoveries were made, the miniaturization of existing computer equipment came more and more easily. As new algorithms for implementing artificial intelligence were discovered, HERMES' data warehouse of reports became more and more organized, allowing faster access on the agent side, and it was easier for DAS to determine clearances and note discrepancies. It wasn't long before the new technology led to a new link, the MKIII, which incorporated even smaller computer technology that allowed room for more advanced security systems. For ISDM, however, it was just a field test for a revolutionary new vision of HERMES.

CURRENT STATUS

As usual, ISDM is working on upgrading and maintaining HERMES. The captured alien technology is still revealing new innovations on the current system, but most of the revolutionary ideas have been implemented. There are still technical issues with reducing size and increasing power of the HERMES hardware, but the core design is stable and maintainable. The software side of the project will mainly involve maintenance, troubleshooting, and improving features based on agent feedback. The new expert system software being used will also undergo extensive testing and analysis, so ISDM techs are prepared to take a step back from R&D for the next two years and take a long look at the results of their labor.

The MKIII system is the biggest baby ISDM has right now, and it still has some teething problems. A special bug-reporting program has been created to allow problems discovered in the field to be transmitted to ISDM without violating security, but this makes troubleshooting difficult. In worst-case scenarios, DAS will coordinate with field operatives and relay information to ISDM. There are also expectations that certain less technically inclined operatives won't be able to adapt easily to the new interfaces. Since deployment of the first units techs are on hand 24-7 to help describe things. So far incidents have been far and few between, but their number is going to rise, and users interested in more powerful features can only go so far with the provided tutorials.

Another ISDM project currently underway is a joint effort with DAS to create a simulation of Aegis' operations worldwide, which will then be used to study the effects of altering the orga-

nization's structure. Project Small World is an ambitious attempt to use a combination of all the advanced systems at ISDM's disposal to come up with a program that will be one of the most complex computer simulations ever devised. The programming tasks have been broken up into different modeling categories, including human behavior, the environment, and political dynamics. Many elements of this VR research have been adapted by R&D, forming the inspiration for their advanced VR project, Epimenides (see p. 205).

Overall, ISDM is blissfully ignorant of what is going on around itself in Aegis. Its new computer seems to be a success, troubleshooting takes a lot of the techs' time, and several new VR projects are in the works. ISDM is geared up to handle the future and isn't really paying attention to the world around it. Some claim this is ignorance. Some claim this is naiveté. Some claim it is Iowa. Whatever the case, ISDM will probably be the last to know about any catastrophe in Aegis and one of the divisions least affected.

MOVERS AND SHAKERS

MR. DEVIN RICHARDS

A fifty-six-year-old entrepreneur who holds large stock investments in several major technology firms, Richards is the current director of ISDM. After early graduation from MIT and a short career in electrical engineering, Richards put his mind to directing the technology industry instead of working for it. At twenty-five, after doing some consulting for large industry leaders in circuit board design and chip developers, he attracted the attention of Aegis Prime. His ideas were ahead of the times, and while many corporations weren't willing to invest in the radical concepts Richards was proposing, they were exactly what Aegis Prime was looking for to upgrade HERMES.

Richards was recruited by an Aegis front company to look at an "advanced conceptual model" that actually represented HERMES. After six months, he had come up with enough innovations on the current design to increase the hardware performance of the mundane aspects of the system by fifty percent. All that was required to implement the new systems was resources. Since Aegis had cash and facilities in abundance, Richards was hired to oversee the implementation of his designs. The project was dubbed classified, and his loyalties were tested. After another year of directing the staff implementing his changes, he was offered a position at Area 51 as a member of Aegis. Although the offer confirmed some suspicions he had had, he was genuinely surprised. With the amount of potential he could realize with Aegis' resources, however, there were no questions about joining.

Over the next ten years ISDM was revolutionized, either directly or indirectly by Richard's innovations. Also during that time, he used his contacts who still remained in the industry to more subtly direct the flow of hardware development in the

civilian sector. Contacts in R&D departments were mobilized to develop more advanced hardware, if not for civilian markets then for military application. He continued manipulating his stock assets from previous companies to gain sizable holdings in the companies he was directing. Due to Richard's obvious loyalty to Aegis, his views for the future of ISDM, and the amount of his personal resources he devoted to manipulating the computer industry to further Aegis' goals, DAS aided Richards in maximizing his resources.

By the time Richards was 40, he was effectively in charge of ISDM. Although he was second in command, his decisions were de facto approved by the head of the division, Hector Gunford. While Gunford was pleased with Richards' results, there was definite tension between the two as Gunford was relied upon less and less and Richards' influence continued to increase. When Richards replaced Gunford 10 years ago there was some hostility between the two, but Gunford ceded the position and faded from the limelight.

DEVIN RICHARDS

STR 3 DEX 3 CON 3 INT 4 PER 4 WIL 4

Qualities: Influence (Aegis) 6, Resources 6, Status 4

Skills: Brawling 1, Bureaucracy 4, Computer Programming 5, Computers 4, Drive (Cars) 2, Guns (Pistol) 2, Humanities (Finance) 2, Research/Investigation 2, Science (Cryptography) 4

DEXTER GUZMAN

Dexter Guzman was first noticed by ISDM in 1989, when his computer science thesis from MIT was sent to the division for perusal. His work focused on the use of virtual reality to simulate real world environments using visual gimmicks to trick the brain. His research was exceptional, taking volunteers and placing them in a custom VR rig and testing reaction time and detail perception. The results of his project showed that there were ways to economize processor and memory usage by reducing details in areas that test subjects' minds filled in for themselves.

This kind of forward thinking was precisely what ISDM was looking for to add to the MKIII development team, and the division arranged for background checks to be conducted. His work at MIT piqued the interest of many renowned computer scientists and psychologists alike, and CIMH seconded the opinion that his diverse skills seemed genuine enough. Guzman was approached by recruiters and was enticed into joining Aegis purely for the research aspect. Monetary issues were easily dealt with, and Guzman made the move to Iowa.

Dexter Guzman has become regarded as one of the premier programmers in ISDM; like many of ISDM's scientists, he is an expert in information theory and artificial intelligence. His primary focus is on the MKI Op Center and MKIII Link, but he has

also contributed to work with BLACK BOX. R&D has been using Guzman's VR simulations to test pilots in a virtual Aurora, as well as aid in the creation of Project Epimenides.

ISS keeps an eye on Guzman, as he has expressed an opinion several times that someone needs to contact the Saurians and perform some sort of technology exchange, as their power supplies and field generators could take his holographic research to the next level, producing an advanced "holosuite." The applications of that sort of technology are unlimited and would help Aegis immensely. Guzman has done all the reading he can on the Saurians and their technology and seems to be a bit obsessed with them. While he has never made any attempts to contact anyone outside Aegis about his ideas, ISS worries that a leak in ISDM might convey the information to the Black Book, who might try to recruit Guzman in exchange for technology and research facilities.

DEXTER GUZMAN

STR 3 DEX 3 CON 3 INT 5 PER 3 WIL 3

Qualities: Influence (Aegis) 5, Resources 5, Status 4

Skills: Brawling 1, Computer Programming 3, Computers 4, Drive (Cars) 2, Engineering (Saurian Tech) 2, Guns (Pistols) 1, Haggling 3, Research/Investigation 4, Science (Psychology) 3

GENEVIEVE ROBERTSON

Genevieve Robertson was born in 1959 and adopted by farmers in Iowa, ironically putting her near ISDM's headquarters. Her intellectual abilities and interests gave her a full scholarship when she entered college at 18. Graduating with a Master's Degree in Electrical Engineering in 1978, Robertson moved to California to work in information systems, artificial intelligence, and software development. A lot of her work was in the field of neural net research and development of advanced computers to handle military logistics and maintenance. Some of her work was going toward government contracts sponsored by DAS, and her efforts were noted and flagged. CORS began a background check to ensure she would be Aegis material, and she moved back "home" to Iowa and began full-time work with ISDM in 1988.

Scientists had been struggling to ascertain the computer technologies found in the crashed spacecraft. Robertson had a special insight into the alien tech and within a year her research opened a vast array of new applications to ISDM scrutiny. She was put in charge of the project and ever since has been heading the team responsible for gleaning new hardware and software technologies from the ship. She had some input in the development of the HERMES upgrades for the MKII and IIa links, but for the most part she focuses on the analysis of the alien ship and coordinating with R&D.

Genevieve Robertson is regarded by many scientists in ISDM as the embodiment of a stereotype, the classic bitch queen. As an attractive middle-aged woman working in a pool of unsocialized introverts, she gets a lot of attention from her fellow researchers. Unfortunately for them, she usually responds with a cold shoulder and snide comment, and most ISDM personnel have learned not to trifle with Robertson on a personal level. It doesn't help the egos of her coworkers that she's brilliant and beautiful for her age, which usually results in either attraction or jealousy, and on occasions both.

Since Robertson's recruitment, some further checking into her background has raised some suspicions with ISS. Her parents are both dead, her biological parents are unknown, and there are few solid records of her childhood in Iowa. ISS has arranged for interviews with some of her old school teachers, and none of them remembers Robertson, though her grades are on file with the school. Her records from her college years and beyond are legitimate, but the perfect timing of her arrival in ISDM to crack the alien ship's technologies has raised suspi-

cions. ISS still periodically follows up on its investigation of Robertson, but so far if there is any impropriety it has been exceptionally well covered up.

GOALS

ISDM wants to make sure that the American population, and eventually the world, is familiar enough with computers, and more importantly *comfortable* enough with computers, that the new technology reverse engineered from the aliens will be usable to anyone. Aegis is naturally the most important segment of the populace, but ISDM knows the future will require humans to become much more willing to accept technology. ISDM wants to aid in that transition by making people realize how much they need computers.

VR research has been dubbed Project Wonderland and sketched out to last the next ten years. A wide variety of projects is going to be started with VR as the focus: Psychological factors of VR are planned in cooperation with CIMH, recruit training potential is going to be analyzed by OpTac, and technology development applications are going to be explored with R&D, just to name a few. DAS is also interested in Wonderland; trickle-down technologies that can be marketed could provide a corner on a niche market with huge profit potential. From the hardware side, VR immersion is the primary focus. Tactile stimuli are the third easiest sense to emulate, and combined with visual and audio cues provide a near complete experience. With the use of nanotech interfaces, such as the Pilot Interface Control System, immersion of the subjects into VR has become even more realistic and is aiding Project Epimenides in its research to predict the fate of humanity.

Following Project Wonderland, ISDM intends to start Project Strong Vodka, a full research cycle that will look at artificial intelligence. This project is also intended to go hand in hand with an R&D initiative to analyze independent robotic systems that use AI for control. While drones and remotes are used regularly enough, the idea of fully automated robots has yet to be explored. ISDM believes the results of its research will change that, and systems are being conceptualized for testing R&D's robots with ISDM's brains.

ISDM assumes that at some point in the next twenty years it can have programs which react so similarly to human behavior that they can be called "true AI", but the ethics of that development have been ignored for the most part. ISDM's view of its technology distinguishes the creation from the creator to a point where it's clear that no programmed behaviors will be akin to "real people" or have individual rights. The Headrooms (see Philosophy below) see a future much like Asimov's, in which robots can be created so similar to human that when given an AI brain there will be no way to distinguish between machine and man. Most of ISDM isn't too worried about it. The real future thinkers in ISDM are a little more concerned, however, as such a reality might come about

GENEVIEVE ROBERTSON

Robertson has two sets of statistics, one for the Atlantean who occasionally steps in to monitor Aegis' activities, and the other for the mimic she has created to take her place seamlessly. She takes great care not to flaunt her abilities when others are present to witness her efforts.

ATLANTEAN

STR 6 DEX 6 CON 8 INT 6 PER 7 WIL 6

Qualities: Atlantean, Atlantean Nanotech (Aspect Modification System, A/V Recorder, Blood Surgeons, BioBattery Energy System, Computer Enhancement, Emergency Nanite Reserve, Memory Augmentation, Memory Preservation System, Vision Enhancement), Influence (Aegis) 5, Resources 6, Status 4

Skills: Acting 4, Brawling 2, Bureaucracy 3, Computer Programming 5, Computers 5, Drive (Cars) 3, Engineering (Nanotechnology 5), Guns (Pistol) 4, Intimidation 4, Research/Investigation 5, Science (Nanotechnology) 5, Stealth 4

MIMIC

STR 5 DEX 5 CON 6 INT 5 PER 6 WIL 4

Qualities: Atlantean Mimic, Atlantean Nanotech (Aspect Modification System, Mimic), Influence (Aegis) 5, Resources 6, Status 4

Skills: Acting 5, Brawling 2, Computer Programming 5, Computers 5, Drive (Cars) 3, Guns (Pistol) 2, Intimidation 4, Research/Investigation 5

far sooner than expected if breakthroughs in Atlantean nanotechnology emerge in the near future. The potential for Atlantean technology makes ISDM wonder if the immortals might be able to do this already.

OVERRIDING PHILOSOPHY

The high concentration of engineers, techies, programmers, sci-fi buffs and caffeine addicts in ISDM creates a wide variety of philosophies adhered to by its members. They run the gamut from strict utilitarianism (held by engineers and the Hardware Team) to visionary technophiles looking to bring the future into today (held by the more imaginative Software Team). The range of attitudes and philosophies helps in interfacing with other divisions; members of Hardware often deal with DAS and ISS for their computer and processing needs, while Software team members deal with Psi-Div and R&D.

Three main schools of thought exist in ISDM, representing a fairly distinct line between visions of the past, present, and future. The philosophy representing the past is the techno-supremacy movement, which most often manifests in a drive to discover opponents' technologies and either reverse-engineer them or develop new systems that outperform them. The supremacists are often seen as the members most willing to go out on a limb for the next sample of alien or Black Book technology, to keep up with the cutting-edge software and hardware used by Aegis' enemies. They also work substantially with R&D to learn everything they can about how enemy computer technology interfaces with weaponry and control systems. Other geeks in ISDM sometimes call the supremacists "Joneses", because they're academics who like to go out into the field, much like Indiana Jones, and have a mentality to match.

The philosophy rooted in the present is based in the development of chaos theory. These theorists deal with the somewhat esoteric applications of chaotic systems to both hardware and software, specifically to artificial intelligence applications, cryptography, and storage media. The chaosticians are interested in applying their theories to everything from stock market manipulation to analysis of Atlantean experimentation patterns. While many of ISDM's scientists don't particularly understand this recent bent in research, they can't deny the results they've seen. Fuzzy logic systems have made the HERMES Mark III link feasible, fractal compression and encryption techniques have increased security on Aegis systems to the point where it's believed to be unhackable, and some behavioral analysis has even accurately predicted Grey abduction patterns on occasion. While normal chaos theory is a mere abstraction, the incredibly advanced computer technology has allowed the "Bookworms" to model environments so complex that chaos theory has practical application.

Finally, the visionaries won't stop their efforts until Aegis can "beam" agents into alien hotspots with their sentient android companions and zap them with their megavolt lasers. These

future-oriented thinkers are technophiles who envision a future where Aegis operatives are constantly "jacked in" to HERMES and information transfer between any point on the globe is instantaneous. A lot of strange ideas come out of visionary heads, but like the other factions their results are undeniable. Their idea of a VR interface for the MKIII was fully implemented and streamlined for operative use, and they came up with a variety of hardware configurations looking like everyday objects. The big push with the visionaries involves the merging of the brain and the computer, undoubtedly the result of reading too many cyberpunk novels. Many of the "Headrooms" have meetings with R&D discussing things such as brain-computer interfaces, bio-organic processors, and psychic storage devices. So far no one's tried anything unethical yet, but if a framework for experimenting with the human brain and the computer ever exists, ISDM has a number of scientists ready to work on the project.

ISDM's biggest philosophical problem is that its desire for the newest and best technology sometimes overwhelms Aegis' agenda of defeating the aliens invading Earth. ISS and CIMH both keep close eyes on ISDM scientists, because perhaps more than any division in Aegis they might be subverted. ISDM never directly communicates with its users. It never directly sees the reports it analyzes. ISDM is almost childlike in its naiveté about Aegis' relationship to its enemies, and this is dangerous. This has never been taken advantage of; one hopes it never will.

FOREIGN AFFAIRS DIVISION

The Foreign Affairs Division (FAD) is the isolated bastard child of Aegis. Every Cell that has an international mission or investigation will have some contact with FAD, even if the Cell members aren't aware of it. For the size of its mandate, however, the Foreign Affairs Division is seriously undermanned, subject to arbitrary budget and personnel restrictions, and often interfered with or ignored by other bureaus.

HISTORY

When Aegis was first created out of the ashes of The Watch, the concept called for a strictly national agency to protect American interests from supernatural and paranormal interference. Some interaction with various British agencies was maintained, but for the most part, little or no thought was given to any attempt at moving Aegis operations into the international realm. As early as 1955, what little operational resources were dedicated to foreign policy were placed under the control of the Bureau of Operations and Tactics, which resulted in those assets being expended in stateside programs.

There were some attempts to keep ties with various other nations' conspiracy groups, particularly those closely involved in the original Watch efforts. Specifically, in addition to British

groups, contact was kept with Italy's GLADIO movement through the CIA's right wing faction and with the Israeli Zionist organization inside the Mossad. The West German organization known as the Orchestra was also an instrumental part of early diplomatic agreements between Aegis Prime and international agencies.

At first, these agreements were limited to promises of nonintervention and the assurance that any agents of an allied organization would be returned unharmed should they be stranded inside the host nation. With very little actually happening to Aegis or its allies on the international front, the senior members of all the agencies believed that no further complicated arrangements would not be necessary. Throughout the Fifties and Sixties, foreign operations by Aegis were solely the province of overzealous or extremely dedicated Cells. These early foreign operations were fly-by-wire affairs, with funding and equipment often purchased illegally in the host country, or else smuggled in with the aid of criminal concerns. In 1956 a total of three Cells were based outside the continental United States: one in Puerto Rico, one in Hawaii, and one in Japan.

The first event to signal a need for a centralized foreign division was a disastrous mission into Africa's Congo region in 1957. Undertaken by an unauthorized Aegis Cell, the mission to recover a crashed Atlantean beamship failed, and the Cell was met by stiff resistance from the African military. In Aegis Prime, a panic ensued when the exact final disposition of the Cell members could not be determined. Not only was it impossible to find out if the Cell members had been killed, no method existed to undertake any kind of intelligence gathering in a foreign country. Senior officials sweated out a terrible month, finally managing to confirm the deaths of the majority of the Cell. It wasn't until the FAD began operations in South Africa in 1986 that the capture and interrogation of at least one Cell member was uncovered and linked to the formation of the Laager, a progovernment conspiracy in South Africa.

Following this debacle, discussion began on the best way to handle any further international operations. While decisions were being made, from 1958 until 1964 no Cell operations were permitted outside the country or its territories without express permission from Aegis Prime. In 1965, with the escalation of events in Southeast Asia, a working group was created to study the proper means to ensure safety and deniability during any overseas operation. Led by a young DIA operative named Étienne Boudreaux, this group determined that the Black Book was already operating outside the country and aggressively pursuing relations with like-minded agencies in other nations. Boudreaux decided that a lack of international connections would not help Aegis resist the Black Book's long-range goals. The working group developed a five-point plan to guide Aegis Prime in the creation of a foreign affairs division.

The original document delivered to Aegis Prime was a political bombshell. It implied a conscious attempt to sabotage Aegis operations by a person or persons inside of Aegis Prime. The document also informed Prime that, should Aegis fail to estab-

lish connections in overseas areas, a time would come when international efforts by the alien enemy would overwhelm any power locally in the States. Finally, Boudreaux demanded the immediate formation of a separate division inside Aegis, answerable directly to Aegis Prime, with its own budget and resources, and with its own operational staff. In fact, what Boudreaux and his group were proposing was an entirely new operation, part of Aegis only in name, causing quite a stir in Aegis Prime.

After some heated discussions, Aegis Prime conceded that foreign efforts needed coordination. Although Boudreaux was moved on to other duties, OpTac was given direct control over Cells operating overseas. At the same time, control over foreign intelligence operations was given to ISS, further widening the split between the two divisions. To further complicate matters, psychics in Psi-Div were producing hard intelligence through remote viewing experiments, and the CIA was running the MKULTRA project as well, with various subprojects based on foreign soil. None of these other projects was overseen in any way.

Another failed mission in 1970 highlighted the dangers of splitting chains of command over a topic as sensitive as this. An Aegis Cell operating in Japan became involved in an unpleasant incident involving rioting students at a Black Book-subsidized lab, and shots were fired. In the confusion, agents were arrested and placed on trial as foreign saboteurs. Attempts to secure the agents' release were refused by Aegis' newly designated Legal Affairs Division, on the basis that no legal resources had been developed overseas. OpTac began making arrangements for an exchange of prisoners with Japanese officials, when someone in ISS authorized an attempt to rescue them. When the details were leaked by an unknown source, the rescue was aborted and the agents were sentenced to prison terms. Fortunately, none talked and security was maintained, but the lesson was obvious. A centralized chain of command was needed to provide support and intelligence to Cells, and it had to control all aspects of foreign operations.

The deadly pace of bureaucracy proved to be near fatal in the next few years. With operations overseas rising at an unexpected rate, particularly along the Iron Curtain and in the Caribbean, agents were being placed in harm's way by the political battles between divisions. Finally, in 1975, Aegis Prime agreed to the formation of the Foreign Affairs Division. At first FAD was staffed by personnel from OpTac and ISS who had been working in the overseas area, but divisional policy was always one of aggressive expansion, and FAD started recruiting right away.

The first division chief was Sir Malcolm Withersby, a British lord who was a long-time associate of Aegis through his connection to the Royal Cryptozoological Society (see p. 188 and the *Paranormal Sourcebook*). An intrepid explorer, Sir Malcolm insisted on top-quality personnel and dependable intelligence. He set a standard for all his operatives from day

one. No interpersonal conflicts were to be tolerated, nor were any agents to withhold any information, no matter how trivial it might seem. At the outset, Sir Malcolm asked for, and received, total discretion in his operational priorities. Operating almost without any administrative constraints, the new division set about rapidly creating an effective and far-reaching overseas intelligence network. With the failure of Black Book's attempts to overthrow the Italian leftist government, Sir Malcolm realized that meddling in foreign political agendas was a dangerous task, too potentially harmful to permit. A policy of nonintervention was established and adhered to. Agents in Sir Malcolm's employ were allowed to make one mistake, then their employment was terminated.

By the start of 1977, the Foreign Affairs Division had grown to more than sixty operatives in fifteen countries. Contact and cooperation were established with friendly agencies in Japan, West Germany, Israel, Britain, and China. Formal secret agreements protected the identity and status of any agent captured in those countries. Intelligence was gathered on operational difficulties in other key areas, particularly in South America and Southeast Asia. It was a FAD mission that first established the possible location of Russian operations around the Tunguska blast site in 1981. As the division expanded, it quickly outgrew its limited budget of personnel and finances. Urgent requests to Aegis Prime for more of both were met with disapproval, as the senior controllers of Aegis felt that the goal had been satisfied and further growth was unnecessary.

In a secret meeting involving Sir Malcolm, Mark Hampton (Director of Psi-Div), a senior member of the diplomatic division, and a highly placed member of the Senate Oversight Committee, the need for continued expansion of Aegis' Foreign Affairs Division was reiterated. Sir Malcolm agreed to pass on all foreign intelligence to both Psi-Div and the diplomats. In return, Psi-Div would share all remote viewing information, and diplomatic ties would be passed on as well. The senator arranged the disappearance of a certain percentage of the national defense budget for black operations, a small sum that was then invested by FAD in various outside sources. The policy in FAD became one of making whatever connections an agent on the scene felt were necessary, and security matters were given a distant second priority. Expansion in foreign areas exploded over the next four years, and intelligence and contacts were soon sealed in many trouble areas. Sir Malcolm also conducted limited talks with his associates at the RCS and with other acquaintances in CAPS, securing offers of mutual aid by both organizations.

1985 saw the ultimate test of FAD's new structure and methods. An agent in place in Kingston, Jamaica, reported the existence of several suspicious persons in the area, accompanied by a sudden series of UFO sightings. FAD operatives delivered a set of forged orders from Aegis Prime to a Cell leader in Florida, instructing her to investigate and report her findings. The Cell leader and her Cell were transported in cigarette boats crewed

by local smugglers on FAD's payroll. The subsequent investigation revealed a major Black Book operation involving Saurians; the Cell was able to contact sympathetic local police and arrange for a raid on the facility. Escaping the area with samples of Saurian technology and two Black Book prisoners, the Cell returned to the States on a private flight again chartered by FAD agents. After a debriefing conducted by Foreign Affairs with Psi-Div in attendance, the Cell was returned to field work, the prisoners turned over to OpTac interrogators, and the Saurian equipment sent to R&D. Aegis Prime was presented with a *fait accompli*; the result was another series of meetings and another shutdown of Foreign Affairs Division operations.

Sir Malcolm refused to apologize for the unauthorized and unorthodox methods by which the operation was run. He focused instead on the obvious results. Aegis Prime argued for weeks before finally allowing FAD to reopen for business. It extracted a promise from Sir Malcolm that no more pirate operations would be tolerated, but the final point went to Sir Malcolm. Two weeks after his promise he retired, handing off his control to his second in command, the Cell leader who had just completed the Kingston operation. Celeste Shea was a perfect choice for the new leadership of FAD, leading many inside the division to believe that Sir Malcolm had been grooming her for the position for years. While Sir Malcolm stayed in close contact with his old division from his home in Santa Fe, there was no doubt that Shea was now in charge.

In the past twenty five years, Shea has continually risen to the challenge of operating a rogue division as outcast as FAD. Shea manages the division's limited resources and expands the scope and function of FAD. Her latest brainstorm, the Strike Team, has met with interest among other divisions and is leading Aegis forcefully into the future.

CURRENT STATUS

The Foreign Affairs Division is not well liked by many of the other divisions. In some ways, it has usurped power and political muscle. In others, it violates every rule in Aegis. To Aegis Prime, it is an organization constantly on the edge of open revolt, and it is still open mainly because no one seems to be able to think of a good way to close it down permanently. Shea and her band of mavericks aren't slowing down any, either. The pace and tempo of their operations have increased steadily, and the quantity of illegal resources and foreign national agents has increased with it. Almost 30% of FAD's budget now comes from outside approved channels, and more than half of its agents have never actually been residents of the United States. As a result, the average agent in FAD is either working from a strong personal motivation or for that oldest of motivators, money.

Foreign Affairs divides control of its field agents into nine zones of control: Caribbean, South American, European, Balkan, Southern Asian, Russian, African, Chinese, and Indonesian. Each of these zones has a Senior Controller, who

is responsible for overall coordination and distribution of all resources allocated to that zone. Below the Senior Controller are numerous Desk Chiefs, each responsible for operations and intelligence in several countries with similar needs or problems. Below the Desk Chiefs are an indeterminate number of Field Supervisors, the first true field agents in FAD. These men and women are the on-scene intelligence analysts, arranging for the hiring and control of local foreign nationals to undertake whatever operations Aegis requires. The general structure of field units of the Foreign Affairs Division resembles a smaller version of Aegis, with each Field Supervisor running several contacts, who in turn control their own local assets. Many agents below the Field Supervisor do not know who they are actually working for, and false flag or blind recruitments are common. Aegis Cells that utilize FAD assets are warned in advance by the local Field Supervisor which local personnel are cleared for sensitive information. In essence, FAD is running a massive international mercenary organization for Aegis' use. The significance of the potential for abuse of this group has not been lost on Aegis Prime, and ISS audits and surprise visits of this division are frequent.

Because Field Supervisors often coordinate Cell visits personally, their exposure is high. This problem is solved in one of two ways. First, all Field Supervisors are instructed to maintain a cover identity that is immune to reproach by local authorities. Second, all Field Supervisors are rotated from one posting to another no less than once every two years. Most find themselves being promoted to Desk Chief within ten years, or transferred to the Intelligence Analysis Desk if there are no openings in the field.

A posting to the IA Desk is considered a good deal, since it means duty at the FAD offices, located in New York City. Even this choice of office locations has been a sticking point with Aegis Prime, since it physically isolates the division from control. The offices, on the seventh floor of a Manhattan skyscraper by Central Park, are a prime example of the attitude among FAD agents. It is an elegant and well decorated establishment with a cafeteria and discrete security station. The entire office is listed as a shipping company on the building's lease, but it is not advertised and generates no business. Through creative tax accounting (assisted by the Legal Division), the entire company is a dummy, declaring modest losses and gains each year to the IRS. The front lobby on the floor holds brochures and company profit and earning statements, and looks exactly like an office for a moderately successful midlevel company. Inside the actual offices, the agents and desk chiefs work nonstop, sending messages all around the world, booking flights, and arranging cover operations for Cells outside the country on "business." The communications center for FAD is a miracle of telecommunications engineering, with forty separate protected and secure phone lines with satellite uplinks to individual countries around the world. The local computer network is similar in nature and contains a remote link to HERMES. Both systems are arranged to purge all data on the drives and control stations in the event

that a security breach is detected. FAD protects its contacts very closely, and no one above the local Field Supervisor (or past supervisors of the same area) knows the true identity of any local agents, just as the identities of current Field Supervisors are in turn known only to the Desk Chiefs.

FAD is in the process of beginning another round of expansion. With world events in the Middle East still tense, and with Gulf sightings spreading and becoming more frequent, there are plans to focus new networks in these regions. This will require an increase in recruiting and activity in those areas. Also, developments following the break-up of the former Soviet republics have given field personnel in that zone a safer margin of operation, coupled with increased opportunities for stateside Cells to pursue events inside the old Iron Curtain region. Finally, proposals are being assessed to revise the division's operational relationship with CAPS and the Psi-Div operators, moving FAD toward an actual open alliance with both organizations. Sir Malcolm still handles the division's contacts within the Royal Cryptozoological Society, although he is easing Shea into a position to take even those responsibilities from him.

The modern Foreign Affairs Division bears little resemblance to the original concept. It has expanded well beyond its initial design as a transport and cover operation, fulfilling actual espionage and operational functions in the last decade on par with anything that the other Aegis divisions have managed. Its success is due to the high caliber of motivation its personnel have, and the small number of actual Aegis operatives employed. All-important and security-sensitive issues are handled by Aegis personnel, but everything else is left in the hands of the local mercs and contacts. The new Aegis Strike Teams (AST), composed of highly trained FAD operatives usually stolen wholesale from other divisions, are constantly on standby, ready to go into action in any foreign locale whenever Shea and her Desk Chiefs believe the risk merits the potential rewards. These special agents live around the country, their names kept in a special secure database at FAD headquarters. When required, an AST operative is given a call, wired a ticket, and dispatched to the area of operations under cover. Once in the area, the team is assembled by the local Field Supervisor and briefed. After the mission is completed, all the AST members return home separately. No real names are used, and the operatives are not given any further information. Other divisions have noticed the AST concept, and some discussion of utilizing the concept in the future has been bandied about by Aegis Prime. In the meantime, OpTac efforts to grab hold of the personnel assigned to AST have failed. Even ISS has been unable to force FAD to identify these so-called rogue agents, and their operations have been disavowed by Foreign Affairs. It is rumored that the AST agents are paid quite handsomely for their efforts from black funds leached from government sources.

MOVERS AND SHAKERS

The Foreign Affairs Division has fewer personnel than many other divisions in Aegis. Both Sir Malcolm and Shea believe that this increases control of operations, while lessening the bureaucratic snares they perceive in other organizations. This does cause the average FAD operative to work significantly longer hours than her coworkers in other divisions, but the work is exciting, and profitable as well. Along with Sir Malcolm, who is technically retired, and Celeste Shea herself, only a few major players are in the FAD offices. To outsiders, it appears that anarchy and autonomy are the rule in Foreign Affairs, as the leadership presents a solid front to all employees. The division employs an expert accounting and legal staff on loan from Legal Affairs, led by Dr. Travis Boynman; his management skills are instrumental in handling those few field problems not controlled at the local level. The Head Controller, Roman Osbourne, is in charge of coordinating interzone efforts whenever they become necessary; his own leadership of the European Zone is inspired, and the model which all new Senior Controllers try to emulate.

CELESTE SHEA, DIRECTOR OF FOREIGN AFFAIRS

Shea is currently 57 years old, but she appears to be much younger. This may be simply from her energetic and resourceful manner. Celeste Shea came into contact with Aegis at an early age, since her father was an important member of the original Watch organization and a participant in Pat Price's studies at Project Cygnet in the early years of CIA/Aegis research. Tested at an early age, Shea was found to have a strong aptitude for empathic telepathy, but her parents chose not to exploit these talents. She inherited her mother's scientific expertise, but after several years of premed, Shea discovered a lack of patience and promptly enlisted in the Army as a cryptographer. There she became well respected for her keen handling of intelligence analysis and was introduced to Sir Malcolm Withersby at an embassy party in Washington. She was a popular and highly effective Cell leader, and Sir Malcolm chose her to conduct FAD's first truly independent operation. The following year she rose to lead the division, surprising Aegis Prime both with her dedication and her obvious level of knowledge.

Since her ascension to head of FAD, Shea has proved how valuable she is to Aegis. To those in Foreign Affairs, Shea is a whirlwind of energy and seemingly limitless drive, exhorting others in her employ to exceed even their own high expectations. Failure due to incompetence or lack of effort is a major crime in Shea's eyes, and few operatives who fail that way get a second chance to drop the ball. Failure for operationally unavoidable circumstances or dumb luck, on the other hand, is viewed as a learning exercise, a chance to pin down better ways of doing business. Shea is quick to intervene or offer her opinion of an operative's decisions, but smart enough to know when to hold back and give junior personnel a chance to figure things out on their own. She is also quick with praise when it is

deserved, even ordering a newly married pair of agents to go on a mission to Paris, only to reveal elaborate honeymoon plans waiting for them at their hotel. Her sense of humor is also legendary among senior operatives, and few have not been the target of a good-natured prank or two during their careers.

Shea has undergone some training in her psychic talents since entering Aegis, but rumors about her actual level of ability vary wildly. It is certain that she sees things in others that most people miss, and that her judgments of new personnel tend to hit the mark with an uncanny frequency. Her use of Etienne Boudreaux and Minerva Meadows as personal emissaries of FAD, as well as the frequency with which she lends them out to other divisions for work, has caused a few comments among Aegis Prime and the ISS, but has not reflected badly on her yet.

CELESTE SHEA

STR 2 DEX 3 CON 3 INT 4 PER 3 WIL 5

Qualities: Influence (Aegis) 6, Resources 5, Status 5, Strong ESP (Intuition)

Skills: Brawling 1, Bureaucracy 3, Computer Use 3, Drive (Cars) 2, Hagglng 3, Instruction 3, Medicine 3, Research/Investigation 4, Science (Biology) 3, Science (Cryptography) 3, Stealth 4

SIR MALCOLM WITHERSBY, FORMER DIRECTOR OF FOREIGN AFFAIRS,

RCS AFFILIATE

Sir Malcolm is 91 years old and sports thick gray hair and a walrus mustache. Sir Malcolm was the only son of a wealthy English family of the peerage and a decorated hero of the Second World War, where he served with distinction in the OSS under Wild Bill Donovan. With the dissolution of the OSS and the formation of the purely American CIA, Sir Malcolm returned to his beloved England, where he watched his own children grow up to have children of their own. Occasionally he pattered around with his old friends from the Royal Cryptozoological Society. In 1958, he was severely injured by a leopard man while in the Amazon basin. After the death of his wife in 1962, he dedicated all his spare time to the RCS. This led to his first meeting with Aegis personnel in 1966, while on safari in Africa seeking proof of the Mkole-Mbembe. A series of cooperative correspondence started, ending with his selection as the head of Foreign Affairs upon its creation in 1975.

While he enjoyed his time as leader of the division, Sir Malcolm's health had been declining for several years before his selection of Celeste Shea to take his place. After he announced his retirement, Sir Malcolm moved to Santa Fe to be near his grandchildren, who are unaware of his connection to the American government. He continues to check in on Shea by

phone every few weeks, giving advice when requested. He views her as a well loved daughter and takes a great deal of pride in her success. Sir Malcolm has been using a wheelchair for the last year and his health continues to decline, but he makes every effort to be available if and when needed by Shea, the division, or Aegis Prime. His contacts inside the RCS are slowly being acclimatized to Shea, and Sir Malcolm hopes to have completed a full turnover of those contacts by the end of the year.

SIR MALCOLM WITHERSBY

STR 2 DEX 2 CON 3 INT 4 PER 4 WIL 3

Qualities/Drawbacks: Influence (Aegis) 6, Influence (Paranormal) 3, Physical Disability (Crippled Legs), Resources 5, Status 4

Skills: Bureaucracy 2, Computers 1, Drive (Cars) 2, Guns (Pistol) 1, Language (Arabic) 3, Language (French) 3, Language (German) 3, Language (Morse Code) 4, Language (Swahili) 3, Occult Knowledge 3, Research/Investigation 4, Science (Cryptozoology) 4, Smooth Talking 4, Surveillance 3, Survival (Jungle) 3

DR. TRAVIS BOYMAN, HEAD OF ACCOUNTING AND LEGAL STAFF

Boynman is not technically a member of Foreign Affairs, being on loan from Legal Affairs Division. Although he doesn't assert his opinion on field operations, he and his staff oversee all business at headquarters, ensuring that covers and operations are as deniable and airtight as humanly possible. A rather formal person, Boynman projects a comfortable but standoffish front. He used to teach international law at Harvard Law School, a position he gave up at once when approached by Legal Division agents. Boynman has a somewhat unrealistic view of Aegis operations; his lack of any field experience shows in his boyish enthusiasm for stories about fieldwork. He can often be found haunting the Desk Chiefs' working spaces, hoping to get a peek at something interesting. The operatives at headquarters are well aware of this idiosyncrasy and frequently assign a junior caseworker to a day's work shepherding Boynman around, keeping him entertained while keeping him out of the Desk Chiefs' hair.

TRAVIS BOYMAN

STR 3 DEX 3 CON 3 INT 4 PER 3 WIL 3

Qualities: Influence (Aegis) 5, Resources 4, Status 3

Skills: Brawling 1, Bureaucracy 4, Computers 2, Drive (Auto) 2, Guns (Pistol) 1, Hagglng 3, Humanities (Accounting) 4, Humanities (Economics) 2, Humanities (Law) 5, Smooth Talking 3

Boynman is married, with two grown daughters and a teenaged son. His wife and kids are unaware exactly what function he fulfills in the government, but they know it's secretive and stay out of his affairs. He has never intimated at the nature of his work, but has had several brushes with ISS agents concerned that he might be a security problem. To him, his work is merely the application of various legal and quasilegal maneuvers to the needs of a semilegitimate government agency and not that important.

ROMAN OSBOURNE, SENIOR CONTROLLER FOR THE EUROPEAN ZONE

A ten-year veteran of field operations for Foreign Affairs, Roman heads up efforts in the European Zone, as well as acting as the head coordinator for any operations or decisions that affect multiple zones. He is 51 years old, with a generally swarthy complexion and muscular build. His most striking features are his wide brown eyes and bushy eyebrows, and he has recently started to go bald. He was intimately involved in most field operations in the early years of the division and was once a member of Shea's Cell. In total, he has almost thirty years' experience in Aegis, most of it in the field in one capacity or another. He has been in charge of the European Zone for the last five years and enjoys his job and position immensely. He has no intention of quitting or retiring any time soon, although he has begun to take more time off following his recent marriage (his first). Roman is known for running things as a selective democracy, a method that has been adopted by most other zones. He is willing to listen to anyone's opinion and takes advice as well as he gives it. His biggest failing is a tendency to get too involved with his personnel; on more than one occasion, he has risked doing severe damage to Aegis in order to recover Cells that were lost or compromised in the field. He makes no apologies for this, and it actually increases his worth to the men and women who work in his zone.

The biggest proponent of the use of ASTs in the division, Roman apparently has a good working relationship with Boudreaux, and the two are known to take simultaneous vacations in order to go fishing back in Boudreaux's home. Roman is also close to the director herself and updates her constantly on any problems or concerns that the other Senior Controllers and their personnel have.

ROMAN OSBOURNE

STR 3 DEX 3 CON 4 INT 3 PER 3 WIL 4

Qualities: Influence (Aegis) 5, Resources 4, Status 3

Skills: Brawling 3, Bureaucracy 3, Computers 2, Disguise 3, Drive (Cars) 2, Guns (Pistol) 3, Guns (Rifle) 3, Humanities (Management) 4, Instruction 3, Sport (Parachuting) 3, Stealth 4, Surveillance 3



GOALS

The overall goal of the Foreign Affairs Division is simple: support Aegis Cell operations outside the country, using whatever means necessary. Of course, the implementation of this policy is where FAD gets into trouble. At this point, the real goal of Foreign Affairs is to expand its coverage of potential future operational areas and to protect itself from any outside attempts to hinder or control its operational abilities. The first goal is being met quite effectively, but the second still causes problems.

Expansion requires money and personnel, items that are in short supply throughout Aegis. The solution for FAD until very recently was the diverting of funds from other government agencies, coupled with hiring local personnel unaware of Aegis' existence. Foreign Affairs has turned a few small-time criminals into major international players. Its involvement in the career of Manuel Noriega has never been brought to light, nor was its interference in American attempts to free hostages in Iran during the Carter administration. This ongoing involvement in international politics and crime has caused worry in Aegis Prime, and the negative attention that has been garnered from FAD's recruitment policies has led to a recent restructuring of hiring practices. Shea has ordered a shift from hiring criminals to ideologically motivated local groups, as well as the increased use of long-term professional agents who have worked with Aegis for decades. It is hoped that the eventual goal of 100% professional operatives can be reached someday, but the reality is that there will always be a need for deniable assets and low-level expendable thugs.

The difficulty of cleaning out the criminal elements currently in FAD's contact list is the impact it would have on revenues generated. Field Supervisors have been able to generate huge sums of money in deals of questionable morals. The fact that much of this money went into the division's coffers to pay for the expenses of its many off-the-books operations was considered reason enough to overlook the profit many field supervisors were skimming off the top. Recent revelations of just how high these profits were are still classified, but the number was enough to shock Celeste Shea into re-evaluating the financial operations of field agents. When she ordered the termination of a Southeast Asian field supervisor for his involvement in the slave trade, Boudreaux and Meadows carried out the mission. The message was clear to all field supervisors: Victimless graft would be accepted, but involvement in blatant criminal operations was no longer tolerated. The loss of profits to the division has been covered by an increase in illegal skimming of government black operations funds, but the numbers do not look good. In order for continued expansion and coverage to occur, a new source of money will have to be located soon. In the meantime, the division has implemented a few cost-cutting measures to trim the excess fat from the division's bones.

A higher concern is the continual interference by divisions such as OpTac and ISS. Aegis Prime must be constantly reminded of the need for a foreign affairs department, and Shea has to address concerns whenever confidence levels decline, a weekly occurrence recently. OpTac has made several propositions to move FAD and all its operations into OpTac's control, a move that has been narrowly defeated due to the rarity with which OpTac operatives actually perform fieldwork. Boudreaux was rumored to have made a counterproposal in which all of Groom Lake and Operation BLUE FLY would be given to Foreign Affairs and expanded for global use. If this proposal was made, it certainly would not have met with much support. Shea has issued orders to all field personnel to be very careful in their support of outside operations, particularly those run by OpTac. While no obstruction is planned, FAD reveals as few of its resources as possible to outside divisions, with the exception of Psi-Div. Psi-Div still profits from an unlimited supply of foreign intelligence information generated by FAD field agents and passes on all relevant psychic remote-viewing results.

OUTLOOK/PHILOSOPHY

At the top, the bureaucracy churns out the orders, often with little or no explanation. Supervisors pass down the orders, while the field operatives carry them out. All of this is done with a constant high level of energy and a low level of supervision or oversight. It is a paradise for the so-called cowboy operative, although recent restrictions have made blatant disregard for authority slightly less acceptable than it once was.

CENTRAL INSTITUTE OF MENTAL HEALTH

The Central Institute of Mental Health was created within Aegis to deal with the psychological stresses placed on Aegis operatives in the field and to evaluate and profile new agents indoctrinated into Aegis. It treats and counsels agents who have suffered psychological trauma, and researches causes and treatments for various mental illnesses that may arise in the career of an Aegis agent. Most recently, CIMH has begun to systematically monitor Aegis' internal operatives as well.

HISTORY

The Central Institute of Mental Hygiene came into force in 1976, late in Aegis's history. Until that point, Aegis had separate teams of clinical and behavioral psychologists on staff to provide psychological profiling, treatment, and research geared to the needs of individual departments. Crucial information was unshared between departments, however, and traumatized agents in the field were unchecked, untreated, unstable, and dangerous.

In 1976 an ambitious behavioral psychologist and FBI profiler named Dr. David Haskell noted that the current system wasn't working and that as time went on, more and more agents in the field were showing signs of severe psychological degenera-



tion. This was incredibly dangerous to the security of Aegis, and a horrible injustice to the agents in the field. He met with Dr. Jeanne Rousseau-Baptiste, the head psychologist in Psi Division, with a proposal to monitor and research the various mental stresses that operatives might develop. Under a mandate by Aegis Prime, they created CIMH in the summer of 1976 and continue to oversee CIMH to this day.

One of the very first projects was to create a system to treat traumatized agents in the field, called the Emergency Response Network. In addition, the Field Response Team was created, a force specially trained to deal with the most extreme cases of degeneration.

In 1979, during Aegis' fledgling interest in the supernatural, Project HERA was founded to explore whether incidents of mental illness were caused by a neurological or mundane psychological problem, or if mental deterioration was due to psychic, paranormal, or supernatural influence. Also during this time, CIMH abandoned the nomenclature Mental Hygiene in favor of the less sterile name "Mental Health."

In 1990, the Harper's Cross incident sent CIMH scrambling for old records and information about former MK-ULTRA subjects. It was at CIMH's suggestion that, in light of the incident, the twins should be split up and sent to foster homes, closely monitored for waking abilities but otherwise allowed to lead normal lives. In further response, CIMH created Project Mercury, a group spread throughout CIMH to monitor the mental health of the psychics in their department and to keep thorough records of psychic projects.

CIMH's main headquarters is just outside Tucson, Arizona, where seventy agents are in Field Oversight and sixty in the Research Department. In addition, CIMH has twenty-five operatives working in Washington, D.C., National Institute for Mental Health, the FBI Quantico Behavioral Sciences Lab, and Johns Hopkins University. Additional members work in Chicago on Psi-Div, a part of Project Mercury.

CIMH is mostly staffed by clinical psychologists, though CIMH recruits specialists, as opposed to general practitioners, and focuses on the treatment of stress, depression, and trauma. CIMH has been fortunate to recruit a handful of FBI profilers and specialist psychological consultants in addition to behavioral psychologists. Their insight into the behavior of Aegis agents is essential, and ISS frequently consults with CIMH to check for erratic behavior.

CURRENT STATUS

In 2000, CIMH began a massive investigation of Aegis, both inside and out. Haskell felt that there were too many unsound agents, and too many Cells employing unstable individuals. CIMH still sifts through HERMES transmissions and working with ISS to look into every active Cell. ISS often requests the presence of a CIMH psychologist to watch a shadowed agent,

looking for signs of mental stress, fatigue, or any odd behavior. CIMH also lends its evaluation and profiling team to CORS whenever a new recruit is being seriously considered.

CIMH is composed of two main divisions and a handful of specialized projects. Field Oversight was created to watch over and assist Aegis and Cell members. Research and Development works in mundane clinical, behavioral psychology, and neuropsychology to identify and treat disorders unique to agents in Aegis. All operatives working in CIMH serve a dual purpose; in addition to their individual projects they are available at any time to be temporarily pulled from their projects to evaluate or counsel an affected individual in the field or within Aegis. In this way, CIMH maintains a pool of mental health professionals to treat the specific disorders experienced by agents.

FIELD OVERSIGHT

The Field Oversight group was created to monitor security and safety risks due to psychological trauma, and to assist agents. Field Oversight works closely with ISS, providing information on possible security threats due to psychological trauma and monitoring agents flagged by ISS as displaying erratic behavior. Field Oversight is split into two separate teams, reporting directly to David Haskell.

FIELD RESPONSE

The Field Response team was initially created to be a unit of psychologists, neuropsychologists, and psychiatrists that would be dispatched to the site of a known alien encounter to deal with the psychological trauma agents might suffer. In the past ten years, it evolved into something of a last resort for agents who have suffered complete psychological degeneration and have effectively gone AWOL. For the safety of the agent, and the security of Aegis, the Field Response team is dispatched with ISS operatives to attempt to bring the agent in. Driven by the desire to heal and the need to understand what happened to this agent, CIMH takes particular interest in these rare cases.

William Courvant, an ex-SWAT negotiator, heads up the Field Response team. He usually works with several agents, including two recruited CIA psychologists who spent their careers counseling agents coming out of deep cover, and several agents from Psi-Div.

EMERGENCY RESPONSE NETWORK

CIMH also maintains the Emergency Response Network (ERN), a web of Aegis operatives who are degreed specialists in the field of clinical psychology. These operatives are either agents from other Cells, members in CIMH, or operatives working throughout the United States in major hospitals. In the event an agent in any Cell seems to be suffering the effects of a psychological shock, these doctors are contacted and dispatched to a safe, neutral location to meet with the agent and evaluate her condition. These doctors report back to CIMH via HERMES and

receive instructions to treat the agent long term, or to keep the agent sedated until a response team can be dispatched.

Several senior staff members, who gather their information through Project Vigil (see below), oversee the Emergency Response Network. They determine who is most qualified to evaluate and treat an affected agent and dispatch the appropriate individuals. There are occasions when an agent deteriorates so badly that she is unable to meet for evaluation. In this situation, CIMH has the agent transported to a local hospital which houses an Aegis operative who will admit, isolate, and sedate the agent until she can be safely and quietly moved.

RESEARCH AND DEVELOPMENT

CIMH has a large library on the identification and treatment of various mental illnesses, both mundane and supernatural, housed in the facility in Tucson. A trained team of clinical researchers use the volumes of qualitative and case study data provided by agents over the years to examine potential disorders that are unique to Aegis agents. The human mind is, in some ways, a very fragile organ, and when overtaxed to comprehend alien invasion of Earth, reality of the supernatural, and deep-rooted conspiracies, it has a tendency to crumble.

Much of the research CIMH harbors is not directly related to Aegis activities. CIMH has agents placed in National Institute for Mental Health, National Institute for Health, and the FBI. New developments and breakthroughs in the field of mental health, including clinical, behavioral, and neuropsychology are immediately forwarded to CIMH and added to the database.

CIMH has several operatives in the National Institute of Mental Health's Neuroscience Division who keep CIMH up-to-date on the latest scientific developments in the field of neurology and neuropsychology. CIMH maintains its own neuropsychology branch, which deals with mapping out neurological response patterns to more spectacular events, such as supernatural, alien, and psi. This is by far one of the most interesting and frightening projects to work in.

PROJECT VIGIL

In 1970, while Haskell was working in ISS, he developed Project Vigil, a monitoring system set up through HERMES. This system tackled the need to keep watch over the psychological make-up and health of agents in the field, and the health and morale of their collective Cells. This project established a protocol by which an agent in a Cell, preferably one with a background in psychology, would be contacted through HERMES to provide information on the psychological status of her fellow agents. Cells lacking an agent with a psychology background have their HERMES transmissions monitored more closely.

In addition, the operatives in Vigil search through HERMES, looking for key words that alert them to any traumatizing situation or affected agent. Between these two methods, Vigil can

monitor the mental health of the agents. ISS usually conduct a further review of any “red flags”, such as a faltering agent in the field, and corrective action may be taken.

Vigil also keeps a searchable database called ATHENA, which contains an extensive amount of information on psychological dangers and traumas that have been encountered by agents in the field, new neuroses developed by agents working under stressful conditions, and treatments for them. These data can be requested/accessed by any Aegis agent, and the access too is closely monitored by Vigil for any red flags that may justify notifying ISS for further review.

PROJECT HERA

The Health Evaluation, Research, and Assessment (HERA) team was developed in 1979 as a group of clinicians trained to identify the differences between supernatural, psychic, paranormal, and mundane influence on psychological degeneration. This is the only team in CIMH that is not entirely staffed by mental health professionals. In addition to the clinical and behavioral psychologists, HERA has on staff occult research specialists recruited from SED, and psychics from Psi-Div. With the emphasis in HERA shifting to working with corrupted individuals and other aspects of the supernatural, a second project was started, Project Mercury (see below), to address the specific needs of agents suffering from psychic trauma.

CIMH has been more involved with SED in the past five years, and recently CIMH was allowed access to the two Infused Adepts in Chicago for research. More often, SED contacts CIMH requesting treatment for agents or individuals who been corrupted. CIMH can and does treat the psychological dysfunction of these agents but has little handle on the nature of Seepage, using a combination of ritual, psychotherapy, and medication to treat these individuals. The neuropsychology section has been working closely with SED to determine the neurological changes in corrupted individuals. CIMH is struggling to understand the effect of Seepage and corruption on the human mind, and treating such individuals is a difficult task. It is to date CIMH’s greatest failure.

PROJECT MERCURY

Project Mercury was developed in 1990 by Dr. Rousseau-Baptiste with Dr. Kelly in Psi-Div after the tragedy at Harper’s Cross. Mercury consists of physicians and researchers spread throughout CIMH who deal specifically with psychological research, treatment, and care of psychic agents. Most interesting is a branch that deals specifically with neuropsychology of psychics housed in Psi-Town and working directly with Psi-Div. Several of them are psychics who deal with overseeing the mental health of the other psychics in Aegis.

MOVERS AND SHAKERS

DAVID HASHELL, Ph.D., Co-DIRECTOR OF CIMH

David Haskell began his career as an FBI agent holding degrees in the fields of criminal and behavioral psychology before being recruited by Aegis in 1970. He worked in ISS as part of the External Security Division before creating CIMH with Dr. Rousseau-Baptiste. A quietly friendly and amiable man, he also bears a quiet intensity and eerie insight that can occasionally unsettle the most stalwart of operatives. Haskell is a slender, attractive man in his late 60s and a former champion at sea-kayaking.

Haskell currently co-directs CIMH with Dr. Jeanne Rousseau-Baptiste and answers directly to Aegis Prime. He maintains Field Oversight in CIMH and acts as a mentor to the three other recruited FBI profilers and slew of behavioral psychologists in CIMH. Haskell remains the direct liaison between CIMH and the ISS External Security Division, especially where Project Vigil is concerned.

Haskell’s primary objective is the safety and security of Aegis, and this includes making sure the agents in the field are mentally sound and healthy. Haskell is currently on a crusade to clean up Aegis and to weed out individuals in each and every Cell who pose a threat or risk due to a damaged psychological state. He feels the security and secrecy of Aegis are still a prime directive.

DAVID HASHELL

STR 4 DEX 3 CON 3 INT 4 PER 4 WIL 5

Qualities: Influence (Aegis) 4, Resources 4, Status 3

Skills: Bureaucracy 2, Computers 3, Guns (Pistols) 3, Instruction 3, Martial Arts 3, Research/Investigation 3, Science (Behavioral Psychology) 4, Science (Criminal Psychology) 4, Science (Forensics) 3, Smooth Talking 4, Surveillance 3

JEANNE ROUSSEAU-BAPTISTE, Ph.D., Co-DIRECTOR OF CIMH

Rousseau-Baptiste emigrated from Nigeria and attended Johns Hopkins University in 1968, a child prodigy accepted into college at the age of sixteen. She graduated with a Ph.D. in clinical psychology and behavioral psychology and worked for the CIA as an on-staff psychologist before being recruited into Aegis in 1973. Aegis’s interest in Jeanne began in the agency when her empathic psychic ability was noticed, and she was recruited into Aegis Psi-Div as an on-site psychologist. Her empathic ability is not widely known outside of the upper echelons of CIMH and Psi-Div.

She now runs the Research branch of CIMH and oversees all of CIMH with Haskell, reporting directly to Aegis Prime. She is in her early 50's, although one wouldn't guess by looking at her, for she shows little signs of aging. She is a slightly plump, attractive woman from Nigeria, with copper-colored eyes and dark skin. She wears her long, dark hair in thick braids, through it is usually tied up in a colorful headscarf. She is an incredibly calm and kind woman, approachable and friendly, and can make the most unsettled individual at ease after a few moments in her presence. She cares very deeply about the well-being of the agents in Aegis and is concerned that as the years pass, the psychological research CIMH has done will be critical if a large population is ever exposed to a paranormal experience. She still works closely with Dr. Denise Kelly in Psi-Div, and the two of them have a friendly rapport.

JEANNE ROUSSEAU-BAPTISTE

STR 3 DEX 2 CON 3 INT 4 PER 4 WIL 4

Qualities: Animal Empathy, Influence (Aegis) 4, Psychic, Resources 3, Status 4, Strong ESP (Intuition)

Skills: Bureaucracy 3, Computers 3, Hagglng 2, Language (American Sign Language) 3, Language (French) 3, Language (Ibo) 4, Research/Investigation 4, Science (Behavioral Psychology) 4, Science (Clinical Psychology) 4, Science (Parapsychology) 4, Trance 3

Psychic Abilities: Telepathy (Telempathy) (Art 2, Str 3)

WILLIAM COURVANT, M.D., Ph.D., HEAD OF FIELD RESPONSE

William Courvant began his career as a hostage negotiator in the NYPD SWAT after graduating from the Louisville School of Medicine in Kentucky. He did consulting and training for the FBI before becoming a full member of the FBI's Hostage Rescue Team in 1990. In 1993, he was recruited into Aegis to oversee the Field Response Team after his predecessor was killed while hunting down a rogue agent who had degenerated. William holds degrees in clinical and forensic psychiatry and behavioral psychology. Courvant is a handsome, youthful-looking man with short blond hair and brown eyes.

WILLIAM COURVANT

STR 3 DEX 3 CON 3 INT 5 PER 3 WIL 4

Qualities: Influence (Aegis) 4, Resources 4, Status 3

Skills: Bureaucracy 3, First Aid 3, Hagglng 5, Medicine (Psychiatry) 4, Running (Marathon) 3, Science (Behavioral Psychology) 3, Science (Clinical Psychology) 3, Science (Forensic Psychiatry) 3, Stealth 4

GOALS

As Aegis expands, CIMH's goals are in the process of rapidly multiplying. Primarily CIMH identifies, treats, and works to prevent psychological trauma in Aegis agents. CIMH treats disorders stemming from the mundane and paranormal and delves into extensive research. This division works closely and openly with ISS and Psi-Div. ISS is interested in CIMH's insight into the minds of its agents in the field, and Psi-Div looks to CIMH for unique insight into treatment psychic agents need. In recent days, CIMH has been working with SED on the effect of the supernatural on the human psyche.

ATMOSPHERE

Haskell and Rousseau-Baptiste have worked very hard to keep CIMH free from a lot of the political stress that currently disrupts the rest of Aegis. Since CIMH's inception, they have recruited and staffed CIMH with certain personality types: strong-willed, innovative thinkers and researchers, people with a mind for puzzles and enigmas, doctors who genuinely care about their field and the individuals they research and treat. They recruit individuals with strong empathy and compassion, high intelligence, and a drive for the security of Aegis. It is because of this selective recruiting that CIMH is as internally stable as it is.

Despite their best efforts, many psychologists working in CIMH in a clinical capacity are suffering from fatigue and burnout, and clinicians working with SED and in HERA are suffering secondary trauma. To combat this, these affected counselors have set up their own internal debriefing groups to combat their stress and possible secondary psychological trauma, but some clinicians are reluctant to take advantage of this option. As a consequence, there is an overall attitude that beneath the rosy, almost mellow exterior of CIMH, something big is about to happen and it is putting the department as a whole on alert as CIMH begins gearing up for this massive project.

CIMH maintains an open rapport with the ISS External Security Division, mostly due to David Haskell's presence. He has been aware for quite some time now of the pressure ISS is under, and his loyalties to the security of Aegis drive him to help ISS in any way he can. In return, ISS is aware of how important CIMH is to the safety and security of Aegis, and works to alert CIMH of any agents observed in the field showing signs of mental stress.

SUPERNATURAL EXPLORATION DIVISION

Aegis maintains an unusual relationship with the supernatural. While the supernatural is immensely dangerous and mysterious, evidence indicates that none of the alien forces use magic and that several of them are profoundly vulnerable to it. Recent evidence has indicated that Greys often have little resistance to supernatural attacks, though they seem able to determine the origins of such attacks. Recent reports confirm that the Saurians have no knowledge of the supernatural.

Clearly magic offers great potential to defeat the alien invaders, and this potential is accessible only to humanity. Aegis' investigations have discovered no evidence of any large-scale, worldwide supernatural conspiracies. As a result, while Aegis is determined to hunt down and neutralize serious supernatural dangers. Occult researchers within Aegis strongly believe that the study of magic may allow humanity to successfully resist the forces of alien domination. As a result of these researchers' efforts, Aegis now holds substantially greater occult knowledge than the Black Book or any of the various alien factions.

BRIEF HISTORY

Aegis grew out of The Watch, a well organized magical cabal that fought the occult menace of the Nazi-dominated Secret Doctrine. Interest in the supernatural waned, however, in the aftermath of the Roswell crash and the realization that alien beings were attempting to invade. Throughout the 1950s and early 1960s occult studies were relegated to eccentric agents studying in cramped basement rooms. Not only were the various alien menaces seen as vastly more important, but making use of technology and psychic information obtained from alien sources was considered more reliable, more effective, and far less dangerous than studying arcane rituals found in dusty tomes largely written by madmen. Psychic powers were seen as safer, more powerful, and essentially more clean, modern, and scientific. In short, research into alien technology and parapsychology boomed and occult studies were largely ignored.

In 1966, Aegis agents encountered magical attacks by sorcerers belonging to the Montague Club. These attacks were halted by the efforts of Peter Henry Westmane and his allies, who came to the aid of Aegis. Westmane later helped form the Center for Advanced Phenomenological Studies (CAPS). While CAPS was initially seen as merely an organization that helped protect Aegis personnel from future supernatural attacks, it also began further investigations of various supernatural phenomena. The sheer power of many of the supernatural events encountered interested some members of Aegis Prime, and data helped CAPS personnel convince the rest of Aegis that the

supernatural offered as many possibilities for both threats and power as any of the technology recovered from the aliens.

By the early 1980s, it was clear that while CAPS was an extremely useful organization, it was essentially composed of ritualists who were concerned with removing immediate supernatural threats to Aegis and occult scholars who were primarily interested in general occult research. Aegis Prime realized it needed a more proactive organization to help in its mission. Plans were formulated to create an organization that would take over occult R&D and so allow CAPS to focus on purely theoretical concerns.

This plan was considered a relatively low priority until the events of 1983. On May 17, 1983 an Aegis Cell in New York recovered the Queens Tome during a raid on a small coven of Infused led by a powerful and deadly prophet. Initially expecting yet another encrypted grimoire containing at best a few potentially useful rituals, the researchers were shocked when they discovered a detailed theory of supernatural effects. This book sparked a surge of interest in the supernatural, and Aegis Prime put its plans in motion and created an organization that dealt primarily with practical magical research, designed for proactive intervention and highly technical, goal-oriented research.

Founded in 1984, the Supernatural Exploration Division (SED) collects data on supernatural occurrences and actively investigates newly discovered supernatural phenomena and artifacts with an eye toward their immediate use, rather than the abstract knowledge which can be gained from them. SED has used the knowledge gained from the Queens Tome combined with its own research to develop new and increasingly potent means of using supernatural powers. CAPS still exists, but in 1986 concerns about duplication of effort and the growing power and prestige of SED resulted in CAPS becoming a semi-independent subsidiary of SED.

SED has been investigating potentially useful or dangerous supernatural organizations in the United States and Western Europe, as well as mapping the location of all Pools and Loci in the United States, and cataloging all known Demons, Ascended Ghosts, and Infused. In 1987, SED also made initial contact with the shamanic Lodge of the World Tree and helped broker a treaty.

CURRENT STATUS

Today the Supernatural Exploration Division is experiencing a period of growth. Supernatural interest and activity in the United States and Western Europe are at all-time highs, and Seepage energies have been boosted in many locations. In addition, as research into magic continues, it has become increasingly clear that the supernatural can be a powerful, if highly dangerous, weapon against Aegis' many enemies.

PHYSICAL FACILITIES

Located in a secluded annex of the University of Chicago near Lake Michigan, the main offices of SED appear to be a think tank devoted to the study of occult beliefs in the United States. Officially listed as the headquarters of the Center for Advanced Phenomenological Studies, the publicly listed staff includes a small assortment of well regarded psychologists, anthropologists, and folklorists. Underneath these offices lies the real heart of SED. In several basement levels, accessible only through two carefully concealed elevators, are storage areas for various grimoires, special weapons, and enchanted items, as well as extensive research labs for investigating such items.

On the bottom-most level is a 150m tunnel that leads to a second series of rooms actually located beneath Lake Michigan. Here, behind a series of air- and water-tight bulkhead doors, are cells for the containment of various Infused and Forsaken captives, as well as the dwelling places and labs for the two Adepts which SED keeps on as auxiliary staff. For safety considerations this entire section can be instantly sealed off, and if necessary destroyed by powerful concealed explosive charges.

ORGANIZATION STRUCTURE

SED is divided into three sections: Neutralization, Outreach, and Research. These divisions operate independently but often end up working together in the course of their work. Each department is equal and to avoid conflicts the three department heads consult on all important decisions. These decisions are then subject to oversight and review by Aegis Prime.

NEUTRALIZATION

The Neutralization division is responsible for cataloguing, researching, and ultimately eliminating supernatural threats. Such threats can range from individual Infused to large, demonically backed supernatural organizations. In all such cases Neutralization attempts to identify supernatural threats and either contain or eliminate them. In most cases this means killing dangerous Infused, locking up demented Forsaken, exorcising ghosts, and either driving off or, if possible, magically capturing Demons. While Neutralization members tend to be people with an interest in destroying supernatural menaces, the full mission of the department also includes cataloging new types of menaces and recovering any and all supernatural artifacts and creatures which could prove useful to Aegis. Neutralization also has the secondary mission of attempting to keep the knowledge of actual supernatural events from reaching the general public.

Neutralization is the smallest branch of SED and has around two dozen active, on-site field agents handling all of the problems it can. To aid it in its mission, Neutralization works with more than a dozen Cells of trained personnel who are based throughout the country, as well as half a dozen similar Cells based in Europe. Neutralization can make specialized hardware available to Cells that are going against partic-

ularly dangerous foes. The operation's directors think little of sending a Cell after a single Infused Predator and typically regard requests for special equipment or similar assistance as a sign of weakness. They recognize, however, that going against Infused bands or Prophets with human and Infused followers are rather daunting prospects and will provide assistance for missions considered significantly dangerous. In the most extreme cases, especially when a previous Cell has failed to remove the threat, one or more senior Neutralization staff members will accompany Cells on the missions. For the most dangerous or highly sensitive missions, Neutralization sends out its own monster-hunting teams.

When Outreach uncovers a cult or magical group that appears to use magical power for malevolent purposes, it and Neutralization work together to determine if an organization should be contracted, destroyed, or merely avoided. While many Neutralization personnel prefer permanent solutions to supernatural problems, Aegis policy mandates that a hostile supernatural group or creature is dealt with by unobtrusive means. Frequently Neutralization Cells are called upon either to collect or plant incriminating evidence on leaders of dangerous or hostile magical groups.

When Neutralization captures supernatural artifacts or entities it turns them over to Research for evaluation and testing. Interactions between the moralistic Neutralization members and the somewhat power-hungry Research staff can become heated as they argue whether an item or creature is too dangerous or useful. In practice, many of the most horrific creatures and devices end up being "accidentally" destroyed by Neutralization, rather than take any chances.

OUTREACH

The Outreach division is responsible for locating, evaluating, and possibly contacting new supernatural organizations. It is also responsible for maintaining positive contacts. Since supernatural knowledge and expertise are usually scattered and difficult to obtain, SED is always seeking new supernatural allies. The division is responsible for coordinating the work of the Knights of Mona, CAPS, the Lodge of the World Tree, and L'Eclatant Revolte (LER). Outreach also maintains extensive files on all known supernatural organizations. When it discovers evidence of a new organization Outreach will request that Cells investigate and possibly infiltrate the organization to discover its goals, ideology, and level of supernatural knowledge.

Outreach consists of around forty on-site personnel who oversee the operations of the division, maintain contacts with allied magical groups, and negotiate delicate agreements with newly contacted groups. In addition, Outreach is closely allied with eight Cells located throughout the United States and half a dozen more scattered through Europe and the Middle East, forming the primary units for this department.

Groups uncovered by Outreach that seem hostile to Aegis' mission or that use questionable methods and practices are turned over to Neutralization for further investigation and possible disruption or eradication. Groups which have been determined to be nonhostile are studied extensively and may eventually be formally contacted by SED. Such contacts are usually handled by one of the division's Chicago-based staff, but the original investigating Cell is often called upon for assistance.

Since Outreach is the most public of the three divisions, members are also responsible for running CAPS, and on several occasions CAPS has functioned as an extremely useful cover identity for field agents of Outreach. Today Outreach has infiltrators within LER, the Montague Club, and the Titanidae. In some cases these infiltrators stay in only long enough to determine that the group is either so dangerous and malevolent that it must be eliminated, or, as was the case of the Lodge of the World Tree, so obviously benevolent that an immediate offer of allegiance should be made. Such infiltrations often go on for much longer, however. In some cases, like the Titanidae and the Montague Club, the true secrets of an organization can be obtained only by long-serving and trusted members.

RESEARCH

The Research division is both the largest and the most secretive of the three divisions. With a staff of 60+ scientists, technicians, and occultists, Research has made significant strides in understanding how Aegis might use the supernatural. Research is responsible for maintaining the database of all known supernatural creatures categorized by types, powers, and weaknesses. Research is widely known to have excellent grimoires as well as enchanted items that may be lent out to various allied Cells.

Research also engages in practices which few outside SED and Aegis Prime are aware of. After realizing that Conjurer Adepts are better able to research new Rituals than ordinary humans and that Mad Scientists can actually create powerful, lasting, enchanted devices, the Research division actually began capturing or otherwise recruiting powerful Adepts. This dangerous and highly secret policy has so far proved quite rewarding, but several people inside of the division worry that this will result in one of these creatures subverting the organization and possibly Aegis itself. Today, SED holds two moderately insane but extremely powerful Adepts in its Chicago headquarters. The Research division also works with several other moderately sane Infused and several ghosts. These other Infused are primarily Predators, since few Prophets seem inclined to aid Aegis. Working with a few sympathetic Caribbean magicians in L'Eclatant Revolte, the Research division is currently investigating ways to make more contact with several Ascended Ghosts, but maintains a strict policy of having no contact with Demons.

MOVERS AND SHAKERS

RICHARD MCKEE, SJ, HEAD OF NEUTRALIZATION DIVISION

Richard McKee, SJ is the newest of the SED section heads and was recruited from the Knights of Mona. McKee is a devout Catholic and sees his role in SED as fighting unholy evil in all of its manifestations. McKee is only 41 years old and became head of the Neutralization Division in 1995, after the previous head, Tanner Wainwright, was killed while personally investigating an outbreak of lycanthropy in rural Nebraska. Like his predecessor, Brother McKee is passionately devoted to his job and if possible accompanies agents in the field to lend his expertise to particularly difficult supernatural outbreaks. McKee was recruited into Aegis in 1990, shortly after his investigation of oddly mutilated bodies led him to a small Grey outpost in Joliet, Illinois. During this investigation he encountered both Greys and the Aegis agents who were hunting them. McKee is also a lay member of the Jesuit Order, an alliance shared by almost a quarter of the members of the Knight of Mona.

RICHARD MCKEE, SJ

STR 3 DEX 3 CON 4 INT 3 PER 3 WIL 4

Qualities: Influence (Aegis) 3, Influence (Paranormal) 4, Psychic, Resources 4, Status 3

Skills: Brawling 2, Bureaucracy 3, Computers 2, Drive (Cars) 2, First Aid 2, Guns (Pistol) 3, Humanities (Theology) 3, Occult Knowledge 3, Research/Investigation 3, Rituals (Ceremonial) 2, Running (Marathon) 3, Trance 3

Psychic Abilities: BioPK (Art 2, Str 2)

MIOSHI TANAKA, HEAD OF OUTREACH DIVISION

Mioshi Tanaka is a Shinto shaman, and in the course of her work with Aegis has become an associate member of the Lodge of the World Tree. Tanaka-san believes that all supernatural organizations with an interest in helping humanity should work together and has ardently tried to recruit like-minded magical groups.

In addition to being dedicated to her work, Tanaka-san has an extremely important secret. Although she only appears to be in her late 30's, Mioshi Tanaka is actually 186 years old and is an active member of The Forever. She was originally a Shinto shaman who was made immortal by a powerful Taoist mystic in return for her services dealing with a dangerous Demon that was hunting him. Two decades after Japan was forcibly contacted by Commodore Perry in 1854 she was contacted by members of The Forever and recruited.

While she considers the work she is doing to be valuable, she is also using her position to learn more about Aegis. She belongs to a minority faction in The Forever that is becoming

increasingly aware of the threats facing the Earth and wishes to find allies to help with these problems. In her position in SED, Tanaka-san is able to closely observe how Aegis deals with newly contacted magical groups. While she will never willingly reveal her membership in The Forever to Aegis, her recommendations about Aegis have been quite positive. If nothing negative occurs in the meantime, she plans to fake her death in two years, shortly before The Forever makes formal contact with Aegis.

Recently, Tanaka-san has developed another interest. Dr. Helen Watson has become increasingly interested in immortality spells. She has already managed to slow her aging slightly with magic and is currently using her off hours to conduct research on creating a powerful Longevity Ritual, as well as talking with SED's two resident Adepts about this topic. Her brilliance and magical prowess make Dr. Watson an excellent candidate for membership in The Forever. Her close association with various Adepts makes her somewhat suspect, however, so Tanaka-san is evaluating her for possible contact or possible elimination, if Dr. Watson appears too likely to be a danger to the immortal community.

MIOSHI TANAKA

STR 3 DEX 3 CON 3 INT 3 PER 4 WIL 4

Qualities/Drawbacks: Influence (Aegis) 2, Influence (Paranormal) 4, Resources 4, Status 3, Supernatural Focus

Skills: Computers 2, Hagglng 3, Humanities (History) 4, Occult Knowledge 3, Research/Investigation 3, Rituals (Shamanic) 4, Science (Cryptozoology) 2

Rituals: Choose 12, level 3

DR. HELEN WATSON, HEAD OF RESEARCH DIVISION

Dr. Helen Watson is the head of the Research division as well as one of the founding members of SED. Before she was recruited by Aegis she was an occult researcher working with the well known mad scientist Adept Anders Sonderson, creator of the Philadelphia Mirrors (see *The Paranormal Sourcebook*, p. 133). Dr. Watson has extensive experience with Infused and is largely responsible for the Research division's current policy of working with Infused. Only the great care she takes with all magical endeavors and her exceptionally strong will have kept her from corruption.

Watson is 59 years old and graduated Cambridge with a Ph.D. in Physics at the age of 21. During this time she had also been pursuing extensive occult studies and shortly after she graduated she was contacted by Sonderson. She worked with him for five years, until his death in a lab accident in 1983 which resulted in Sonderson's offices being destroyed in a storm of ball lightning. Aegis investigated this lab accident and discov-

ered Watson's involvement in the supernatural. At that time Aegis was actively recruiting all powerful, noncorrupted magicians it could find and recruited her ten months later. Shortly afterward she joined the newly formed SED as an occult researcher.

Her brilliance and her loyalty to Aegis are unquestioned, but she is known to regard results as significantly more important than the methods used to achieve them. While she would never intentionally corrupt someone or refuse to aid someone in Aegis who has become corrupted, she personally monitors the activities of several brilliant independent occultists whom she considers good candidates for becoming Adepts. Should she discover that any of these individuals become corrupted she will contact them and offer to either cure their corruption or use magic to help ensure that they become powerful, but relatively sane, Adepts.

DR. HELEN WATSON

STR 3 DEX 3 CON 3 INT 4 PER 3 WIL 5

Qualities: Influence (Aegis) 3, Influence (Paranormal) 3, Resources 3, Status 3

Skills: Computers 2, Electronics 2, Engineer 2, Occult Knowledge 3, Research/Investigation 3, Rituals (Ceremonial) 4, Science (Physics) 4, Science (Psychology) 2

GOALS

SED exists to study the supernatural. One of the main tensions in the organization is that it really holds two goals: to learn about malefic supernatural manifestations so that they can be combated and destroyed, and to understand magic and the supernatural so that they can be used against Aegis' enemies. Research division is beginning to experiment with using mass belief to deliberately shape Seepage and control energies. One recent experiment involved using Outreach and CAPS personnel to spread rumors and plant news stories about unusual events, including sighting of the ghost of actor James Dean at a Seepage Pool in Los Angeles' Griffith Park, near the observatory. Since that time several people have actually seen the ghost of James Dean at that location, including one CAPS sensitive. While such research is in the earliest stages, these successes have made a number of people in the Research division hopeful that it might eventually become possible to attack some alien groups indirectly by using the media to cause large numbers of people to unconsciously direct Seepage energy against them.

Currently the Outreach division has been exceedingly busy as new cults spring up throughout the United States. Fortunately, the vast majority can be simply noted and turned

over to Neutralization for monitoring. Tanaka-san is also pursuing recent rumors of increased Piloni activity and is currently attempting to make contact with them in order to determine if they present a threat, or, if possible, to obtain their aid.

Current SED data indicate that the Piloni are either a very powerful but highly elusive magical group using unknown forms of magic, or a group of genetic mutants with exceptional magical potential. Ms. Tanaka is excited about SED evidence for the current existence of the Piloni and has begun to discretely release information The Forever has obtained on the Piloni. Current Aegis information indicates that the Piloni seem to be associated with a number of unusual enchanted items. Members of the Research division hope that the Piloni may be able to help with their investigations into such items.

The primary goal of this division is still to either find some method of mechanically duplicating magical effects or be able to easily and safely manufacture enchanted items such as those created by Infused Adepts. Since using magical rituals in the field is both unreliable and dangerous, having some easily transportable way of producing magical effects would greatly aid Aegis in its efforts.

OVERRIDING PHILOSOPHY

Unlike most magicians and supernatural investigators, SED members are not occult scholars studying ancient grimoires or patiently creating new rituals. Instead, most employees of SED are trained monster-hunters, occult scientists, and technicians who are constantly attempting to find new ways to use the supernatural to serve Aegis' ends. While they seek to understand the supernatural, their primary goal is collecting and analyzing new supernatural allies, rituals, and artifacts which can help Aegis operatives in their work. As a result of their constant interaction with deadly forces and creatures, many SED employees see themselves as a breed apart. They feel that they are special people who have the courage or the skills to deal with phenomena which would destroy lesser individuals.

NEUTRALIZATION

The Neutralization division is largely composed of hardened, somewhat obsessive monster-hunters. With more than 20% of Neutralization's personnel recruited from the Knights of Mona, religious belief and a burning desire to rid the world of supernatural monsters are hallmarks of members of the division. While a few members are suspicious of all supernatural manifestations, most make a strict separation between White and Black magic. Dangerous supernatural creatures and events are seen as things which must be cleansed from the Earth, however. Neutralization employees often see themselves as bold warriors standing between the helpless masses of humanity and the unspeakable manifestations of Seepage.

OUTREACH

While Neutralization members have a reputation for being grim-faced fanatics, and Research members are often caricatured as soulless, power-hungry loners, members of Outreach are usually quite friendly and social. In an organization whose primary purpose is to contact organizations which are typically secretive, exclusive, and often rather paranoid, charisma and the ability to instill trust are essential. These personality traits are even common in the statisticians, surveillance experts, and other support personnel who provide Outreach field operatives with extensive data on the organizations they are going to attempt to contact or infiltrate.

RESEARCH

In many ways Research is also the most morally dubious division of SED. Even within SED there is a feeling that some of its members let the ends justify the means a bit too easily. While most occultists are mystics, religious personnel, or simply people who are in awe of themselves or of the vast powers they control, most members of SED are hard-headed, relatively pragmatic, and usually interested more in what something does than in what it might mean. One of the curious features of many employees of the Research division is that they often combine experience in both the hard sciences and the occult.

Almost one third of Research personnel are magicians or alchemists who also hold advanced degrees in the hard sciences. This diversity is the true strength of the Research division. Whether they are helping analyze a wrecked Grey saucer using Divination rituals or measuring the effects Pools and Loci have on magnetic fields, the people who work in the Research division are more than willing to combine numerous disparate methods and paradigms to achieve their goals. This eclecticism is often combined with a high level of skepticism and a tendency toward iconoclastic thinking.

ADEPTS AS RESOURCES

SED currently has two Adepts working in its Chicago facility. The first is a former member of CAPS, Jerome Navarro, a talented Caribbean magician who became corrupted in 1989 during a magical duel with a rogue member of the Montague Club. When this battle was over Navarro's enemy was dead and Navarro had already advanced to the second level of corruption. Aware of the difficulty of a cure, and not anxious to chance losing all of his magical powers, Navarro secretly researched a ritual to hasten his corruption to spare himself the likely mental deterioration. At the end of this ritual he became a powerful conjurer, Adept Scholar Infused. Now totally devoted to studying and understanding Divination magic, he openly approached SED. He had long admired its extensive research facilities and knew of Dr. Watson's previous association with the Adept Anders Sonderson.

Dr. Watson took him in and approached several Aegis psychiatrists to examine him. When they pronounced him relatively sane and stable, she formally petitioned Aegis Prime to allow him to work with SED. Several members of CAPS, including a number of Navarro's previous colleagues, protested. As a result of these protests she was required to house him in the facility located under Lake Michigan.

Navarro has worked for SED for the past decade and is extremely happy with the arrangement. SED and CAPS magicians test the rituals he develops for them and he is given equipment and books to pursue his research. He is allowed out of the facility only under strict supervision, with at least one guard who is a Psink, but he considers trading his freedom for better research facilities to be a relatively fair deal.

JEROME NAVARRO

STR 3 DEX 3 CON 3 INT 4 PER 3 WIL 3

Qualities/Drawbacks: Animal Animosity, Corrupted by the Supernatural, Psychological Problems (Obsession)

Skills: Computers 2, Occult Knowledge 3, Research/Investigation 3, Rituals (Caribbean) 4

Incarnate Powers: Divination, Telepathy

The other Adept, Jessica Vonowski, was somewhat more difficult to recruit. Prior to 1991 she was a Wiccan priestess who dabbled in ceremonial magic. She specialized in casting minor blessings and creating low-power charms for her friends and coven members. Unfortunately, her magic drew the attention of a Grey gestalt studying human magicians. While she was protected by her charms long enough to escape, the Greys accidentally killed her lover Irina and captured one of Vonowski's students.

Angry and confused, Vonowski used her magic to attempt to cast a powerful curse on the Greys. The ritual backfired and she became corrupted. Since she was a Supernatural Focus, she became an Infused Adept (Mad Scientist Creator). Since that time she has attempted to use her considerable powers to create powerful charms and other magical devices to drive off or destroy the Greys and other alien invaders. Eventually she hoped to create a charm powerful enough to permanently drive the aliens from Earth.

In 1995 an Aegis Cell investigating Grey activity in rural Wisconsin discovered a half-mad vigilante using a powerful charm to disrupt Grey cattle mutilations. After aiding the vigilante in driving off the Greys, the Cell members asked about the origin of the charm and were eventually led to Vonowski. After the first attempt at communication resulted in several agents being rendered temporarily insane, Ms. Vonowski was convinced that Aegis was working against the aliens.

She was referred to SED and placed in a SED containment and research facility. Today she pursues her own magical crusade against the aliens by creating a wide variety of charms made from thread, semiprecious stones, and herbs. While she is considerably less sane than Navarro, her charms are quite effective and she is considered a valued resource by the Research division.

JESSICA VONOWSKI

STR 2 DEX 3 CON 3 INT 3 PER 3 WIL 3

Qualities/Drawbacks: Animal Animosity, Corrupted by the Supernatural, Psychological Problems (Believer), Psychological Problems (Obsession), Psychological Problems (Paranoia), Psychological Problems (Weird Delusions)

Skills: Occult Knowledge 2, Research/Investigation 2, Ritual (Ceremonial) 3, Smooth Talking 2, Trance 2

Incarnate Powers: Mesmerism, Thrall

ENCHANTED ITEMS

In addition to Vonowski's charms, SED is the repository for a wide variety of enchanted items recovered by Aegis Cells. A number of these items are either dangerous to use or designed purely for horrific purposes. Such items include a Tlingit mask which imbues the wearer with the power of a perpetually hungry cannibal spirit, and an elaborate machine which distills the life force from children and produces an elixir which prolongs life.

These twisted items are studied intensively and then either warehoused or destroyed. Items of this type are never lent out. In 1995 several such items were stolen by an unbalanced SED employee who then sold the items to greedy occultists. Neutralization personnel are still seeking several of the stolen items. Since that time security in SED has been tightened.

SED also houses more than two dozen enchanted and reusable items which are considerably more useful. This eclectic assortment of ray guns, magical energy barriers, goblets of healing, and cursed paperweights has proven exceedingly valuable to the Cells that have borrowed them. Unfortunately, a number of Cells are anxious to borrow these items, and SED researchers are continually seeking easy and safe methods of duplicating them. Since demand clearly exceeds supply, obtaining permission to use the items is often difficult.

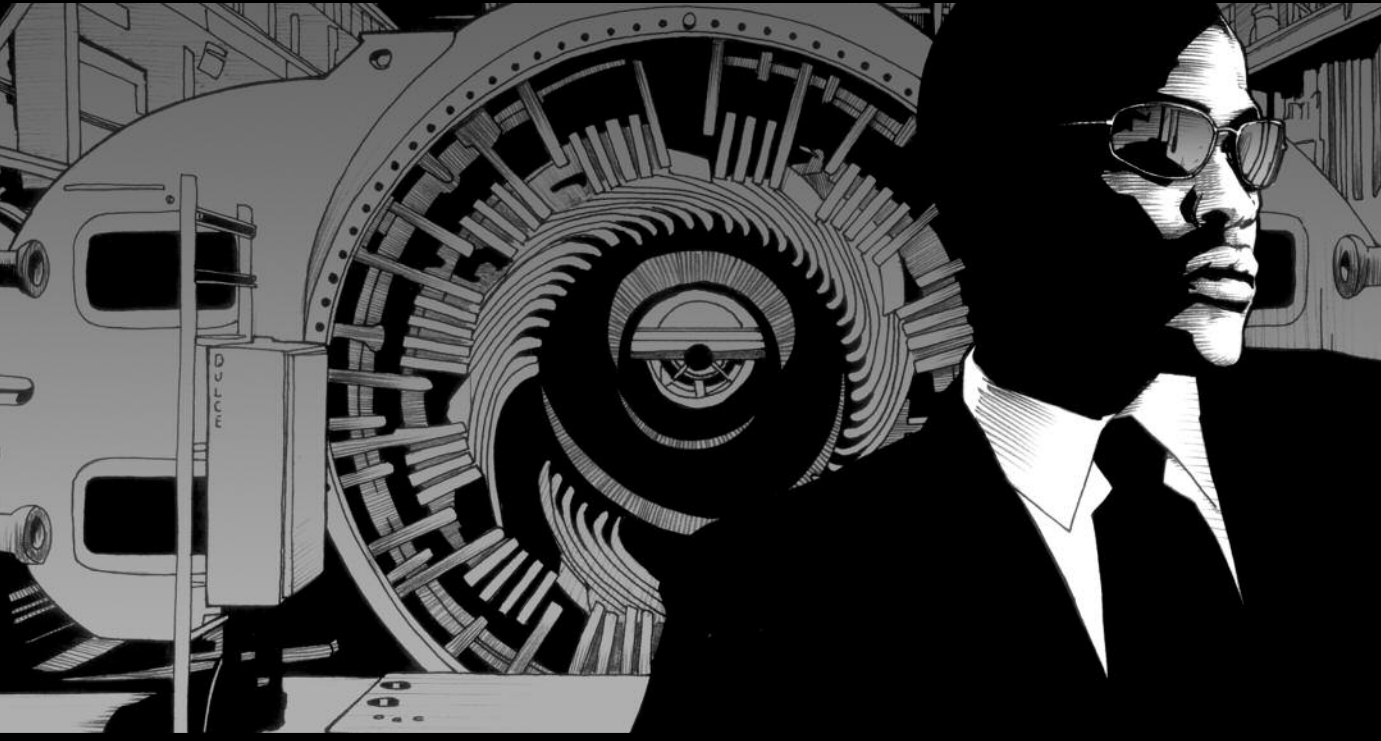


THE TRUTH IS STRANGER THAN FICTION

Chapter Four

The National Defense Directorate

To date, the National Defense Directorate (or “Black Book”) has been perceived as the villains of *Conspiracy X*. The following chapter provides the organizational structure of these falsely accused “villains” and Profession Packages that allow a Chronicler to run an NDD-oriented campaign.



DIRECTORATE DIVISIONS AND MAJESTIC CLEARANCE

When President Truman first created NDD, it was made up of twelve divisions (including a central command department labeled the Twelfth Directorate). Since then, the Directorate has undergone several reorganizations that ultimately streamlined the body to nine divisions. While the merged or discontinued divisions were eliminated, the remaining divisions were never renamed. The Directors determined that maintaining the prior names eased operations.

The nine existing divisions are:

Division 1: Intelligence and Analysis (IA)

Division 2: Technological Research and Development (R&D)

Division 3: Espionage and Infiltration (EI)

Division 4: Security (DDS)

Division 5: Recruitment and Training (RAT)

Division 7: Psychological and Paranormal Studies (P&P)

Division 8: Scientific Research and Development (SRD)

Division 10: Operations (Ops)

The Twelfth Directorate: Central Command

By presidential decree, the National Defense Directorate is assigned twelve unique clearances labeled Majestic Clearance. These clearance levels go from lowest security to highest and bear the abbreviations MJ1 through MJ12.

The lowest-level clearance is MJ1. This level is granted to all recruits when they attend orientation. As the recruits progress through their training, they receive a MJ2 clearance at week 20. Any recruit who drops out before week 30 is repatriated and retains his MJ2 clearance. This rank is also assigned to those recruits who are accepted directly into the Repatriate program and never attend camp training.

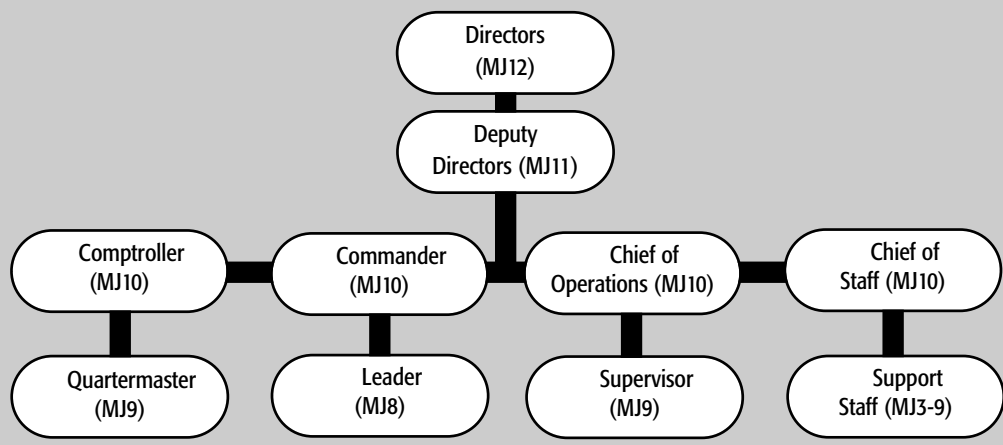
The next higher ranks, MJ3 through MJ9, are for operatives and support staff of the Deputy Directors. Operatives make up task forces best suited for specific assignments. The upper ranks of the Majestic order, MJ10 and MJ11, are held by the Deputy Directors and their immediate staff. MJ12 is reserved for the Twelfth Directorate.

A Deputy Director oversees a single division. He sets policy for that division and handles all relations with the Twelfth Directorate and other divisions. The Commander is directly below the Deputy Director and handles day-to-day operations. The Comptroller reports directly to the Deputy Director, and it is his duty to manage all the resources of the division. His subordinate, the Quartermaster, and his staff handle the day-to-day requisitions of the rank and file. The Chief of Staff oversees the support staff of that division and also reports directly to the Deputy Director. The only variant in this chain of command takes place in Operations.

MAJESTIC CLEARANCE LEVELS

Recruits	Majestic Clearance	Tasks
Candidate	None	Prior to Orientation
Recruit	MJ1	Orientation
Repatriate	MJ2	Non-camp attendee, or recruit at midterm
Operatives	Majestic Clearance	Tasks
Agent	MJ3–MJ5	Field or Project Operative
Veteran	MJ6–MJ7	Field or Project Operative
Senior	MJ8	Field or Project Operative
Leader	MJ5–MJ8	Squad or Project Leader
Supervisor	MJ9	Oversees up to 10 task forces
Support Staff	Majestic Clearance	Tasks
Support	MJ3–9	Secretaries, Clerks
Quartermaster	MJ9	Handles all resources and requisitions
Division Leadership	Majestic Clearance	Tasks
Chief of Operations	MJ10	Oversees all supervisors
Chief of Staff	MJ10	Oversees all support staff
Comptroller	MJ10	Manages resources
Commander	MJ10	Assistant to Deputy Director
Deputy Director	MJ11	Sets policy for a single division, liaison with Twelfth Directorate
Director	MJ12	Members of the Twelfth Directorate, Heads of NDD

ORGANIZATIONAL CHART





Division 10 has the only leadership position with the title Chief of Operations. This chief is responsible for managing the staff who plan and execute all missions for the Directorate. Immediately under the Chief of Operations are Supervisors. Supervisors command up to ten task forces each.

Operative task forces consist of agents who execute the missions of the Directorate and can range from Intel specialists from IA to scientists from EI, to any other needed personnel. It is the job of the Supervisor to bring together the best operatives for the job. Once a task force is formed, it is typically left together to work through related missions, as the Directorate recognizes the benefits of operations familiarity among agents. Each of these task forces has a leader, who exercises field control of the task force. Usually, this position is granted to the most senior operative or the operative holding the highest MJ clearance—often one and the same.

NDD PROFESSIONS

Within each of the divisional write-ups below, Profession Packages are presented in the same format as Aegis Professions in the *Conspiracy X* Core Rulebook. Further details of generating NDD agents can be found in on p.129).

Most characters start with at least a MJ3 clearance, and some Professions require a higher MJ clearance. A Chronicler should exercise caution when allowing players to construct characters with a clearance higher than MJ3. It is important to balance game-play and ensure the compatibility of various characters and players.

Unlike an Influence Quality used by other *Conspiracy X* characters, the MJ clearance is often only an indication of an operative's relative importance within the organization, and this should be emphasized to players. MJ clearance is a measure of the amount of information revealed to a particular operative. Since most information is on a need-to-know basis, important information may be revealed to agents when they are assigned on a mission, and the MJ clearance is only a relative guideline used when assembling taskforces and selecting specialists.

DIVISION 1: INTELLIGENCE AND ANALYSIS (IA)

Division Pseudonym: IA, D1, Chessmen

Deputy Director: Jeffrey Williams

The mission of Intelligence and Analysis (IA) is to gather, organize, and analyze intelligence regarding the threats posed by the EBEs. This division is responsible for researching, studying, and projecting all EBE encounters and occurrences. It monitors global events and prepares reports to the Directors delineating potential courses of action.

IA is also tasked with investigating any and all threats to the integrity of Directorate operations. It plans the use of NDD personnel in missions and forecasts events based on statistical analysis and probability studies. Furthermore, IA is responsible for determining the nature and intent of all EBE activities and for establishing protocols for contact.

Finally, IA has been given the mission of observing any event that threatens the security of the United States of America not otherwise addressed but that appears related to NDD's charter. This broad qualification provides IA with tremendous latitude in its operations, but it also taxes its resources. Fortunately, IA has access to sophisticated communications and covert surveillance equipment and software often far in advance of that available to even military and governmental "black ops" organizations.

Due to the resolve of NDD members and the headway made into the many intelligence divisions of the government, IA has a number of potent assets at its disposal. With the assistance of various IE agents, IA can create the most secure credentials in the world for any operative. IA coordinators are stationed at Dulce when not attached to another division or in the field, as HYDRA allows them total access to all information quickly and easily.

Early in its existence, IA began using chess-related code words for various aspects of mission planning and execution. This practice continues today and is the source of the division personnel's nickname of "Chessmen."

Given original responsibility for researching, studying, and analyzing all EBE events, IA quickly expanded to monitoring all planetary activity. IA also gathered all information from the other divisions and collated and catalogued this into archives. Additionally, IA became the natural internal center for counter-intelligence.

By 1965, IA was a division of master spies and top-notch analysts. It held more secrets, ranging from EBE encounters to presidential affairs, than any other espionage organization in the world. Over the next 20 years, IA began a program of uncovering and evaluating espionage organizations throughout the world. This program successfully held off and redirected inquiries by the FBI, KGB, MI6, Mossad, Chinese Secret Service, and other such agencies.

During the early 1980's, IA managed to assert control over a majority of U.S. military satellite payloads. With unrestricted access to a number of spy satellites, IA was able to gather unparalleled espionage assets. Moreover, IA could monitor the satellites' usage by other organizations inside the U.S. government and military. With this knowledge, IA began a campaign of "assisting" other U.S. intelligence agencies by taking care of problem spots these agencies could not handle. Through careful approaches and liaisons, IA established solid connections within those organizations, expanded recruitment to upper-echelon career officials, and subordinated additional agency assets.

By the 1990s, the Cold War had ended. Anticipating this, IA turned its focus to computer warfare. Using contacts in the DOD, IA was deeply involved in the beginning of the Internet. IA presently owns a large number of ISPs throughout the country and in many foreign countries. Most of these are set up in the basements of Repatriates. With the assistance of SRD, IA helped in the seeding of new technologies via the Internet, along the way electronically infiltrating assets that been developed internally.

As IA has been unable to create a solid defense for all vital U.S. agencies against unauthorized access, it has isolated NDD assets from external access. This has nearly eliminated the danger of unauthorized access within the Directorate. All software used by Directorate agents has routing codes that keep it jumping among NDD ISPs and off the main global routers, reducing the chance of improper access. Furthermore, NDD uses encryption software on all communication devices, with a revolving series of codes to eliminate discovery.

EBE surveillance has been mixed since the formation of IA. While NDD knows more about the Gna-Tall than any of the other EBEs, a great deal of that is the direct result of increased Gna-Tall cooperation. The Reticular EBEs are difficult to monitor or analyze. IA fully supports P&P's efforts to create and implement a psychic program without the assistance or knowledge of the Reticulans.

SUBDIVISION BREAKDOWN

IA Coordination Offices (IACO): This large subdivision is responsible for collating information garnered by the Directorate's operatives. Duties of the coordinators include cataloguing field reports, cross-referencing government databases, and maintaining the most extensive reference bank in existence. They also analyze this data and make recommendations for proper protocols and usage. While an exhausting job, it is crucial to the continued success of the Directorate. Additionally, this office is responsible for disseminating necessary information immediately upon reception and analysis.

For all mission briefs, IACO supplies a coordinator to Ops; the IACO coordinator is integral in devising plans and developing options for those missions. He researches all the information needed to complete the mission and continues on as a valued member of the tactical team. IACO coordinators are always mindful that the failure or success—indeed the very integrity of the Directorate—rests with proper intelligence and planning.

It is not unknown for coordinators to go into the field—frequently with the aid of the EI and DDS—in pursuit of their investigations. Intelligence missions are seldom solo affairs, and a complete team is usually assembled for support and back-up. IA coordinators may also be included on larger missions or investigations and are responsible for on-site intelligence. When in the field, IA coordinators remain subtle and efficient. They prefer discreet tactics such as quiet insertion and extraction, so as to protect the confidentiality of the mission.

All mission report summaries, research findings, newspaper stories, computer databases, and the like are carefully filed away by IA for a variety of uses. Some information is gathered first-hand, but most reports are generated through other agents, missions, or divisions. As the clearinghouse for all pertinent data, IA Coordination is consulted when planning missions and detailing research projects.

The HYDRA system stores most of the relevant information used by this office. Some sensitive material is stored in hard-

copy format, accessible only by a passcode and security clearance on Dulce Sublevel 6.

Most IA agents rotate through IACO at some point in their careers to provide the benefit of their experience and expertise.

Project BACKYARD: This subdivision is tasked with monitoring foreign governments and their activities as they involve or may involve the Directorate. BACKYARD has devised various protocols to look for and pinpoint areas of EBE activity outside the borders of the United States and its territories. Additionally, BACKYARD watches the media of foreign countries for flags (see Project HEARST below) that point to EBE activity. This latter activity is a joint effort with HEARST coordinated at the London facility.

To assist in its duties, Project BACKYARD has formed a cell-based, international organization of UFO enthusiasts called the International Flying Saucer Bureau (IFSB). This group is completely unaware of NDD's existence and role. Its true purpose, under the direction of an NDD mole, is to follow events involving abductions and sightings, investigate leads and paper trails, and communicate its findings unknowingly back to NDD through the mole. If EBE patterns are noted by the IFSB, the mole passes that information to coordinators in Project BACKYARD and an IA agent forms a team. The team proceeds to the country and neutralizes the indiscretion.

Project BREASTPLATE: Project BREASTPLATE is responsible for projecting and planning for potential EBE attacks against the United States, up to and including a full-scale invasion of Earth. It has priority access to HYDRA both for monitoring collection efforts and running simulations. Members of Project BREASTPLATE work closely with the Astronautics element of R&D and the Aerospace Interdiction units of DDS to coordinate efforts. Furthermore, the subdivision has established deep connections in several areas thanks to the efforts of EI, in the form of both Watchmen and Sleeper agents, for use in worst-case scenarios. These are to be engaged should NDD be unable to muster enough strength on its own to counter a potential threat.

Although Project BREASTPLATE has considerable influence in IA and NDD as a whole, it is one of the smaller elements. Its permanent staff is stationed at Dulce and, if field operatives are needed for a mission, the Directorate assigns them from other divisions on a temporary-duty basis.

One of IA's newest endeavors, BREASTPLATE has recently overcome initial setbacks and again begun preparation for a space-borne defense platform. Simulations indicate that in the event of an EBE assault, a high preatmospheric enemy casualty rate has a geometric effect on the efficiency of secondary, terrestrial defenses.

The downsizing of the U.S. military, combined with the collapse of the Soviet Union, resulted in the cancellation of the Strategic Defense Initiative program. However, a decade of careful lobbying, agitation, public disinformation about nuclear

proliferation, and even pressure on the scientific community regarding catastrophic asteroid strikes has led to a renewed interest in a space-borne defense system. In coordination with EI, BREASTPLATE has begun placing operatives in positions to infiltrate the upcoming U.S. missile platform program.

Additionally, with the assistance of Project LOKI, BREASTPLATE has placed viral command programs on board the International Space Station via space shuttle uplinks. In the event of a major EBE incursion, BREASTPLATE has the capacity to completely assume control of the station, should it be needed as a staging area for Aerospace Interdiction teams.

Project HEARST: Project HEARST handles media surveillance for the division. This group collects all data presented in any type of media, including newspapers, television, Internet, and private newsletters and magazines. It records endless streams of news and information, seeking potential EBE activity or other threats. By observing seemingly unrelated bits of information and media perceptions, and finding otherwise hidden connections, it creates dynamic extrapolations regarding the actions of unseen power brokers.

The HEARST project has four offices: Dulce, New York City (at the DeBeers Building), London (Piccadilly Circus), and Hollywood (on the Amblin Entertainment lot). While Dulce coordinates all HEARST activity, the other sites allow HEARST to keep agents in areas of volatile media activity. The three remote offices report to the Directorate through a chain of blinds, false-front corporations, dead drops, coded media transmissions, and other methods set up by an IA Coordinator.

When a HEARST team finds information potentially related to the Directorate's mission or integrity, it issues a Green Flag. The team contacts an IA coordinator, who engages a team of investigators. This secondary team determines whether the alert is genuine; if so, the team issues a yellow or red flag, depending on the depth of the security breach. Red flag alerts assume top priority in Directorate mission planning and supersede all nonessential ongoing operations. In either case, a HEARST operative is dispatched to assist the team on the spot while the remainder of NDD focuses on shutting off all connections to the information before the Directorate is endangered further.

HEARST may also be called on to block coverage of Directorate operations and related events by misdirection, distraction, and sanitation of the media. It is HEARST's job to make sure any story that is flagged never sees the light of day. Where the source is specifically targeted, a specialized HEARST group may run a distract and discredit campaign (D&D) to blur the truth and refocus public attention on the source instead.

At present, HEARST has Repatriates and/or Sleeper agents in approximately 70% of all newspapers, magazines, radio stations, and TV stations in the United States, and hacks into online publications if necessary. HEARST has maintained a 93% efficiency rate in stopping media leaks concerning NDD priority

subjects. Of those that are published, nearly 99% are debunked or otherwise buried within a week.

Project LOKI: Project LOKI is charged with monitoring all transmissions from the computer databases that are used by the CIA, NSA, and on occasion subversive and extralegal associations. In the case of the CIA and NSA, LOKI has access to the same—and often superior—software overrides and back doors that those agencies use to get into the databases of foreign countries and to monitor our own. LOKI's primary task is to flag information of relevance and present such information to an IA coordinator for analysis and/or dissemination.

In the case of subversive organizations, every effort is made to identify and tap into any existing dedicated communications, command, or informational system. In particular, the Aegis traitors have devised a system called HERMES. Intensive investigation has revealed that this database is all but impregnable unless an NDD operative manages to join an Aegis cell as a double agent. Naturally, this is dangerous and often short-term access. Generally, the Directorate is content to get occasional updates on what its opponent knows through less precarious methods. At present, LOKI manages two double agents inside the Aegis organization. Through these agents, LOKI obtains limited information about, and from, the HERMES network. LOKI has been unable to duplicate the technology in a HERMES link and believes it to be of EBE origin. The Aegis agents are considered among LOKI's most valuable sources and are to be used only when absolutely necessary.

LOKI is also responsible for the management and maintenance of the security of the HYDRA network system used by the Directorate. Advances in understanding of Gna-Tall technology have led to breakthroughs that will be integrated into this system in the next decade. This will greatly improve HYDRA capacity and performance.

HYDRA

IA maintains the Directorate's computer network, known as the High-Yield Dynamic Resource Allotment network or, more simply, HYDRA. The network is located deep within the heart of Dulce and is heavily safeguarded against electronic countermeasures and intrusion. HYDRA is both TEMPEST-hardened and protected against EMP. Remote access is seldom granted to NDD operatives and even then only in response to requests for specific data and for carefully monitored portions of time. These restrictions minimize security risks to the network and NDD. Information obtained about subversive or hostile organizations is maintained in this vast database, and general, specific, and classified information from federal agencies is routinely uploaded into HYDRA as well. Finally, all mission reports are compiled into summary form and stored in HYDRA.



Project RAT TRAP: This special projects group is responsible for coordinating actions with those foreign agencies that are Directorate allies or associates. They do extensive fieldwork building and maintaining cooperation with other governmental intelligence communities. IA's foreign intelligence and EI's foreign-based agents are generally placed at RAT TRAP's disposal.

IA TERMS

PAWN: soldier, cop or other expendable piece

ROOK: a person that sits in the background directing events while waiting to seize an advantage

BISHOP: head of ground team

KNIGHT: airborne elements, aircraft, helicopters, air-mobile troops

QUEEN: intelligence officers, especially when using communications or computer equipment

KING: the target, mission objective, etc.

CASTLING: unforeseen change in priorities

CHECK: target in sight, achievable

MATE: mission accomplished

STALEMATE: dead partner or operative (black humor)

RESIGN: bug out, withdraw rapidly

DRAW: mission must be aborted, but replanning and reattempt remain options

EN PASSANT: taking advantage of a target of opportunity

PIN: to force a target into a disadvantageous position

GAMBIT: any operative who relies on luck and hunches rather than hard intelligence and planning

OPENING: premission intelligence gathering

**BACKYARD RESEARCHER****5 (-2/7)-POINT PROFESSION • CLEARANCE: MJ3**

This individual studies foreign governments, focusing on potential alien involvement or infiltration. He frequently associates with HEARST operatives to monitor foreign media sources. Much like HEARST operatives, BACKYARD Researchers are well positioned in high-traffic areas, including the International Flying Saucer Bureau. This high level of infiltration allows NDD to follow up on any and all abductions and sightings reported to the ISFB.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Computers +1, Guns (Pistol) +1, Language (choose one) +2, Smooth Talking +1, Stealth +1, Surveillance +1

Pulling Strings: Border Control

BREASTPLATE SPECIALIST**7 (2/5)-POINT PROFESSION • CLEARANCE: MJ4**

BREASTPLATE Specialists study intelligence on EBE movements and activities, as well as technical data on recovered alien equipment. They collate this information into a cohesive whole and use the final product to formulate potential threat

INTELLIGENCE AND ANALYSIS PROFESSIONS**INTELLIGENCE AND ANALYSIS COORDINATOR****4 (-2/6)-POINT PROFESSION • CLEARANCE: MJ4**

IA Coordinators collect and organize the overwhelming volumes of information obtained by the Directorate's operatives. By categorizing and coordinating field reports, obscure databases, and other tidbits of information, they contribute to the most extensive reference bank in existence. Some operatives specialize in sorting this information, others are responsible for spotting trends, and others make recommendations based on the information gathered. This job is exhausting and thankless, but is also crucial to the success of NDD.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Computer Programming +1, Computers +1, Guns (Pistol) +1, Lockpicking (Electronic) +1, Stealth +1, Surveillance +1

Pulling Strings: Intel Files

LOKI ANALYST**6 (0/6)-POINT PROFESSION • CLEARANCE: MJ3**

Analysts monitor all transmissions from potentially threatening organizations, including CIA, Aegis, and NSA. Much of the monitoring is done using remote facilities and hacking into supposedly secure databases. Some databases are close to impregnable. In order to obtain access to these, LOKI

Analysts tap into NSA, CIA, and Aegis moles. Making this request is always considered serious, as it has the potential to compromise the double agent.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skill: Computer Hacking +1, Computers +1, Electronic Surveillance +1, Research/Investigation +1, Science (Cryptography) +1, Surveillance +1

Pulling Strings: "Codebreaker" Supercomputers, Federal Database Access

RAT TRAP SPECIALIST**5 (-1/6)-POINT PROFESSION • CLEARANCE: MJ3**

This individual coordinates activities with foreign agencies and seeks to develop contacts in foreign governmental intelligence communities. RAT TRAP Specialists are often burdened with extensive fieldwork and long-term assignments all over the globe. Their work usually turns out to be a wild goose chase, and as such they often do not get the respect they deserve.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Bureaucracy +1, Guns (Pistol) +1, Hagglng +1, Research/Investigation +1, Smooth Talking +1, Surveillance +1

Pulling Strings: Border Control, Counterintelligence Files

scenarios and prepare contingency plans. They work with R&D and DSS in all aspects of their mission. BREASTPLATE Specialists occasionally undertake field missions for “hands-on” investigations of possible incursions.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Computers +1, Guns (Pistol) +1, Myth and Legend (UFology) +1, Research/Investigation +1, Science (Astrophysics) +1

Pulling Strings: Satellite Surveillance (Communications), Satellite Surveillance (Video)

HEARST OPERATIVE

5 (-1/6)-POINT PROFESSION • CLEARANCE: MJ3

HEARST Operatives tend to fall into one of three categories: data hounds, field operatives, or distractors. Data hounds collect information from all forms of the media, searching for any information that can benefit NDD. Field operatives follow up on any suspicious activities and collect hard data on any compromised personnel or situations. Distractors distort media reports to either discredit or alter any security-threatening story that has been uncovered.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Computers +1, Language (choose one) +2, Research/Investigation +1, Smooth Talking +1, Surveillance +1

Pulling Strings: Front Page News, News Archive

DIVISION 2: TECHNOLOGICAL RESEARCH AND DEVELOPMENT (R&D)

Division Pseudonym: R&D, D2, Techies

Deputy Director: Rudy Conners

The Technological Research and Development Division was originally assigned the task of collecting and analyzing all alien technology. Its duties quickly expanded to identifying applications for domestic and foreign technology. Once analysis of technology was complete, it became R&D's job to apply the newfound information.

Most early advances came from reverse-engineering devices obtained from domestic firms and captured foreign technology. When appropriate for the defense of the United States, information was cleared through IA and SRD, then leaked to loyal elements of the private sector. Additional technology was leaked to advance specific fields, as SRD felt appropriate. Since its formation, R&D has built and maintained significant contacts throughout the private sector. These contacts grant R&D a complete network of labs to assign work when task-appropriate.

Little was to be gained from the recovery of the first wrecked EBE (Reticulan) ship. As is now known, their spacecraft use coral-based technology, and their means of travel are too unconventional to be implemented into current domestic technology. Even after an alliance was formed, the Reticulans offered very little pure technology that could readily be incorporated into our own.

Since the understanding with the Gna-Tall was reached, however, R&D has made significant advances. The prospects in this area appear unlimited. The Gna-Tall have allowed NDD to jump decades ahead of any firm in the world on most weapon and conveyance technology. These R&D accomplishments have made the work of other divisions simpler, and R&D continues to make improvements across the board. R&D strongly advises closer working relations with the Gna-Tall.

SUBDIVISION BREAKDOWN

Administration: Administration (Admin) oversees all subdivisions of R&D. It ensures that information is shared among all sections so that the best developments can be attained. This section develops and coordinates special projects for the other divisions. Although the name Administration may conjure images of bookish clerks, this is far from the case. Admin personnel sometimes accompany operatives into the field and offer direct consultation on all matters of technology. Its members continue training not only in the use of all foreign and domestic technology, but also in the fields of stealth and combat.

Admin's policy of open knowledge has curbed competition between subdivisions and allowed for more cooperation. As a result, R&D subdivisions are more efficient than counterparts in private industry. Admin has also met with great success coordinating and evaluating technological developments by relegating initial field tests to the design team. Participating technicians have demonstrated a higher degree of attention to safety, leading all developments to demonstrate lesser rates of malfunction. Appreciation for this increased reliability has become widespread and significantly improved NDD morale at all levels.

Analysis and Exploitation: Analysis and Exploitation (A&E) has three directives. The first is the dismantling of all known technology not of NDD design. Second, it is tasked with developing uses for all technology to be released in commercial applications. When A&E personnel develop a new use for a common piece of technology or something from a foreign source, it is given to their superiors, who pass it through set channels that eventually make this “discovery” public and strengthen the nation. The third directive is to perform front-line study of unknown/EBE technology for study and reverse engineering. After studying the item, A&E personnel catalog its information and analyze its capabilities and applications. If useful, this information is turned over to other appropriate sections of NDD for experimentation and development.

The A&E front company, Future Dynamics and Innovations, Inc. (FD&I), continues its highly profitable activities. FD&I was

established jointly by R&D and SRD in 1967 as a means to disseminate and control the scientific advances of the Directorate. It has grown into a multinational corporation employing thousands in the express goal of technological research and application. FD&I is frequently consulted in the development of new projects by the government and private industry, and it holds patents for dozens of revolutionary devices. This consulting work also serves as a valuable information conduit for IA and SRD.

Astronautics: This subdivision is the most recent addition to R&D. It is responsible for merging technology from the other subdivisions into the U.S. space program. This subdivision's responsibilities revolve around the design of environments in space, bases on the moon, space stations, and orbital platforms. Additionally, it designs weapons platforms to protect the space environments and constructs independent satellites to defend Earth. Members of Astrophysics often work in conjunction with IA and DSS in planning and running invasion simulations.

A classified presence on the International Space Station has been fulfilled, and construction of a moon base has begun. As Weapons Systems continues to produce prototypes, Astronautics works in coordination with DDS to determine their viability in space environments. Alien invasion protocols are updated every three months, based on the influx of new information provided by Project BREASTPLATE. Primarily theoretical in nature to this point, this subdivision is beginning to apply its theories to the creation of technology and is now developing plans for launching units for space-based field maneuvers.

Conveyances Lab: Conveyances' duty is to operate and maintain the fleet of vehicles used by NDD operatives. Vehicle allocation is managed and capacities maintained. Further, techs assigned to this section suggest, implement, and test design improvements, often integrating foreign technologies. Conveyances' greatest creations have been brand-new crafts that outperform any conventional craft, including the TD-121 and the Black Manta. Personnel work in one of four special project areas: Terrestrial, Aquatic, Atmospheric, and Space.

GRAVITRONICS

Given recent disclosures in Gna-Tall technology, the Conveyances Lab's primary research area is currently gravitronics. While some applications have proven highly successful, others have been unmitigated disasters. The need to disguise gravitronic vehicles as mundane conveyances causes serious design difficulties, especially given the required weight distribution. Consequentially, the subdivision is working on creating new structural components with gel or foam cores, allowing for easier distribution of weight.

The Gna-Tall are thus far providing little information beyond the theoretical, making the task both challenging and frustrating. Conveyances has noticed a slight positive shift in Gna-Tall attitudes of late, however, and is hoping that greater aid will be forthcoming.

This subdivision is currently involved in further improvements to the Black Manta aircraft. It is also beginning design processes on a more advanced pulse-detonation craft, designated XD-126, capable of ground-to-space flight as well as combat and maneuver in a vacuum.

Information Systems: The Information Systems (IS) subdivision maintains and improves the computer and communication aspects of NDD. It begins with securing the lines of communication for its operatives. By creating and maintaining top-of-the-line encryption, operatives are able to use standard communication lines such as phone and email while meeting security restrictions. With the construction of its own ISPs throughout the country, IS has created a secure line of data transfer that is carefully steered away from the mainstream of the public. Finally, IS is constantly creating and updating computers and software for use of its operatives. Members regularly work on new software to break the encryption of companies, governments, and subversive organizations, including Aegis. Its most daunting task, however, is the creation of a series of programs to decipher the languages of EBEs.

IS has been highly successful in infiltrating large portions of the Internet and has created a number of back-door entries for civilian and governmental databases. These entry points are easily exploitable with minimal risk of detection.

The manipulation and enhancement of viruses to distract the public's attention has become a specialty of this subdivision. Recent work in cooperation with IA has resulted in the removal of several problematic individuals simply by providing evidence that they originated the virus in question. Although it is likely this methodology will become less useful in the near future, for the moment, it has proven highly effective.

Work continues on infiltrating Aegis' HERMES system. After the detainment of several Aegis agents, NDD was able to examine their agent communicators, but even with the infiltrators' information, IS has been unable to replicate a similar device for NDD agent use. That network's configuration is completely foreign; the working hypothesis suggests that Aegis has adapted some alien form of technology, but this as yet has not been confirmed.

Weapon Systems Lab: Weapon Systems works vigilantly at manufacturing and implementing the best technology for the protection of NDD and its personnel. Along with the Conveyances Labs, it continually develops and improves new vehicles for the optimal performance of NDD troops. Contrary to the implications of this subdivision's title, Weapon Systems is concerned with both offensive and defensive gear.

The Weapon Systems Lab has recently developed a number of superheated plasma and laser weapons, increasing the stealth abilities of NDD operatives tremendously while leaving minimal physical evidence. Progress continues on electromagnetic and sonic weaponry, with the goal of incapacitating without physically harming subjects.

TECHNOLOGICAL RESEARCH AND DEVELOPMENT PROFESSIONS

ANALYSIS AND EXPLOITATION TECHNICIAN

5 (-1/6)-POINT PROFESSION • CLEARANCE: MJ3

A&E Technicians are responsible for dismantling all incoming technology to determine its use and origin. If possible, they also examine ways in which to adapt or exploit this technology for NDD's advantage. Following reverse engineering, A&E Technicians provide their superiors with a complete report detailing the object and recommending uses by divisions or mission types.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Computers +1, Engineer (choose one) +1, Guns (Pistol) +1, Mechanic +1, Pilot (choose one) +1, Science (choose one) +1

Pulling Strings: DARPA Labs

ASTRONAUTICS TECHNICIAN

6 (0/6)-POINT PROFESSION • CLEARANCE: MJ3

Astronautics Technicians specialize in the construction of environments in space—bases on the moon, space stations, and orbital platforms. They work closely with IA's Project BREASTPLATE in designing defensive structures, and DDS's Aeronautic Interdiction teams in developing staging bases and other equipment for use in that subdivision's missions.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Computers +1, Engineer (choose one) +1, Guns (Pistol) +1, Mechanic +1, Science (Astrophysics) +1, Science (choose one) +1

Pulling Strings: DARPA Labs, Laboratory (Astrophysics)

FIELD TECHNICIAN

5 (-1/6)-POINT PROFESSION • CLEARANCE: MJ3

Field Technicians are generalists within the Main Lab. Their job is to ensure that information is shared among all departments in order to maximize divisional output. They are also responsible for coordinating and developing special projects for other divisions. As a result, Field Technicians are not only technology specialists, but also cross-trained by IA staff. This cross-training enables them to field-test a wide array of prototypes and acquired technology.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Computer Programming +1, Computers +1, Engineer (choose one) +1, Guns (Pistol) +1, Mechanic +1, Science (choose one) +1

Pulling Strings: DARPA Labs

INFORMATION SYSTEMS SPECIALIST

5 (-1/6)-POINT PROFESSION • CLEARANCE: MJ3

Information Systems Specialists oversee all computing and communication aspects of NDD. Some operatives focus on communications, others key on computers, and some are cross-trained in both. The main directive is to secure all lines of communication and contact for NDD operatives. Information System Specialists attempt to penetrate others' databases, create top-notch encryption, and decipher EBE communications. Unlike the IA LOKI Analysts who are dedicated to certain specific monitoring functions, IS Specialists are generalists focusing on whatever database needs infiltrating for any given mission.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Computer Hacking +1, Computer Programming +1, Computers +1, Guns (Pistol) +1, Research/Investigation +1, Science (Cryptography) +1

Pulling Strings: DARPA Labs

WEAPON SYSTEMS TECHNICIAN

4 (-1/5)-POINT PROFESSION • CLEARANCE: MJ3

Weapon Systems Technicians work vigilantly at manufacturing and implementing the best weapon technology for NDD and its personnel. This subdivision is responsible for creating a range of prototypes as well as ensuring that the old, reliable weaponry is kept in peak condition. Weapons Systems Technicians develop offensive technology for individual operatives, mission task forces, and NDD bases.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Electronics +1, Engineer (Weaponry) +1, Guns (Pistol) +1, Guns (Rifle) +1, Research/Investigation +1

Pulling Strings: DARPA Labs





DIVISION 3, ESPIONAGE AND INFILTRATION (EI)

Division Pseudonym: EI, D3

Deputy Director: Sarah McGregor

Espionage and Infiltration (EI) works to control or manipulate organizations throughout the world to assist NDD or hinder its enemies. EI is responsible for the placement of all NDD agents outside the organization. This division infiltrates, observes, records, and, at times, manipulates the actions of other government agencies in an attempt to contain the truth about EBEs, as well as to protect the conspiracy of silence. EI is also responsible for the management and containment of other agency EBE-related activities and projects, as well as counterintelligence measures.

The Espionage and Infiltration Division did not become active until 1954 and was not fully engaged in infiltrating the U.S. government until 1962. Expansion into private business commenced by 1964, and foreign governments and businesses by 1967.

Charged with the responsibility of recruiting agents, rapidly training them, and putting them back into their careers, EI has been set one of the hardest goals of the Directorate. In the beginning, all EI agents were regarded as security risks because they could not be overseen on a daily basis. They were given little information on the Directorate and were treated in a fashion similar to paid informants. Not surprisingly, this resulted in a number of loyalty problems. Some very talented agents attracted undue attention due to their large bank accounts, and still other agents fed false information in an effort to extract greater payments.

By 1970, EI decided then-existing protocols were adversely affecting NDD. EI and RAT were assigned the task of preparing a new training schedule. The result was the current four-year program, which takes an EI agent from first contact and evaluation in the first year to recruitment, then engages him in periodic but intensive training for the next three years. The agent takes a leave of absence or extended vacation specifically authorized by EI or Sleeper agents in the recruit's organization. If no EI or Sleeper agent is available, the prospect may go through a staged accident or some other incident allowing absence from work for 4–6 weeks.

During this initial period, the recruit participates in a short indoctrination session and basic courses on communication protocols. The agent is then returned to his career and over the next three years is further trained during every available weekend, vacation, and "sick leave." If the agent is married or has other significant outside obligations (agents possessing either of these are usually weeded out during the recruit selection process), this training may take an extra year to keep the recruit's cover as intact as possible. A zealous agent might accomplish his training in two years if arrangements can be made to house him with a trainer, allowing for training on weekday evenings.

With this new program in place, agent loyalty increased, security risks were minimized, and patriotism flourished. The EI infiltrators became more central to NDD operations.

SUBDIVISION BREAKDOWN

Watchmen Program: Watchmen are skilled infiltrators. Their duties include identifying new recruits who fit the NDD profile, covering up the actions and missions of NDD and its personnel, and manipulating organizations, both private and governmental, for the benefit of the Directorate. Agents may be asked to spread disinformation, coerce persons or groups, even sacrifice career and family if it preserves NDD, its integrity, or most importantly the United States of America.

No Watchman attempts any significant action or mission without the direction of his EI contact, the Watchmaker. A Watchman is not authorized to contact any other Directorate personnel without the prior approval of his Watchmaker. Through the Watchmaker, Watchmen transmit information and receive orders, secure in the knowledge that following orders saves lives.

Watchmakers manage networks of Watchmen. They are ultimately responsible for the Watchmen's safety, maintaining lines of communication, and developing and implementing emergency and extraction protocols. Overseeing numerous agents can be stressful, and therefore all Watchmakers are evaluated on a random basis (but at least once every two months) to ensure that the safety of EI agents is maintained. A Watchmaker's charges may be maintained in any level of federal, state, or local governments, private corporations both domestic and foreign, and some foreign governments or corporations.

Life in EI is one of conflict and sacrifice. Members of the Watchmen program are selected after displaying an unshakable belief in NDD and its role, even when removed for lengthy periods from a support group of like-minded peers. EI agents accept a lifetime of secrecy and bear the knowledge that at any minute they could be called upon to forsake friends, family, and loved ones for the cause. It takes a unique psychological profile to endure this type of strain.

Sleeper Program: With the help of P&P's CERRES program, a second infiltration program has been created. The Sleeper program is similar to the Watchmen Program, except the members are unaware of their participation. The Sleeper Program serves to buttress NDD security by creating deniable operatives.

Each program team is composed of three individuals called "Sandmen." These individuals focus on acquisition, implantation, and control of "Sleepers." The Sandmen identify and acquire certain valuable individuals for short periods of time and implant them with monitoring devices. Subjects are also hypnotically conditioned with control words and phrases keyed to a list of options and released back into public life—all the while oblivious of the procedure. These individuals continue on with their lives until their services are needed, at which time the control team takes over and manipulates the Sleeper.

The Sandman team consists of a Surgical Specialist, a Controller, and a Listener. The Surgical Specialist is in charge of

implantation and drug use. The Controller is responsible for planting the hypnotic commands and is trained in the various devices that manipulate the Sleeper. The final agent, the Listener, is trained by IA in all aspects of electronic surveillance and bugs the Sleeper's home, work place, and other locations for monitoring purposes.

AGENCY INFILTRATION

Center for Disease Control and Prevention (CDC): CDC has proven resistant to infiltration, most likely due to a high degree of Aegis subornation. EI efforts have been limited largely to establishing monitoring personnel.

Central Intelligence Agency (CIA): The CIA was formed around the same time that NDD took over Watch operations. By the time EI was able to bring resources to bear on infiltrating that organization, it encountered extreme resistance. Periodic initiatives to increase infiltration have met with little success, and EI is convinced that Aegis holds significant assets in the CIA. Other than the assumption of a few ex-Project MKULTRA assets, EI has been limited to a 5% infiltration rate, and most of that has occurred at the lower levels.

Defense Intelligence Agency (DIA): Due to the agency's headquarters at Bolling Air Force Base in Washington, D.C. and the commensurate threat of Aegis influence, infiltration has been less than optimal. EI has concentrated all efforts in the attaché program. EI has a presence in 40% of the foreign embassies, mostly in the form of support staff.

Department of Defense (DOD): A paramount NDD goal is the coordination of U.S. military efforts, indeed global efforts, in the coming war. While complete control over DOD cannot be achieved consistent with established security protocols, EI has managed to maintain a minimum approximate 40% influence. About 10% of the influence arises from direct control of various senior officials. The remaining 30% is consolidated through key lesser officials, advisors, and staff.

As an operations note, Sleepers are used to put Watchmen into positions of power in DOD, but no active DOD EI agents are Sleepers. This policy was adopted as a result of the difficulty of controlling Sleeper agents in the event of war.

Department of Energy (DOE): EI has sought significant infiltration into the Office of Energy Research (OER) for many years. Unfortunately, Aegis appears to exert considerable efforts in the DOE, and that has stymied EI efforts. At present, EI has only a 17% influence in the OER and 8% influence in remaining areas of the DOE. EI estimates that Aegis may have more influence in both of these groups. EI agents are on constant lookout for advanced scientific knowledge or technology developed in one of the OER grant programs. Anything that is considered "new" technology is investigated for EBE influence or for possible applications into Directorate technology. This information is passed along to IA and R&D. IA is charged with checking the source of the information to secure its authenticity and to make sure it is not misinformation originating with



Aegis. R&D, of course, handles testing and evaluating the information for possible internal use.

Department of Health and Human Services (HHS): El's interest in HHS is purely to monitor its control and maintain an understanding of the programs sponsored by it. El has a minimum number of agents inside, primarily in a few key positions to gather information and answer inquiries that may arise. Expansion in this area is not contemplated.

Department of Homeland Security: Since the formation of the Department of Homeland Security, following the terrorist attacks of 9/11, much of NDD's infiltration had to be restructured. Many agents within the bureaus that would be reorganized simply laid low, severing ties with NDD for a short while until the restructuring was complete. Many of the agencies were in flux for nearly a year until the various acts were passed. Even now, El infiltration is still low, only 10%.

Department of Justice (DOJ): The DOJ is an enormous bureaucracy, employing huge numbers of personnel. El infiltration is only at 4%. Given the extraordinary law enforcement powers collected in the DOJ, these personnel are largely Watchmen; less than 1% of the infiltration is Sleepers. El believes that Aegis has at least as extensive infiltration in this department, if not more. El also believes that other organizations operating within the U.S. have infiltrated the DOJ for their own agendas, and El agents are always on the lookout for their activities.

Federal Emergency Management Agency (FEMA): El has targeted FEMA for specific infiltration due to the value this agency can bring to the coming war effort. While El has gained a 25% infiltration rate, it has encountered resistance from an unidentified source.

While it is appropriate to assume that Aegis is behind most organized resistance to El infiltration, certain actions and events raise questions in this area. Two separate El operations are underway to discover exactly what is going on at FEMA. Recently, at the cost of three NDD soldiers, it was discovered that President Reagan approved an order, REX-84, authorizing FEMA to build 23 "detention facilities" to be used in the event of national emergency. These detention sites, all of which are completed today, have a total capacity of between 32,000 and 44,000 people. The exact reason for these facilities remains to be identified.

National Reconnaissance Office (NRO): This department was created by Watchmen in the DOD. El influence in this agency is quite extensive. At present, El has placed Watchmen in 40% of the staff. Of the remaining 60%, two thirds of them are Sleepers who do not "notice" the actions of the Watchmen. Watchmen have managed to reduce the information on EBE activity uncovered by this agency that gets into circulation to less than 4%.

National Security Agency (NSA): El has had little influence on the agents of this organization. Those few Watchmen and Sleeper agents assigned here are targeted at positions that maintain IA infiltration into the computer network, which is the true jewel of this organization. The diligence of NDD agents has allowed Project LOKI to maintain an ever-watchful eye on all data that pass through this organization.

U.S. Air Force (USAF): The Air Force has proven infertile ground for NDD infiltration. This can be traced directly to the success of Aegis in suborning this organization. NDD continues efforts in this area, but moves slowly and cautiously to minimize security risks.

U.S. Army (USA): EI infiltration of the U.S. Army is the division's most successful program. Given the high placement of many Directorate officials in the U.S. Army, EI has readily identified potential candidates and has been able to recruit, train, and place them back into their jobs with a high degree of efficiency.

U.S. Army Criminal Investigation Command (USACIC): This agency is responsible for investigations and crime prevention within the Army and Department of Defense. Many EI agents are located within this organization at all levels.

U.S. Army Intelligence and Security Command (INSCOM): INSCOM is charged with the collection of intelligence and the development of intelligence reports for the armed services. INSCOM is generally not subject to the congressional oversight commonly directed at the CIA. As a result, covert activities within the United States are possible, despite being officially prohibited. EI dominance in INSCOM has enabled NDD to bypass the CIA in many instances.

INSCOM affords NDD other benefits as a result of its general immunity from oversight. Foremost among these is the use of government satellites and DOD computers for NDD activities. EI has been able to siphon off large portions of intelligence information from these databases and send it directly to IA. Additionally, INSCOM can be used as the "fall guy" for compromised NDD missions. Paper trails and evidence may be used to set up a fictitious division of INSCOM, which is reprimanded and disbanded in satisfaction of executive inquiry.

U.S. Army Medical Research Institute of Infectious Disease (USAMRIID): This agency is responsible for the study of, and protection against, biological and infectious diseases. EI influence in this department has allowed the Directorate access to contagions from all over the world, as well as to some of the brightest minds in the field. This has proven highly useful for certain projects, particularly those cosponsored by the Gna-Tall.

U.S. Navy (USN): Directorate involvement in the Navy has been unexceptional to date. EI maintains key people inside the Navy to facilitate the movement of Directorate personnel and resources under the guise of the U.S. Army. Outside this directive, further infiltration has been deemed unnecessary. Any needed USN assets can be subverted through DOD influence.

U.S. Secret Service: Although the U.S. Secret Service handles a number of law enforcement tasks, NDD is primarily concerned with its duties regarding the protection of the President and other elected officials. EI works to maintain a 65% infiltration rate among agents assigned to the President, including the upper staff members of the Secret Service. Outside of the agents assigned to Presidential protection, EI has managed only

a 42% infiltration rate. The bulk of these assets are assigned to government officials who serve in NDD. EI is aware that Aegis has infiltrated the Secret Service and has used it for a number of purposes in the past, including issuing Presidential Orders.

U.S. Space Command (USSPACECOM): Military space missions, tracking technology, satellite surveillance, and SDI all fall under the auspices of USSPACECOM. This consolidation arose as a result of conflicts that developed between the separate space initiatives launched by the various branches of the U.S. military in the early 1980's. At the time, EI held some influence in NASA and had been able to keep its developments away from NDD and its Gna-Tall allies. This influence helped EI gain a solid basis of support in USSPACECOM.

Currently, EI has an influence of 32% counting both Sleepers and Watchmen, but it will be some time before USSPACECOM is sufficiently suborned to keep the Directorate and the Gna-Tall completely secure.

EI has also used USSPACECOM to infiltrate NDD personnel into NASA and its various space programs. EI agents have been responsible for the failure of certain military rocket launches in the late 1990s and the problems in the Mars program. EI agents have thus far been successful in covering all NDD and Gna-Tall activity in near space, but this capacity cannot be guaranteed to even a limited degree in the future.

EI will continue to sabotage NASA programs until the date comes when USSPACECOM can assume more direct control over the American space program.

ESPIONAGE AND INFILTRATION PROFESSIONS

SURGICAL SPECIALIST

4 (0/4)-POINT PROFESSION

The Surgical Specialist is one element of a three-person Sandman team. After individuals have been selected to participate in the Sleeper program, they are abducted and the Surgical Specialist implants the subject with a monitoring device. During the secondary phase, the Surgical Specialist is also in charge of administering drugs and ensuring the subject's survival.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: First Aid +1, Medicine (choose) +1, Science (Forensics) +1

Pulling Strings: Disappearance, Safehouse

CONTROLLER

6 (0/6)-POINT PROFESSION

A Controller is responsible for conditioning an abducted subject with hypnotic controls, key phrases, and required duties. The Controller has an array of talents for making the subject more suggestible and compliant to the demands of NDD. The Controller has the final word on whether the initial process has been successful; if the attempt has been a failure and the subject cannot be released due to security measures, the Controller takes the appropriate measures.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Hypnosis +1, Medicine (choose) +1, Research/Investigation +1, Science (Forensics) +1, Science (Psychology) +1

Pulling Strings: Disappearance, Safehouse

LISTENER

6 (0/6)-POINT PROFESSION

As the last member of a Sandman team, the Listener bugs the Sleeper's home, workplace, vehicle, etc., so that the Sleeper is monitored at all times. The Listener is also trained in a range of surveillance techniques to observe potential Sleeper subjects immediately prior to abduction. The collection of data prior to the abduction can then be matched with that following to assure that the Sleeper acts normally following implantation and suggestion.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Computer Hacking +1, Computers +1, Electronic Surveillance +1, Research/Investigation +1, Stealth +1, Surveillance +1

Pulling Strings: Disappearance, Safehouse

WATCHMAN

3 (0/3)-POINT PROFESSION

Watchmen are the ultimate infiltrators, and their missions vary widely. Some Watchmen focus on recruitment, others smooth over mistakes or manipulate events to NDD's advantage, others simply pass along information. Watchmen are often required to stay undercover for years in order to do their jobs effectively. Those undercover should purchase a second profession (any from the *Conspiracy X* rulebook, except CAPS, Groom Lake, MKULTRA, MOONDUST, or RASPUTIN professions) at normal cost in addition to this profession.

Qualities/Drawbacks: Disloyal (Spy), Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Brawling +1, Computers +1, Guns (Pistol) +1

Pulling Strings: None

WATCHMAKER

3 (-1/4)-POINT PROFESSION

Watchmakers provide direction and contact for a group of Watchmen. They dictate mission parameters, convey orders, receive valuable information, and are ultimately responsible for their Watchmen's safety and security. Watchmakers are prone to high degrees of burnout due to extended stress, and most Watchmakers occupy a post for no more than three years before RAT re-evaluates them for an alternative position within NDD.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Brawling +1, Computers +1, Research/Investigation +1, Surveillance +1

Pulling Strings: Underground Network

WATCHMEN

Because Watchmen operate apart from all other NDD agents with the exception of their Watchmaker contact, they make very difficult Cast Members. Anyone wishing to pursue this profession is advised that it may very well be a small role and played infrequently. It can, however, add an interesting element to the game if a player wishes to play only sporadically and has discussed this with his Chronicler.

DIVISION 4, SECURITY (DDS)

Division Pseudonym: DDS, D4

Deputy Director: Timothy C. Reed

The Directorate Division of Security (DDS) maintains the well-being of NDD, its integrity, and the safety of individual operatives. This mission is ingrained in the psyches of DDS agents from the beginning of training, and they are never distracted from that goal. When necessary, DDS operatives are given an objective, move in silently, and remove the problem.

DDS handles all aspects of security for NDD. This division coordinates its efforts closely with the other divisions and is responsible for the maintenance of all security features and technologies. Although often planned by another division, armed covert operations and reclamation are executed through this office. Majestic clearances are also dispensed from DDS.

When on a mission, the DDS agent has final authority on the operation and tactics employed. If the DDS agent feels that the mission must be scrubbed, it is scrubbed. DDS orders are final and arguments to the contrary are not tolerated. DDS agents are fully authorized to “cancel” a member of the Directorate who represents a threat to the organization or his fellow operatives. By all accounts, DDS operatives are inhumanly composed in even the most chaotic situations and are ruthlessly efficient. Agents are trained to have quick minds and calculating demeanors, some would say at the expense of their humor. The truth is that the weight of their duties is such that there is no room for any distraction, be it humor, sadness, or anger.

The Directorate Division of Security has protected NDD from the day both were formed. In those crucial first years, DDS secured a handful of locations throughout the country, primarily at U.S. Army bases. These locations were placed on restricted access, allowing the Directorate precious time to map out the future.

Once Dulce was commissioned, DDS implemented a series of protocols for securing the perimeter of the base and maintaining the highest level of security within. These protocols have been adapted and applied to each Directorate facility since that time. Information on specific bases can be obtained from Ops upon request.

The greatest challenges to security have arisen in facilities under partial control of NDD or in the private sector. At military bases not under complete Directorate control, non-Directorate personnel must be continually redirected without causing an incident or drawing undue attention to the area. DDS accomplishes this through use of military police or other legitimate security; this requires the assistance of EI to put DDS personnel into the proper positions. DDS is active from the moment the facility or grounds are purchased (Directorate policy bans leases under all but extreme circumstances), through construction and establishment of the base.

SUBDIVISION BREAKDOWN

Facility Security: Usually known as “Groundskeepers,” members of Facility Security are responsible for security at Directorate facilities worldwide. This includes all military bases, private sector facilities staffed exclusively by NDD personnel, and safehouses. They are responsible for clearance tests, monitoring security, patrolling grounds, and maintaining the appearance of normalcy at the facilities. Their duties include routine security sweeps, upkeep of surveillance equipment, and surveying areas for new bases of operation. When on duty, Groundskeepers mimic whatever force is recognized as the authority in the area—a normal security guard, a member of the military police, or even the Secret Service.

When appropriate to the mission, Groundskeepers make it a point to appear innocuous and friendly, even disarming. Groundskeepers make sure any non-Directorate persons who come into secured areas are politely steered away. Tact and secrecy are preferred to overt aggression.

When a security breach has occurred, they quickly mobilize and seal off the base. Intruders are assessed immediately as active or passive threats. Active threats are intruders intentionally looking for information or materials; they are at the base with the intent to steal or sabotage. Groundskeepers are authorized to address active threats with any force deemed necessary to eliminate the threat to the Directorate’s integrity and mission.

Passive threats come from many sources—a group of rebellious teenagers jump the fence and break the perimeter, or hikers wander too close to the base. Passive threats are always rerouted with as little incident and suspicion as possible, unless circumstances dictate otherwise. In the end, any action must be weighed against the potential long-term threat to the security of NDD and its goals.

Since the creation of the Groundskeepers program, the Directorate has not lost a single location to enemy forces. Aegis incursions have been minimal, and each has been repulsed with very minor loss or collateral damage. Two EBE assaults were also turned back, although both resulted in significant casualties, the bulk of which were suffered by DDS. The details of these attacks are classified MJ10 clearance, but all Groundskeepers have been warned that EBEs other than those allied with the Directorate are active, and any unidentifiable sightings should be reported immediately.

SANDMEN TEAM

In order to play any of the nearby Sandmen team characters, a group of players must all be willing to create a three-person team. Most Sandmen teams rotate through field missions and in-house research to alleviate the boredom that comes with excessively repetitive missions.

Internal Operations: This subdivision is responsible for overseeing the gritty details of security: allocating personnel, coordinating budgeting, etc. It is responsible for spot-checking security measures in all NDD facilities and reviewing security personnel. Internal Operations prizes efficiency and generally does not interact much with other NDD operatives, even within DDS. Investigators frequently oversee security reviews and are called upon to deal with difficult operatives.

To MJ3 or lower operatives, Internal Operations is the subdivision that performs the drudge work of DSS. IO also handles internal security, personnel review, and termination of security risks. To decrease security concerns outside of DDS, all IO matters are coded “Delta” and elaborate and misleading titles are frequently used. These methods have proven effective among personnel with MJ5 clearance or lower. Personnel with MJ6 clearance are generally aware of IO but are required to cooperate in any way necessary.

DDS personnel refer to all higher-level IO agents as “Wardens” and give them a wide berth and healthy dose of respect.

Mission Security: Mission Security participates in all outbound missions, from the planning stage to the extraction. As Directorate policy dictates, no outbound mission is planned or initiated without an assigned MS operative. Once assigned to a mission, the MS operative watches over the mission, has sole discretion if continuance of the mission has become a liability, and takes action to abort the mission if necessary.

MS agents are specifically trained by IA to create plausible deniability. If the need arises for damage control, they create a cover story on the spot to provide short-term defense until Project HEARST or another element of IA can stage a comprehensive deception. If a simple cover story is insufficient, they have been trained to plant evidence and engage in other measures as needed to protect the integrity of NDD operations.

DDS maintains a presence on all missions. These operatives focus on enhancing security for task forces to the fullest extent consistent with the mission parameters. DDS appreciates the consideration shown by all personnel toward security matters and the deference granted DDS operatives in these matters. When a team leader is lost or sacrificed, or his judgment violates security protocols without sufficient justification, DDS agents are required to assume control. On critical missions, a second DDS agent is assigned to the team but his identity is not revealed unless matters dictate such necessity. Although DDS has been forced to take over less than 10% of missions due to loss of leadership, less than 3% of those cases resulted from poor judgment shown by the mission leader. This reflects favorably on all Directorate training and leadership initiatives.

Extraction and Clean-Up: E&C is responsible for retrieving operatives and equipment that are in trouble, and cleaning up after a mission has gone badly awry. At any given time, an E&C team is on full readiness for immediate deployment; during periods of high operational activity, more than one may be

placed on recall alert. Any high-risk mission has an E&C team assigned to it on dedicated standby.

Members of E&C teams are recruited from across the divisions of the Directorate, selected for excellence not only in combat skills but also other fields of training necessary for accomplishment of the subdivision’s mission. In many respects, an E&C team functions just like one of the U.S. military’s special operations units, both in mission and capabilities.

Each E&C team is composed of ten members, and every member is tasked with duties according to his operational specialties. On top of these fields of specialty, each must also be an experienced and competent combat operative. Most members of E&C teams are fluent in more than one language as well.

Standard organization includes a team leader and assistant team leader (also known as the operations officer), an intelligence specialist and assistant intelligence specialist, a communications specialist and assistant, a medic and assistant, and finally the team’s weapons specialist and assistant. Duplication of tasks gives the team depth and the ability to split into smaller operational units if needed, and ensures that the loss of a single team member does not jeopardize its mission.

Teams are heavily armed and prepared for activities ranging from quick extraction to ongoing rescue missions into enemy territory. They are skilled in demolitions, communications, and even field medicine. The teams work closely with Project HEARST in preparing a site.

E&C operatives are taught that misdirecting attention is best. Still, they will not hesitate to completely destroy any evidence that might compromise NDD security.

Each E&C operative is trained to treat the team or data to be extracted as a higher priority than his own safety. Consistent with the completion of their mission, all E&C operatives are ready and willing to give their lives for the Directorate. E&C has managed a success rate of 83% on extractions and 95% on clean-ups.

When a situation cannot be rectified to the team’s satisfaction, a Slash and Burn (S/B) operation is conducted. This operation uses destruction of evidence and/or witnesses to provide deniability. While the purposeful destruction of evidence is apparent, the nature of that evidence is concealed. At present, only 10% of all clean-ups require S/B. E&C’s recent impressive success rates can be attributed to the implementation of a protocol requiring a standby E&C team for any high-risk mission.

On the rare occasions when neither extraction, clean-up, nor S/B prove effective, any partial measures available are implemented. Then IA is notified of the situation and its teams discredit any internal, private, governmental, or public reports that emerge in the aftermath.

Aerospace Interdiction: Aerospace Interdiction is perhaps the most coveted of all DDS assignments. Its members hold the distinction of being the foremost—and possibly only—

paramilitary force prepared for battle in space. Interdiction personnel are trained in zero-gravity maneuvers and tactics and skilled with weapons appropriate to the peculiar obstacles presented by combat in space. While Interdiction has yet to be tested in a real combat mission, the subdivision prides itself on conducting its training exercises under conditions that are as realistic as possible.

Interdiction is closely associated with R&D Astronautics and IA's Project BREASTPLATE, for obvious reasons.

MiB Program: MiB agents are three-person teams that operate in the public eye. Although they employ operatives from three divisions, due to the nature of their missions, MiB teams fall under the jurisdiction of DDS.

An MiB team handles routine questioning of witnesses to alien or supernatural events, and examines any incident site that might have nonmundane origins. MiB teams also are directed to find and retrieve specific targets that are of NDD interest. Standard MiB teams have three members: a Liaison, a Forensic Technician, and a Conflict Specialist.

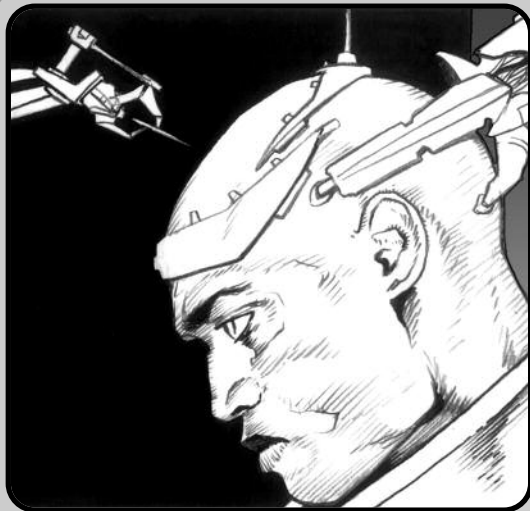
The Liaison is operationally detached from IA and handles all communication with witnesses, from simple questioning to interrogation if needed. He also deals with any alien encounters, allied or enemy. He is directed to follow all contact protocols and maximize NDD interests in all situations.

The Forensic Technician—usually detached from SRD, but occasionally also an IA operative—is trained to investigate any scene and determine the threat involved: alien, supernatural, or mundane. With those skills, he also covers up any evidence, making it appear mundane or otherwise throwing off any attention it might have received.

The Conflict Specialist is trained primarily in combat skills. He handles all situations that endanger the team, and his skills and abilities often determine its survival. He receives secondary training in vehicles in order to pilot all craft for the team and secure its safety.

This program began prior to Directorate involvement with the Gna-Tall. Its original purpose was to investigate EBE sightings and activity throughout the United States. When the Directorate alliance with the Gna-Tall began, it was discovered that Gna-Tall could assume the guise of humans to a nearly undetectable measure. Considering the advanced capacities provided by the Gna-Tall, DDS has incorporated a number of these altered EBEs into the program.

DDS maintained the original EBE investigation operations, but the MiB program has expanded. Gna-Tall working closely with the Directorate are teamed in MiB groups of two Gna-Tall and one human Liaison. These teams accompany other operatives on missions, assist on specific security details, and work on missions themselves. These teams have been designated "Hybrids."



SPECIAL REPORT

Clearance: MJ9

Subject: Sentinel Implant and Judas Switch

Developed with Reticular aid and guidance, the Sentinel implant is one of the surest safeguards for NDD activities. The first implant prototype was perfected in 1963 and by the end of the decade all NDD operatives and personnel had been fitted with them. The Sentinel implant allows the Directorate to both monitor the location of its operatives and restrict admittance to NDD facilities. As such, it is perhaps the single most valuable piece of equipment issued to any Directorate operative.

Selected agents with clearances above MJ5, and all personnel above MJ7, are given a special modification to their Sentinel implants. At MJ5, this is explained as a fine-tuning that allows the Directorate to monitor their activities more closely and provides them access to more classified areas of Directorate facilities. At MJ7, the operative is told that the implant may be activated during certain missions to allow for voluntary self-termination, but further details are not provided. Full information concerning the Judas Switch is not authorized below MJ9.

The Judas Switch arms the Sentinel implant to terminate the operative if compromised. Controlled through a special security system run by the DDS, the Judas Switch sends an impulse into the cerebrum of the brain, inducing a massive hemorrhage in the agent and death within 30 seconds. The agent must succeed at a Difficult Constitution Test. Failure kills the agent, while succeeding relegates the agent to the hospital, incapacitated, and reduced to 0 LPs. Finally, the implant passes information to the DDS concerning the victim's state just before it self-destructs.

SECURITY PROFESSIONS

AEROSPACE INTERDICTION SPECIALIST

8 (2/6)-POINT PROFESSION • CLEARANCE: MJ5

Aerospace Interdiction specialists rehearse—and occasionally conduct—spaceship boardings and other zero-gravity combat. They are thoroughly trained for combat in a vacuum and low or no gravity. Although AI Specialists seldom see field action, they are truly the best “space marines” humanity has to offer.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Acrobatics +1, Brawling +1, Guns (Pistol) +1, Guns (Rifle) +1, Pilot (Shuttle) +1, Science (Astrophysics) +1

Pulling Strings: Satellite Surveillance (Communications), Secret SDI Gun Stars

E&C CLEANER

8 (0/8)-POINT PROFESSION • CLEARANCE: MJ5

Cleaners are the brains of an E&C team. They carefully analyze the situation that has gone awry to determine the best course of action to cover up any NDD presence. They are practiced at both covering up information and creating disinformation. Because they are often in the midst of heated situations and arrive on the heels of a bungled operation, Cleaners also have decent training in arms and close combat.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Brawling +1, Demolitions +1, Guns (Pistol) +1, Guns (Rifle) +1, Lockpicking +1, Stealth +1, Surveillance +1, Traps +1

Pulling Strings: Ready Reserve, Underground Network

E&C EXTRACTOR

7 (-2/9)-POINT PROFESSION • CLEARANCE: MJ5

Extractors are the brawn of an E&C team. They ensure that all NDD operatives return home safely and as such are cross-trained in emergency medical aid and combat. In many ways, Extractors are highly skilled combat medics, and they are called upon to protect and treat any NDD operatives requiring assistance. Some Extractors see themselves first and foremost as soldiers with an expertise in first aid, while others see themselves primarily as medics with solid combat training.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Brawling +1, Drive +1, First Aid +1, Guns (Pistol) +1, Guns (Rifle) +1, Medicine (Field) +1, Stealth +1

Pulling Strings: Ready Reserve

GROUNDSKEEPER

6 (-1/7)-POINT PROFESSION • CLEARANCE: MJ3

Groundskeepers are, in essence, the mainstay of the NDD security force. They are responsible for all security checks, clearance points, standard protocol, etc. They are stationed at NDD-controlled facilities and assume the role of whatever security is most appropriate for the facility.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Brawling +1, Drive +1, Guns (Pistol) +1, Guns (Rifles) +1, Hand Weapon (Baton) +1, Stealth +1, Surveillance +1

Pulling Strings: Base Lockdown, Sentinel Clearance

INVESTIGATOR

4 (-1/5)-POINT PROFESSION • CLEARANCE: MJ5

Investigators are the first line of defense against internal threats. They investigate crimes and incidents that take place concerning NDD personnel. They are mandated to watch for potential security breaches, physical altercations, psychological deterioration, and simple miscommunications. Generally speaking, unless a direct threat to the NDD manifests, their findings are made known to the appropriate supervisor and a copy of the report is filed with DDS for further reference.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Brawling +1, Guns (Pistol) +1, Questioning +1, Research/Investigation +1, Stealth +1

Pulling Strings: Internal Communiqués, Sentinel Clearance

MiB LIAISON

4 (-2/6)-POINT PROFESSION • CLEARANCE: MJ5

The Liaison is one element of a three-person MiB team. His duty is to cover routine interviews and suspicious sites. Liaisons with MJ6 or higher clearance are the only NDD operatives authorized to work with Hybrid MiB teams on out-bound missions. The Liaison is the primary contact for all non-NDD personnel. He carefully follows contact protocol and works to protect NDD interests in all situations.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Brawling +1, Bureaucracy +1, Myth and Legend (UFology) +1, Questioning +1, Research/Investigation +1, Smooth Talking +1

Pulling Strings: Mission Files

SECURITY PROFESSIONS

MiB FORENSICS TECHNICIAN

5 (0/5)-POINT PROFESSION • CLEARANCE: MJ5

The Forensic Technician is the second element of an MiB team. He is responsible for securing a scene and determining whether the origins of a disturbance are supernatural, alien, or mundane. After investigation, the Forensic Technician recovers all evidence from a scene and throws off suspicion.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Medicine (Forensics) +1, Notice +1, Research/Investigation +1, Science (Forensics) +1

Pulling Strings: Front Page News, Underground Network

MiB CONFLICT SPECIALIST

7 (0/7)-POINT PROFESSION • CLEARANCE: MJ5

The Conflict Specialist is a master of all forms of combat and handles any situation that places the team in danger. He is also skilled in piloting a variety of craft to facilitate the extraction of the team in the event of an emergency.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Demolitions +1, Escape +1, Guns (Pistol) +1, Pilot (Fixed Wing) +2, Pilot (Helicopter) +1, Stealth +1

Pulling Strings: Base Clearance, Safehouse

MISSION SECURITY SPECIALIST

7 (-1/8)-POINT PROFESSION • CLEARANCE: MJ5

Mission Security Specialists oversee planning and execution of all outbound missions. They are responsible for aborting missions at risk, calling for emergency extraction, and performing damage control until an E&C team can arrive.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

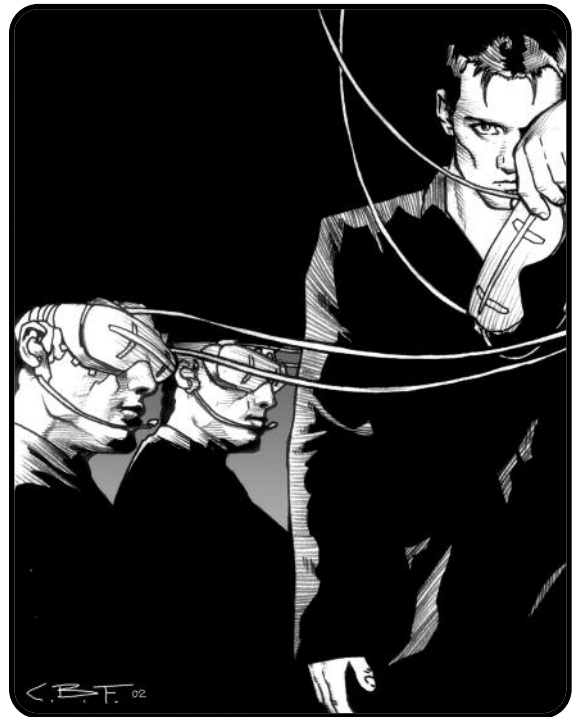
Skills: Drive +1, Electronic Surveillance +1, Escape +1, First Aid +1, Guns (Pistol) +1, Stealth +1, Surveillance +1, Tracking +1

Pulling Strings: Departmental Records, Mission Files

As authorized by Central Command, a third type of MiB group is staffed entirely by altered Gna-Tall. These teams work independently of DDS control and thus are highly suspect. Thus far, DDS has been unable to negotiate any oversight role in these all Gna-Tall teams. For now, DDS monitors such teams to the fullest extent possible. To date, when DDS has made requests to send a wholly Gna-Tall MiB team to a location for a specific purpose, all such requests have been honored. For this reason, DDS has not taken a more active role in seeking direct control of Gna-Tall teams.

INVESTIGATOR

Face it. Nobody likes a snitch. Although for the most part Investigators just keep tabs on day-to-day activities to ensure that security runs smoothly, when they are around, everyone is just a little bit edgy. When participating on a task force, Investigators are tolerated but rarely invited in to join in the camaraderie that develops between battle buddies.





DIVISION 5: RECRUITMENT AND TRAINING (RAT)

Subject: Division 5, Recruitment and Training

Deputy Director: Raymond P. Brownell

Recruitment and Training (RAT) works to preserve the future of the Directorate through the careful selection and training of new candidates. This division is responsible for developing candidate assessment protocols for admission into the Directorate. They implement all NDD instruction regimens and train candidates to the level of preparedness that the organization requires.

This office operates its own training facilities, isolated from the Central Command Bases.

SUBDIVISION BREAKDOWN

Recruitment and Training: The operatives of the Recruitment subdivision are tasked with screening all potential candidates, whether located by their own efforts or submitted by operatives from EI. They also oversee the review of all personnel lists from the FBI, CIA, NSA, U.S. military organizations, and other suitable federal agencies. Once a candidate is identified, the members of this subdivision schedule the operatives of EI to “test” the candidate’s patriotism and are present at the final screening of the candidate. The assigned recruiter must approve the candidate before he is informed as to the true nature of the recruitment process and officially invited to join NDD.

Recruiters spend six months to a year identifying and screening each candidate. A typical recruiter may research up to 20 individuals. EI and RAT specialized support staff assist the recruiter in gathering as much information as possible on those individuals. A single recruiter’s candidates are usually all located in the same organization. Thus, one recruiter covers all the potentials from the FBI. Larger organizations or areas are assigned multiple recruiters; ten recruiters review U.S. Army candidates and each maintains a full caseload.

Candidates are generally added as a result of their skill specialties. Ops evaluates NDD’s needs and provides the RAT with relevant statistics. Recruiters attempt to find ten or more candidates for each position needed. An evaluation program is then instituted and the potentials are checked for political beliefs, family ties, disabilities, psychological or physical liabilities, and integrity.

Once the best candidates are identified, they are invited to orientation and training. Any recruit who drops out before the 28th week is reassigned to the Repatriate Program. At present, 12% of the recruits fail before the 28th week. After week 28, 8% of the recruits are unable to continue but are no longer eligible for the Repatriate Program due to security concerns. This percentage is down from 16% 10 years ago. These recruits are turned over to DDS for processing or termination as that division judges. As with rogue Repatriate agents, the preferred method of removal is the appearance of death by natural causes. In sum, an average candidate class consists of 200 potentials, of which 59 make it to Camp.

The Training subdivision oversees initial training for every agent of the Directorate. The members of this subdivision also initially assess

RECRUITMENT AND TRAINING (RAT) PROFESSIONS

RECRUITER

2 (-1/3)-POINT PROFESSION • CLEARANCE: MJ3

Recruiters evaluate all candidates submitted as potential NDD operatives. Once an individual has been screened, a Recruiter is responsible for that individual from initial testing to Camp assignment. Recruiters review all candidates' files, monitor them in the field prior to recruitment, and participate in determining candidates' optimal contributions to NDD.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Drive (Cars) +1, Humanities (Psychology) +1, Surveillance +1

Pulling Strings: Departmental Records, Federal Database Access

REPATRIATE COORDINATOR

4 (0/4)-POINT PROFESSION • CLEARANCE: MJ4

Repatriate Coordinators oversee MJ2 clearance level operatives who were inserted back into society when they were unable to complete Camp training. Coordinators both reinsert failed Camp attendees and monitor Repatriates in the field. In the event a Repatriate compromises NDD, the Coordinator reports the matter to DDS and takes whatever measures are necessary to protect NDD. Repatriate Coordinators often go into the field to investigate Repatriates' activities or to verify information. In the event a Repatriate has information to relay, the Coordinator arranges for delivery of data and materials, or schedules the meet.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Disguise +1, Humanities (Psychology) +1, Stealth +1, Surveillance +1

Pulling Strings: Departmental Records, Disappearance

each new recruit's aptitudes and abilities for divisional assignment purposes. All training personnel for the Camp come from this subdivision (except those who teach the second year of DDS training, which is handled within DDS itself).

Repatriate: When candidates are unable to continue Camp training or fail Camp training, most often they are reinserted into society. It is the duty of this subdivision to handle the debriefing, cleansing, and monitoring of those agents who have gone through repatriation.

During the debriefing phase of repatriation, a candidate is assessed for potential intelligence and security risks. The cleansing phase eliminates identified risks through indoctrination protocols; candidates posing extreme danger to the Directorate are neutralized through advanced indoctrination techniques, hypnotic suggestions, or more intensive methods, as deemed necessary to protect the Directorate's integrity.

The Repatriate Program is composed of individuals who are unable to withstand the rigors of Camp but are considered reliable enough to serve NDD. It also includes those who are similarly judged useful but unable to attempt Camp training. Repatriates never obtain more than a MJ2 clearance level and are fed a great deal of disinformation to protect the security of NDD. The Watchmakers of EI oversee all these individuals.

Watchmen are not part of any class; instead they are handled on a training-team or single trainee basis. Upon graduation they hold the same rank as all graduates—MJ3. Because of the security concerns inherent in training these individuals, very few are allowed to drop out or fail to complete their training.

DIVISION 7, PSYCHOLOGICAL AND PARANORMAL STUDIES (P&P)

Division Pseudonym: P&P, D7

Deputy Director: Vanessa Smythe

The mission of Psychological and Paranormal Studies (P&P) is to gain further insight into the capacities of the mind, both human and EBE. Any operative possessing psychic potential is immediately assigned to P&P, so that the Directorate can best exploit his potential. This also allows close monitoring of his progression and abilities for his own safety and that of NDD as a whole.

Eighteen years ago, the Paranormal Studies Division was merged into P&P. This has proven an extraordinarily efficient move, not only from an organizational standpoint, but also because research points to a connection between the paranormal or "supernatural" and the psychic abilities manifested by humans, and possibly also by EBEs. Limited attempts ten years ago at actually performing historically cited "rites" and "rituals" led to the contamination of eighteen agents, who subsequently displayed sociopathic tendencies and had to be terminated to maintain Directorate integrity. Since that time, P&P policy bans use of supernatural powers. While this renders high-quality experimental research difficult, anecdotal and qualitative analyses have been extremely useful and much more secure. Highly restricted research continues in hopes that it will provide more information regarding mental processes and the supernatural.

Since the inception of NDD, much has been learned about human mental functioning, and important advances have been made into understanding Reticular and Gna-Tall mental capacities. Through intensive testing and training, P&P has been able

to field a number of psychically talented agents who have proven to be of great value to the Directorate, not only in gathering information, but also in relating to the Reticulans and their experimental human-alien hybrids. Reticulan “metahumans” are a wildcard at best; some have been recruited into NDD in exchange for protection from the Reticulans, while others are obviously the front lines of a Reticulan effort at infiltrating deeper levels of NDD. As such, P&P treats all known metahumans with great caution and limits their security clearance recommendation to MJ5 or lower.

SUBDIVISION BREAKDOWN

CERRES Research (CERRES): This subdivision works to understand the nuances of mental functioning in all races in order to determine methods for control. Through recovered data from the CIA’s MKULTRA program, and some of its own achievements, CERRES has developed a number of mind-control protocols. CERRES has a high degree of proficiency in hypnotic indoctrination techniques and mind control drugs. Additionally, CERRES personnel function as counselors and consultants to all divisions for purposes of monitoring operatives’ mental health.

Short-term infiltration into the MKULTRA program in 1968 did much to further P&P efforts at developing mind-control methods. The most reliable form of mental conditioning is currently a combination of drugs and hypnotic suggestion. CERRES has made basic inroads into understanding EBE brain chemistry and physiology, but the EBEs are reluctant to provide much information in this area. CERRES development of Sleeper program protocols has been widely accepted and implemented, and Sleeper agents are used in a variety of capacities. For the foreseeable future, P&P will continue this project and increase the number of subjects prepared for a variety of geographic areas, socioeconomic strata, and corporate access.

Psychic Research (PSIRES): The primary duty of this subdivision is the monitoring and implementation of all contact and communication with EBEs exhibiting psychic potential or abilities. Its secondary responsibility is to develop a training regimen for each PSIRES Operative to maximize NDD team efficiency and to contribute to successful mission resolution. Additionally, this subdivision has begun cross-training Security personnel to develop a core of PSIRES Security Specialists capable of dealing with psychic threats to the Directorate. Not surprisingly, this subdivision has great difficulty finding suitable personnel.

Over the past two decades, P&P has worked proactively with the Reticulans, attempting to understand their motivation and needs in order to bargain with them more effectively – but much of the information they provide proves of little value. Given the Reticulan facility with metahumans, P&P is fairly certain they are able to manufacture psychic ability genetically, and thus can provide information toward decoding human genetic markers for psychic talents.

PSYCHOLOGICAL AND PARANORMAL STUDIES PROFESSIONS

CERRES TECHNICIAN

2 (-2/4)-POINT PROFESSION • CLEARANCE: MJ3

Cerebral Technicians perform research and testing on various aspects of mental functioning. They work both in the lab and in the field to understand the limits of mental abilities and to maximize human potential. Although many CERRES Technicians focus on laboratory research and science, some prefer the applied aspects of study in the field.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Computer Programming +1, Hypnosis +1, Medicine +1

Pulling Strings: Medical Stores

PARRES TECHNICIAN

5 (0/5)-POINT PROFESSION • CLEARANCE: MJ4

Responsible for researching mystic and occult practices, PARRES Technicians are strongly advised against any paranormal practices. They are expected to gather information for the benefit of NDD, not for actual practice. PARRES Technicians are often isolated from their peers, both to immerse themselves in research as well as to avoid potential contamination of other NDD operatives.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Myths and Legends +1, Occult Knowledge +1, Science (Parapsychology) +2

Pulling Strings: Library, Occult Library

PSIRES OPERATIVE

9 (4/5)-POINT PROFESSION • CLEARANCE: MJ5

For the most part, these individuals focus on developing their psychic potential in order to contribute to NDD. PSIRES Operatives are difficult to keep; they have a high susceptibility to burnout, psychic as well as physical. They have recently started to cross-train with Security to investigate psychic threats, which pushes them to the breaking point.

Qualities: Heavy Indoctrination (NDD) (-3), Implant (Sentinel), Psychic

Skills: Computer Programming +1, Research/Investigation +1, Science (Parapsychology) +1, Trance +1

Pulling Stings: PsiLab

Paranormal Research (PARRES): The smallest of all subdivisions inside the Directorate, this group focuses on the least understood of all areas of Directorate interest. Its primary duty is to be a liaison with allied occult organizations and to broaden the knowledge of occult and mystic practices. PARRES is dedicated to making such knowledge a useful resource of NDD while minimizing safety risks.

Operatives in this subdivision are devoted to research only and do not risk involvement with the paranormal. NDD believes strongly that manipulation of paranormal energies can only lead to endangerment of the organization. Any individual engaged in active paranormal practice or participation without authorization is dealt with swiftly and severely.

PARRES work was almost completely phased out two decades ago, but a handful of loyal researchers insisted on the importance of continuing the study of the paranormal, if only because Aegis and other organizations seem to make much of this type of activity.

DIVISION 8: SCIENTIFIC RESEARCH AND DEVELOPMENT (SRD)

Division Pseudonym: SRD, D8

Deputy Director: Thomas Fagan

Scientific Research and Development (SRD) strives to master the sciences and apply them to the benefit of the Directorate. This includes the development of scientific research programs within numerous military and civilian organizations, as well as in-house research for more delicate projects. SRD personnel strive to blend knowledge gained by studying the EBEs with the rest of the human sciences.

SRD interacts with EI regularly in the pursuit of scientific advances and their implementation within NDD. Further, considerable overlap exists between the jurisdictions of IA, EI, P&P, and SRD. Thus, these divisions all work closely together.

Numerous research programs are scattered around the USA, hidden in sponsoring corporate organizations and military installations. Projects deemed potential security risks are performed by SRD itself and kept under tight security within NDD facilities at all times. Most of these projects are MJ7 clearance and above.

Over the past thirty-eight years, SRD has worked to blend EBE science with that of a more mundane, terrestrial nature. Although NDD had high hopes of learning much from the Reticulans, they have been exceedingly reticent about releasing information regarding their scientific advances.

The alliance with the Gna-Tall has proven to be far more advantageous. Their work in gravitronics theory has been essential for SRD's recent technological advances. Unfortunately, much of the information they have generously provided remains beyond our current level of comprehension.

Naturally, SRD has not revealed this to the Gna-Tall, lest it be perceived as a potential weakness within NDD.

In keeping with SRD's mission, work continues on theoretical applications for the disruption of psychic ability, microwave distortion fields, and electromagnetics. In the event that either of the NDD's EBE allies opts to dissolve the alliance and becomes an independent agency and/or opposing force, SRD is developing new methods for both attack and defense targeted specifically at those species. These projects, classified MJ9 clearance, are at the exploratory stage only. If successful, SRD will work closely with R&D to provide appropriate mechanisms for use.

SUBDIVISION BREAKDOWN

BioGenetic Research (BIOGEN): The scientists of BIOGEN work constantly to develop biological and genetic understanding of all EBEs. This subdivision is making headway in several areas, but information to be gained from terminated EBEs is limited, and living EBEs have not always proven completely cooperative. Working closely with corporations that specialize in the human genome and identifying markers, BIOGEN has been able to accumulate a vast quantity of information about biogenetics.

Frequently, BIOGEN requests and receives volunteers from the array of NDD agents, and P&P is particularly interested in learning more about psychic ability as a genetic trait. To date, genetic understanding of the Gna-Tall is very limited, and of the Reticulans even more so, as both groups are markedly reluctant to part with much information about their physiology, most likely out of a viable concern for physical vulnerability. BIOGEN has, however, gleaned some data about mental and psychic functioning from P&P's CERRES program.

Pharmacological Research (PHARRES): The scientists of this subdivision work on understanding chemicals and their effects on both human and EBE physiology. This pharmacological knowledge is used to develop physical and mental enhancement drugs as well as healing compounds. PHARRES frequently consults with P&P's CERRES to develop mind-control drugs while avoiding the side effects the CIA/MK groups encountered.

Working through EI's Watchmen program, PHARRES performs most of its testing on convicted felons. In the past, however, PHARRES has used contacts in the U.S. military to conduct research in field environments. The subdivision was able to gather a tremendous amount of data during Operations Desert Shield, Desert Storm, and Southern Focus in this fashion.

Scientific exploration of pharmacological substances has led to the development of a variety of useful compounds. Many of the earlier compounds were dedicated to mind-control purposes and research on mental functions. Recent advances have pushed forward on a number of fronts.

PHARRES has been able to develop substances to block pain and to artificially increase a person's healing rate. Once the body's recovery mechanisms were unlocked, PHARRES was also able to create medicines to defend against microorganisms

and to increase protection against biotoxins and radiation. Currently PHARRES is examining ways to bolster the body's natural responses to changes in pressure, to allow pilots to turn at greater than 11 g and improve SCUBA divers' ascension rates. These substances remain in the experimental stages and are not ready for field deployment.

General Science (GENSCI): This subdivision monitors the worldwide scientific community for breakthroughs that would be of interest to the Directorate. GENSCI is also tasked with choosing the proper time and place to "leak" helpful scientific knowledge, as directed and coordinated by IA.

SCIENTIFIC RESEARCH AND DEVELOPMENT PROFESSIONS

EBE RESEARCHER

3 (-2/5)-POINT PROFESSION • CLEARANCE: MJ5

With a focus on EBE anatomy and mentality, EBE Researchers perform experiments to study EBEs more effectively. Researchers also compile reports on EBE physique and psychology. As one might expect, EBE Researchers are often called upon to conduct their observations and studies in field environments, as few EBEs volunteer for this sort of activity.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Myths and Legends (UFology) +1, Research/Investigation +1, Science (Biology) +1, Science (Psychology) +1, Science (Xenobiology) +1

Pulling Strings: DNA Database

PHARMACOLOGY TECHNICIAN

5 (1/4)-POINT PROFESSION • CLEARANCE: MJ4

These scientists focus on researching, developing, and testing pharmacological compounds for a range of uses. Some medications are used to enhance NDD operatives' performance, while others are vital to agent's healing and recovery. They also work in conjunction with D7's CERRES to engineer advanced mind-control drugs. It is not unheard of for Pharmacology Techs to conduct experiments on unsuspecting subjects outside the laboratory to preserve the purity of the subjects' reactions—with NDD approval, of course.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (-3), Implant (Sentinel)

Skills: Research/Investigation +1, Science (Pharmacology) +2, Science (Psychology) +1

Pulling Strings: Dangerous Toxins, Hidden Cures, Medical Stores

Being responsible for all sciences not under the purview of pharmacology or biogenetics means that, at any given time, General Science has more than 100 projects under its supervision and control. Many of these projects, such as the recent bio-glove design, are conducted on NDD bases. However, some lower security projects, or research easily dismissed as "eccentric" or "fanciful" thanks to the work of IA and DDS, are conducted in plain sight.

Many of SRD's best operatives are culled from programs at prestigious universities where they have been denied the support of their peers. Provision of funding for their research is a convenient method of determining whether they are amenable to the goals of NDD.

DIVISION 10, OPERATIONS (OPS)

Division Pseudonym: Ops, D10

Deputy Director: Maxwell DeFarge

Operations (Ops) is charged with the complex mission of making NDD run smoothly. Its assigned activities cover day-to-day operations, agent assignments, mission planning, budget assessments, and all related tasks. Its attention to detail is responsible for an operative's cover when on a mission. Ops is responsible for the seamless coordination among divisions, and its work goes largely unrecognized—unless a glitch appears, at which point its intervention is vital. Because Ops is aware of all divisional activities, NDD soldiers are advised to listen very carefully when its personnel provide information or direction.

After construction was completed at Dulce, Operations was created through the merger of Division 10, Systems, and Division 11, Personnel. Since that time, Ops has been integral in coordination between departments, under conditions consistent with DDS's security mandates.

Over the past two decades, Ops' ability to coordinate with various departments has developed into dedicated mission planning and preparation. As such, Ops is usually the first to be apprised of requests for equipment, conveyances, personnel, and information. It then disseminates these requests to the appropriate divisions, which streamlines communication and decreases redundant requests. Currently, all requests are conveyed through secure lines of communication, whether internal or external.

Ops is the central repository of critical information. As such, its efforts are subject to special investigation and monitoring by DDS. In conjunction with DDS, Ops conducts regular security and administrative audits. While detrimental to overarching efficiency, these reviews are vital to the continued survival of NDD.

Dulce continues to serve well as the primary NDD base, and NDD expansion to main and auxiliary bases has provided reasonable operational redundancy in the event Dulce becomes untenable for either security and/or survival purposes. Currently, Dulce is accessible via both air and ground, and DDS has been successful in regulating all transportation in the area.

To casual or careful scrutiny, the area in and around Dulce appears to be an operational military base, and all government records relating to the property are highly classified, further reducing risk. Both EI and DDS personnel note and track anyone accessing these to determine potential security risk and the appropriate level of response. Dulce Sublevels 1–4 are accessible by personnel with MJ1–MJ7 clearance, and all general access elevators list only such levels. Sublevels 5 and 6 are reached by separate elevator shafts, and personnel with MJ9–MJ11 clearance may access these elevators. Only individuals with MJ11 or MJ12 clearance may enter Sublevel 6.

SUBDIVISION BREAKDOWN

Operational Administration (OPAD): The duty of OPAD is to handle the day-to-day running of NDD. This responsibility includes, but is not limited to, maintaining bases and public buildings, planning missions, providing debriefings, and streamlining interdivisional communications. OPAD has full access to all divisional records for purposes of allocating personnel, resources, and planning missions.

Ops Central Command is overseen by OPAD, which conducts Dulce operations, instigates missions, and handles interdepartmental communications.

Through a complex internal systems network and a vast data storehouse, all information is entered, logged, and sorted, then copied and cross-linked to appropriate departments, personnel files, mission files, or research files. All data are compiled on layered crystal disks, capable of storing more than 100Tb of data each. All OPAD personnel can requisition divisional records in order to plan missions effectively, but individuals requesting information must provide substantial proof and departmental authorization prior to access. All base operations and NDD facilities are constantly monitored, and all structural improvements and maintenance are carefully logged.

Personnel: The members of the Personnel subdivision collect and compile all information from the other divisions and maintain records on each member of NDD. Additionally, they maintain the “official military records” of all members. These records are used to provide covers as well as to prepare operatives for eventual retirement following a lifetime of service. All information maintained by Ops is available to the directors and DDS upon authorized request.

Budget and Planning (B&P): This subdivision prepares and evaluates all budgets submitted to the directors for approval. They work in concert with OPAD to allocate funds for missions, projects, and personnel. Their duties also include raising funds from various sources, such as private investment in cover organizations and charities, or redirection of federal funds to Directorate coffers. This vital subdivision ensures that NDD’s financial affairs are in order, both at present and for the foreseeable future.



OPERATIONS PROFESSION

SYSTEMS COORDINATOR

2 (–1/3)-POINT PROFESSION (WITH MISSION FILES PULLING STRING) • CLEARANCE: MJ5

3 (0/3)-POINT PROFESSION (WITH PERSONNEL FILES PULLING STRING)

These individuals are the backbone of Operations and oversee the nuts and bolts of maintenance, planning, debriefing, and communications. Coordinators are responsible for designing missions and allocating both personnel and resources. As such, they have access to all divisional records to facilitate their tasks.

Qualities/Drawbacks: Heavy Indoctrination (NDD) (–), Implant (Sentinel)

Skills: Bureaucracy +1, Humanities (Human Resources) +1, Research/Investigation +1

Pulling Strings: Departmental Records, plus either Mission Files or Personnel Files

THE TWELFTH DIRECTORATE

Division Pseudonym: D12, Central Command (CENTCOM)

The Twelfth Directorate is first and foremost sworn to protect this proud nation. Second, it provides for the security of operatives and their families at all costs short of the security of the United States or the Directorate. In return, it asks the same of all operatives—to protect and serve the Directorate, its members, and their families, thus securing the safety of the United States of America.

Directorate: The members who make up the Twelfth Directorate are called Directors. The Directors oversee all operations and issue all commands to Deputy Directors. They are solely responsible for determining the dissemination and withholding of information. Ultimately, the Directors are the only individuals who see the entirety of NDD. Directorate commands, when properly authenticated, are not to be questioned by any personnel.



NATIONAL DEFENSE DIRECTORATE AGENT TRAINING

INTRODUCTION

This chapter provides a detailed look at the recruitment process for NDD agents, as well as the information necessary for the creation of NDD Cast Members. NDD agents are government men, recruited for their dedication to the cause and willingness to serve their country. Aegis is viewed as the enemy, a subversive conspiracy that threatens the very foundations of society and must be stopped. As such, playing an NDD campaign will be very different from the normal *Conspiracy X* game.

The end of this chapter presents NDD tech and weaponry that are available to its agents only.

RECRUITMENT

NDD continually recruits from a large list of potentials. Among the qualities NDD looks for are a strong sense of patriotism and morality, frustration with restrictions imposed on the pursuit of justice, and the ability to follow orders.

Some otherwise promising individuals are eliminated early in the recruitment phase due to considerations that make them unsuitable for the Directorate's mission: a marriage or similar relationship, close family ties, strong religious convictions, serious physical impairments, or inability to pass the standard Directorate background examination. These qualities may present a conflict of interest to an operative that would endanger the agent and his peers, as well as his mission, the Directorate, or even the security of the United States of America.

NDD recruiters target various specific organizations for members. The foremost are the armed services, primarily the U.S. Army. Federal and state government agencies are next most common. Less likely is the private sector, which requires more in-depth background checks, but may provide potentials with skills outside those normally encountered in governmental service. Finally, a handful of recruits are drawn from NDD-sponsored organizations (such as Project ACORN and the Phoenix Academy).

Once a member is selected for recruitment, a series of meetings is arranged. At these interviews the recruiter discusses several issues germane to NDD—government policies, bureaucracy, politics, and nationalism.

The final meeting is always held at a secure location and is almost always a “trial by fire.” Those who pass the final stage of testing are then brought into the organization for training and indoctrination. Those who do not never become aware of the organization's existence.

PROJECT ACORN

Through various private sector fronts coordinated with the Espionage and Infiltration Division, the Recruitment and Training Division has access to and direct influence over 47 orphanages spread throughout the continental United States. Personnel stationed at these orphanages watch for future Directorate recruits and begin training potential candidates through special exposure and education early in their lives. By the time candidates reach the legal age to leave the facility, they generally prove to be vital additions to the recruitment roster. NDD sends its facilitators to these newly free men and women and brings them into the fold. After years of preparatory education, the Directorate almost always proves irresistible to these young adults.

PHOENIX ACADEMY

Another nontraditional recruiting path involves exceptional intellects inhibited by some kind of physical, financial, or psychological complication. The family of such an individual is met by a special Recruitment and Training Division recruiter, who offers a full scholarship to the prestigious Phoenix Academy located in Brockton, Massachusetts. Under the guidance of the recruiter, literature is reviewed, statistics on how the Academy has improved the lives of its students are highlighted, and the cost of similar nonsubsidized care and education is analyzed. In the face of such a presentation, most families are more than happy to accept enrollment. They see that this option will provide a better life for their child than any other path.

Note that regardless of background, capacities, or impairments, NDD does not allow any discrimination against any individual on the basis of race, religion, sex, national origin, or age.

DULCE BASIC CAMP TRAINING

Before their first assignment, NDD recruits must be ready to make a valuable and necessary contribution to the survival of the United States of America. To that end, the Directorate requires that every agent successfully complete the Dulce Basic Training Camp.

The training begins with administrative processing, during which candidates meet the director of training, receive uniforms, and are assigned to a barracks. The first eight weeks of training at the Camp are similar to basic training conducted by the United States Army. The focus is on self-defense, small arms use, basic athletics, and physical fitness. Although this phase is not overly difficult, it is nonstop and leaves recruits little downtime for anything but sleep.

Efforts are made to group recruits by their expertise when assigning barracks even at this phase of the training. Prior to orientation, all recruits are evaluated for optimal divisional assignment, and changes are only rarely made during the initial training process. Following orientation, the Directorate uses the initial evaluation to classify candidates by their prior skills and make a potential NDD divisional assignment.

Very few individuals fail the initial basic training or question their commitment to the Directorate.

DULCE ADVANCED CAMP TRAINING

After the initial eight weeks of Basic Training, candidates progress to Advanced Camp Training. Throughout the next 20 weeks, the entire recruit class takes part in teamwork exercises and more intensive physical training. Also during this time, recruits are given specialized training according to their initial divisional assignments. Instructors review standard procedures and operations of the appropriate divisions in great detail.

Candidates dropping out prior to week 19 may find a position in the Repatriate Program. Recruits failing after week 19 are redirected to a "special program."

VARIATIONS IN TRAINING

There are two exceptions to the standard training program for recruits. The first revolves around the members of the Espionage and Infiltration (EI) Division, who cannot absent themselves from their jobs for extended periods of time. The recruits in EI undergo a short one-month training program and private instruction for up to four years. This instruction occurs on weekends, at night, and during vacations—all spent with special trainers from the Recruitment division. The history of the Directorate is taught over a long period of time and does not commence until the middle of the second year.

The second exception covers those members who are destined for the Division of Directorate Security (DDS). Those students supplement the standard training program with a second year of further specialized training.

DULCE PATRIOT TRAINING

Having passed Advanced Training, candidates move into the final phase, usually referred to as "Patriot" Training. The first fifteen weeks are divided between field exercises and further specialized divisional training.

The field exercises allow recruiters to test willpower, ability to make command decisions, and willingness to sacrifice personal desires for the greater good. In the past, loss of life has occurred during these exercises due to recruit error, but in spite of the potential dangers, these exercises catalyze teamwork and morale in a way that no other method has ever achieved. Specialized divisional training consists of detailed protocols, briefings on ongoing projects, and familiarization with appropriate equipment.

Following fifteen weeks of this phase, the entire class receives a two-week overview of the Directorate's history, goals, and aims, followed by a more specialized history of each division focused on its own potential recruits. During this time, candidates learn their unique roles within NDD based on initial divisional assignments and make important contacts with fellow recruits in closely allied divisions.

During weeks 48–50 of training, candidates undergo rigorous physicals and are implanted with the Sentinel chip. Every agent in the Directorate receives this implant, providing a secure and inviolate method of identification that serves to protect the confidentiality of the Directorate's mission and resources; it is the only way to gain access to NDD bases throughout the world.



THE SENTINEL IMPLANT

Each NDD agent has a Sentinel implant placed somewhere inside his body. This implant serves many purposes for the agent and for the Directorate. The main use is identification. Every NDD facility can monitor for these implants and monitor the location of every agent in that facility. In the newer facilities, doors have scanners to check the ID of incoming personnel and deny access to anyone not authorized for entry. Some of the most secure labs have these scanners connected to computer terminals so the user is not able to access the computer or restricted files unless he is sitting in the proper chair and has the correct ID.

Following implantation, candidates are monitored for adjustment difficulties—physical, mental, or social—and rigorously tested with a battery of psychological measures designed to gauge and strengthen mental stability and willpower. These tests are unique for each recruit, but usually address life or death situations; challenge the candidate's patriotism; reveal the dangers of corrupting or unusual external influences (such as "psychic" phenomena); and look for preconceptions of philosophy which may unduly hinder the candidate in abnormal circumstances, and any predispositions that may weaken the candidate's stability or sanity.

The Directorate provides recruits with appropriate support during these tests, but autonomy is encouraged. It is inevitable that some individuals are unable to meet these stringent requirements. In such instances, the candidate meets with the director of training for reassignment, or for out-processing in truly extenuating circumstances. At this point in the training program, the Directorate is generally reluctant to remove a candidate and prefers to recycle him to another division better suited to his abilities.

Once the recruits have passed their psychological exams, or been reassigned, formal graduation takes place. The ceremony is solemn and formal, and the entire graduating class pays homage to those who have fallen in service by visiting the Wall of Honor. Following graduation, candidates receive formal divisional assignments and are allowed up to two weeks leave. Although this training process is demanding and rigorous, most members forego the leave and opt to enter active service immediately. This high level of morale has become both a matter of pride among the training staff and a credit to the resolve of the recruits.

SUCCESSFUL COMPLETION OF CAMP TRAINING

Over the past five years, the Recruitment and Training Division has reported a 93% completion rate for candidates, up from 88% during the previous five-year period. Two percent of the candidates self-select out prior to Advanced Training and are returned to their former lives. Three percent of the candidates suffer some form of injury or disabling accident that makes it impossible to complete Camp with their incoming class. These individuals are either granted Repatriate Program reinsertion or are enlisted in the next Camp. The remaining two percent of failures are the result of fatal accidents that occur in training.

THE DIRECTORATE OPERATIVE'S CREDO

1. An operative's first loyalty is to the Directorate and, through it, the United States of America.
2. An operative follows the orders of his superiors without exception or question.
3. An operative maintains the confidentiality of the mission and the Directorate at all costs.
4. An operative is always prepared to sacrifice all for the cause of the Directorate.
5. An operative must protect the interests of the United States of America and its citizens.

CAMP TRAINING PROGRAM

1. Orientation (1 week)
2. Basic Training (8 weeks)
3. Indoctrination/Advanced Training (20 weeks)—builds patriotism, confidence, and teamwork; emphasis on following orders; begin divisional training
4. Heavy Indoctrination/Patriot Training I (15 weeks)—tests on willpower, command, life or death decision-making, and sacrifice for the greater good; specific protocols per division introduced; project knowledge and equipment training
5. Directorate History/Divisional Information/Patriot Training II (4 weeks)—historical overview of the Directorate as appropriate for MJ level; divisional assignments and missions; final assignments and highly specialized training
6. Sentinel Implantation/Adjustment Period/R&R (2 weeks)
7. Final Testing (2–6 weeks)
8. Graduation/R&R (2 weeks)—a few days of preparation; formal graduation ceremony; remainder R&R

NDD CHARACTER CREATION

Members of the National Defense Directorate have been hand-selected and put through their paces via one of the most exacting training courses in the world. The end result is that even the newest agent is highly trained and effective at his job and character generation will need to be approached in a slightly different way. The NDD agent creation process results in superior characters, but it is important to note that NDD agents, while extraordinarily skilled, lack both personal connections (i.e., Pulling Strings) and autonomy. In terms of game play, this translates into more of an order-following hierarchy, and both Chroniclers and players need to be aware of the watchful eye of their superiors in any actions the characters take.

The process of character creation closely follows the normal procedure as detailed in the *Conspiracy X Core Rulebook*, though some differences are covered below.

CHARACTER TYPE

NDD agents are all created using the Heroic (or higher) Character Type (see p.31 of the core rulebook). While it is true that NDD recruits scientists and researchers, just as Aegis does, they have gone through the same rigorous training as the average NDD field agent. Even the average labcoat can handle a gun and put up a fight when necessary.

DIVISION LIST

- Division 1: Intelligence and Analysis (IA)
- Division 2: Technological Research and Development (R&D)
- Division 3: Espionage and Infiltration (EI)
- Division 4: Security (DDS)
- Division 5: Recruitment and Training (RAT)
- Division 7: Psychological and Paranormal Studies (P&P)
- Division 8: Scientific Research and Development (SRD)
- Division 10: Operations (Ops)
- Division 12: Central Command

SELECT DIVISION AND PROFESSION

The player must select an NDD division to which the Cast Member has been assigned. Each division prides itself on a particular specialty, and divisional operatives have certain biases depending upon their affiliations. They should consult with the Chronicler before choosing a division and Profession in case any choices are inappropriate.

Division 12 is off-limits to all starting characters, although it is conceivable that after a decade or two of loyal service an agent may be transferred to Central Command in a support staff capacity.

NDD agents are recruited from a variety of sources ranging from the U.S. military to a government agency, to somewhere in the private sector. In joining NDD, the agent has forsaken his former life and his new NDD Profession subsumes it (unlike Aegis Professions, where the profession is a “day job”, NDD is a full-time profession).

Each profession has a Majestic (MJ) clearance level, denoting its rank within the organization. Other characters in *Conspiracy X* have their Influence Quality, but NDD agents are in a unique position—their MJ clearance level reflects their influence within the Directorate. The only exception to this are the Watchmen, who have an Influence Quality for their “day jobs” and an MJ clearance for their ranking within NDD.

Similarly, there is no “type” of Influence, such as “criminal” or “intelligence.” An NDD agent is assigned to a single division (and possibly subdivision) of the Directorate based on profession; there are no options from which the player must choose.

Pulling Strings work differently within NDD than elsewhere. Whereas non-NDD personnel can rely on personal connections and favors that have been built up over a lifetime, NDD operatives do not have this ability. They have, in essence, given up these ties in favor of the greater good of NDD. As a result, each NDD operative’s Pulling Strings are not of a personal nature, but arise as a consequence of his place within the organization. This means that individuals in different divisions have first

chance at certain types of equipment or pieces of information, or may be able to get a little extra edge here and there, just because they are part of the right group at the right time. Pulling Strings within NDD are authorized for each agent to perform his job only.

NDD PROFESSIONS LIST

The available NDD character Profession Packages are listed in the division's description earlier in this chapter. The cost for purchasing the Profession is presented in the same format as before (cost, and a split cost between Qualities and Skills). A list of Qualities and skills is also presented, as well as Pulling Strings. Each profession also comes with a Majestic Clearance (MJ) level. For further information about the divisions and their subdivisions, see p.102-125.

BALANCING A GROUP

Some consideration should be given to balancing out a group of Cast Members. Because NDD operates mostly through task forces, it is important that the characters have similar mission parameters. In other words, attempting to combine a lab-bound technician, a base-specific security guard, and a hard-core field agent may result in an unwieldy team, especially if the players cannot agree on a goal. Also, given the nature of the Directorate, such a motley crew is unlikely to be assembled except for truly unusual—and temporary—assignments.

A creative Chronicler may work around this issue by having different Cast Members rotate into different missions, but this also requires that the players be flexible and willing to play a variety of characters. Unlike many other *Conspiracy X* groups, NDD works specifically through a chain of command and assigns operatives based on their expertise and skills, not their personal connections or happenstance geographical locations. This is an important distinction, and both players and Chroniclers should give careful consideration when selecting characters to ensure viable sessions.

QUALITIES AND DRAWBACKS

As before, the Profession Package may be bought using Quality (or Quality and Skill) points, providing the agent with starting levels in certain skills as well as predefined Qualities. Other Qualities and Drawbacks may be purchased after the Profession has been defined, though some are banned from NDD. Displaying certain psychological problems, or paranormal abilities, is a sure way to be removed from the recruitment process very early on.

FORBIDDEN QUALITIES AND DRAWBACKS

The following Qualities/Drawbacks are not permitted when creating an NDD agent.

- Addiction
- Amnesia (Total, 6-point)
- Atlantean Nanotech
- Corrupted by the Supernatural
- Dependent
- Disloyal (any)
- Emotional Problems (Depression)
- Impaired Senses
- Notoriety
- Obligation (to anyone but NDD)
- Official Identity (Dead)
- Physical Disability (any)
- Psychological Problems (Paranoia, Weird Delusions)
- Supernatural Focus

While Psychic is permitted, any agent displaying psychic abilities will be assigned to Division 7 (P&P).

WATCHED

All NDD operatives are under constant surveillance, generally for the purpose of maintaining NDD security, but no aspect of any operative's life can be considered secret. If any activity on the operative's part is perceived and reported as suspicious, he has a chance of being investigated by the DSS within three days of the activity. In such cases, the individual is usually turned over to an internal security agent for debriefing.

SENTINEL IMPLANTS

Sentinel Implants are used (a) to provide a personal, forgery-proof identification code for each operative and (b) to monitor the location of every operative inside a secured NDD facility. Every agent is implanted with one of these devices. Many NDD facilities use scanners on incoming personnel to authorize entry and/or permit computer access.

A number of new Qualities, Skills, and Pulling Strings are provided below.

NEW QUALITIES/DRAWBACKS

EMOTIONAL PROBLEMS (SUPPRESSED EMOTIONS)

2-POINT MENTAL DRAWBACK

The individual has been trained so that his emotions almost never play a role in any decision-making. When presented with the choice of an agent's death and a greater good, such as that of an entire organization, the choice is always the latter. This is the case even if the life at issue is his own. The agent gains +2 to all Tests to resist emotional stress, such as Fear Tests.

HEAVY INDOCTRINATION

3-POINT MENTAL DRAWBACK

The agent has been subjected to many weeks or months of mental conditioning. He is fanatically loyal to the organization that administered the indoctrination. If the character is ever called upon to act against the goals or members of the organization, he must pass a Difficult Willpower Test to do so. He gains +2 to Willpower Tests to resist hypnosis or drugs used to sway his will against his organization. Psychics also suffer -1 against an agent with this Drawback when trying to sway him against the organization.

NEW PULLING STRINGS

All NDD pulling strings are "perks" and are not subject to loss due to neglect on the part of the individual NDD operative. The casual use of these connections, especially to the detriment of NDD, is dealt with swiftly—and harshly.

ASTROPHYSICS LAB

1-POINT PULLING STRING

This Pulling String grants access to a top-quality research facility for purposes of studying astrophysics, conducting experiments, and performing analysis. Due to the high quality of the lab and its specific purpose, all tests related to astrophysics research receive a +2 bonus.

BASE LOCKDOWN

1-POINT PULLING STRING

PREREQUISITE: NDD PERSONNEL ONLY

In essence, this is the ability to close down the security perimeter at any NDD facility. Depending on the security level of the base (i.e., a remote research lab versus Dulce), this may result in either a quiet but forceful detainment of the staff or a full-blown emergency response complete with pressurized doors descending ominously.

DEPARTMENTAL RECORDS

1-POINT PULLING STRING

PREREQUISITE: NDD PERSONNEL ONLY

This individual can obtain authorization to review division records classified at one clearance level above his current MJ clearance. This permits a person to access financial records, mission summaries, and similar records with relative ease and without drawing attention. Attempting to access records two clearance levels above his current level requires an Intelligence and Bureaucracy Task. The consequences for accessing files more than two clearance levels above his own MJ clearance may be fatal. Still, this may be attempted with a similar Task with a -2 penalty.

DISAPPEARANCE

2-POINT PULLING STRING

PREREQUISITE: NDD PERSONNEL ONLY

This pulling string enables an operative to commandeer a team in abducting and containing likely suspects or subjects in an effective and quiet manner. The team requires 24–48 hours notice, depending on the difficulty of securing the target. The individual does not have control over the team, and the team may stand down if the extraction is considered to be extremely dangerous.

FEDERAL DATABASE ACCESS

1-POINT PULLING STRING

PREREQUISITE: NDD PERSONNEL ONLY

Grants access to three major federal databases (must be decided during character creation) that the operative can access quickly and securely from a NDD facility. The duration of access for any given week may not exceed a total of three hours, and no more than one hour per day, in accordance with security protocols. Requires a minimum skill of Computers 2 to retrieve information.

INTERNAL COMMUNIQUÉS

1-POINT PULLING STRING

PREREQUISITE: NDD PERSONNEL ONLY

The operative is privy to exchanges of communications within NDD in the form of memos and courier transfers. The contents of the communiqués may be read rapidly before transporting to a superior with minimal risk. Internal messages between high-ranking NDD members are encoded. After a year of service to NDD, the operative will need to succeed at an Intelligence and Bureaucracy Task with a bonus equal to the number of years he has served NDD divided by two (round down). For example, after two years, he will get a +1 bonus to the Task, and after four years he will gain a +2 bonus.

MEDICAL STORES

1-POINT PULLING STRING

PREREQUISITE: NDD PERSONNEL ONLY

This Pulling String grants access to the medical storehouses held by NDD. These stores range from standard military-issue first aid kits to NDD-sanctioned pharmaceuticals to experimental drugs. Items with MJ3 clearance and below can simply be signed out without formal requisition from the Quartermaster. Items with MJ4 clearance and above have a high likelihood of being tracked. As such, their removal requires an Intelligence and Bureaucracy Task in order to draw no unwanted attention. Attempting to withdraw MJ4 (and higher) clearance items more often than once a month incurs a penalty of -1 for each additional attempt per month.

MISSION FILES

1-POINT PULLING STRING

PREREQUISITE: NDD PERSONNEL ONLY

This pulling string grants the operative authorization to review complete files for all missions with final classification no higher than one clearance level above his current MJ rating. This permits a person to access the mission objective, success rate, allocated personnel, and associated summary data sent to various divisions. Attempting to access records two clearance levels above an agent's current level imposes an Intelligence and Bureaucracy Task. The consequences for accessing files more than two clearance levels above one's own MJ clearance are serious. Still, this may be attempted with a similar Task with a -2 penalty.

PERSONNEL FILES

2-POINT PULLING STRING

PREREQUISITE: NDD PERSONNEL ONLY

The operative may access any given NDD personnel file, with the exception of the 12th Directorate members and all Deputy Directors. The personnel file shows the operative's NDD record, including training, specializations, reprimands, and promotions. It also shows the public profile associated with the operative, including his Social Security number, his rank in the appropriate military branch, and his duty roster.

READY RESERVE

1-POINT PULLING STRING

PREREQUISITE: NDD PERSONNEL ONLY

Either because the operative is stationed at a main NDD facility or due to his specific status in NDD, he is able to obtain resources more rapidly through the Quartermaster's office. His request is treated as high priority, and other low-priority resource allocations are temporarily suspended while the Quartermaster's staff gathers the necessary equipment and/or puts out requests for rare equipment requests.

RESOURCE ALLOCATION RECORDS

1-POINT PULLING STRING

PREREQUISITE: NDD PERSONNEL ONLY

The operative has access to records that reveal the allocation of resources by division, subdivision, task force, and individual operative. This allows him to note imbalances or persistent trends in the way funding is allocated or in the manner in which equipment is expedited to certain individuals and/or groups. Some classified resources (above MJ6 clearance) are denoted only by an item number and an expenditure amount; all other resource items are readily identifiable.

SENTINEL CLEARANCE

1-POINT PULLING STRING

PREREQUISITE: DDS PERSONNEL ONLY

Members of DDS are granted instant access to the Sentinel System, which constantly updates the presence of all NDD personnel in any given NDD facility. The system can verify information and location in the event of an emergency, as well as identify the last known whereabouts of any given NDD operative in any facility by listing the last security checkpoint passed and/or last piece of secured equipment accessed. This system allows members of DDS to detain any NDD operative with ease for purposes of questioning and clarification.

UNDERGROUND NETWORK

2-POINT PULLING STRING

PREREQUISITE: NDD PERSONNEL ONLY

To facilitate the movement of equipment and information, NDD taps into an underground network. Repatriates and Sleepers are a significant part of this network. Although the network can be slow (D10(5) days for items to reach their destination), it is secure and reliable. Some locations in the network are capable of housing an entire EBE craft for D6(3) days, in order to await NDD retrieval once the dust has settled. Consequently, the transportation of smaller, more portable items is handled with ease. More than one E&C or MiB team has used this network after securing the immediate area and concocting a convincing cover story.

NEW RESOURCES

Individual agents do not generate Resource Points, but rather resources are distributed as necessitated by mission parameters, by divisions and Professions, and lastly by MJ clearance level. All task forces receive a "mission kit" sufficient to handle most expected situations. Kits are predetermined by the Chronicler and distributed to the task force along with the mission assignment. In some cases, operatives may decide, with their task force leader's authorization, to substitute items of equal Resource Point values or financial cost.

NDD ensures that necessary equipment is available, but it does not tolerate excessive abuses of requisitions. To this end, operatives are limited in the requests they may file. If operatives assigned to a mission want to requisition additional resources, they can expend 2 RPs per MJ level once a month. All operatives who have a Guns (Pistol) Skill 2 (or higher) are issued a Black Kat pistol as a sidearm, which they are expected to carry at all times.

Operatives may request resources listed in other *Conspiracy X* books by expending accumulated RPs. However, if the items are not within NDD's vast warehouse of supplies, characters may have to contend with an extensive wait. The Chronicler makes this determination based on the NDD facility from which the group is operating and its current state of operations. Requisitions for individual equipment with a value of more than 4 RPs may be difficult to obtain, and availability is based on the mission priority to NDD.

Non-NDD specific resources may be requisitioned, with the following exceptions: no Aegis-only equipment, no Atlantean nanotechnology, and no supernatural equipment beyond 3 RPs may be obtained.

SPECIALIZED EQUIPMENT (PERSONAL)

The National Defense Directorate is years—and in some cases even decades—ahead of civilian scientific and technological advances. A campaign involving NDD agents is, by necessity, one involving “high tech.” The nature of items the Directorate deals with, who it works with, and how long it has been operating reinforce its high-tech status.

The following list is not inclusive of all Directorate equipment, as much is experimental, restricted, or too dangerous for standard use. Information on experimental or restricted equipment is provided on a need-to-know basis only. At any given moment in time, NDD researchers are developing new technologies, but new equipment is only distributed following suitable field-testing or in highly unusual circumstances. This guide represents an assortment of readily accessible NDD resources from which agents may draw. Each device comes with a requisition cost, security rating, and quantity available per RP cost.

Operatives must return all equipment upon completion of a mission. Much of the advanced equipment used by NDD is unique, and as such it is never left in the field, nor is it employed in high-profile operations. If equipment is ever lost or stolen, an alert is immediately filed with the requisitioning agent's superiors and every effort is made to retrieve it.

The following gear is available for field assignments and is generally sized to an agent's specific needs. Equipment marked with an asterisk (*) is restricted and issued only on mission-specific contingencies. Operatives must prove need when requesting such items.

It is important to note that most of this equipment has a high signature value; any non-NDD recovery of expended ammunition will lead to suspicion from the authorities and pose a security risk to NDD. Operatives are cautioned about using such equipment in high-profile situations and must make every effort to retrieve and return all equipment requisitioned. E&C teams are dispatched where this cannot be accomplished.

PURCHASING EQUIPMENT FROM OTHER BOOKS

Other equipment may be requisitioned, such as items listed in the other sourcebooks or the core rulebook. As a general rule of thumb, the prerequisite Influence Quality that is required for the equipment determines the MJ clearance needed for it. These are not concrete, and Chroniclers should feel free to adjust these to suit their campaigns.

Prerequisite Influence Quality	Majestic Clearance Level
Civilian	MJ1 Clearance
Criminal	MJ4 Clearance
Intelligence	MJ4 Clearance
Law Enforcement	MJ4 Clearance
Military	MJ5 Clearance
Paranormal	MJ4 Clearance
Science and Research	MJ3 Clearance

CLOTHING

BIOHAZARD SUIT Level 2

5 RPs FOR 1 SUIT

PREREQUISITE: MJ2 OR HIGHER

These suits differ from the traditional variety in many ways. They are not separated into components but are generally sized to the wearer and made in one seamless garment, with access gained from a zippered entry in the back. Being specifically sized, the suit is more maneuverable and less bulky than the basic biohazard spacesuit (see the core book, p.140). This suit is made with supertensile fibers and is resistant to damage and tearing. A pocket on the inside of the suit stores an oxygen-regeneration chamber: a small series of rods and filters that allow an agent free breathing for up to 12 hours. Like the normal biohazard spacesuit, it will protect the wearer from harmful gases, microorganisms, chemicals, and medium-strength acids. The suit is AV D4(2). The decreased bulk of this suit means it causes the wearer to be lightly encumbered, rather than the normal medium. *EV:40; Cost: \$3,500*

COMBAT UNIFORM

2 RPs FOR 1 UNIFORM

PREREQUISITE: MJ1 OR HIGHER

The Directorate designed this gear for fieldwork where physical combat is likely. The suit is made for functionality and protection. It can hold weaponry and equipment in various slings



and pockets spread over its surface and comes with an oxygen-regeneration mouthpiece for 1 hour's use in gas or smoke combat conditions. It is made from supertensile fibers (AV D6(3) value) and is highly resistant to corrosives. While somewhat bulky, the suit is surprisingly light. The combat uniform looks like a large, sealed black jumpsuit with dark plastic plating over all major surfaces. *EV: 10; Cost: \$800*

HOSTILE CLIMATE SUIT

2 RPs FOR 1 SUIT

PREREQUISITE: MJ1 OR HIGHER

This simple-looking one-piece uniform appears to be standard-issue military surplus. It is designed with biomimetic technology and will keep the wearer cool in temperatures up to 128° and warm to -88°. It is nonbulky and quite comfortable. Gloves and boots are attached, as is a concealed hood. Its exterior is made from supertensile fibers, offering AV D6(3) protection. An oxygen-regeneration mouthpiece with 2 hours of air is included. *EV: 10; Cost: \$800*

HITIAN ARMOR*

5 RPs FOR 1 SUIT

PREREQUISITE: MJ3 OR HIGHER

Named for the scientist chiefly responsible for its development, this meshed metallic armor (easily visible as such) has AV (D10 x 5) +15(40). It is vulnerable to electromagnetic weaponry (no protection). Another downside is its virtual lack of protection against close-combat bludgeoning weapons (effective AV D6(3)). *EV: 18; Cost: \$8,000*

PHOTOTROPIC CAMOUFLAGE GEAR

1 RP FOR 1 SUIT

PREREQUISITE: MJ2 OR HIGHER

This uniform resembles a single-piece black jumpsuit with attached boots and gloves. It has a hood inserted into the collar that can be pulled up over the head for added cover. This gear has been impregnated with phototropic fibers, which change in response to background as well as ambient light conditions. Perception Tests against someone in the gear suffer a -4 penalty, as long as the wearer stays in the same area and does not move violently or significantly. Should the wearer be spotted, continued Tests to track him are at -2 as long he remains in constant sight. *EV: 8; Cost: \$2,000*

STF Suits*

15 RPs FOR 1 SUIT

PREREQUISITE: MJ4 OR HIGHER

These supertensile fiber jumperlike uniforms are worn under other clothing. They are fairly plain and unadorned. These suits provide AV (D10 x 4) + 10(30). *EV: 8; Cost: \$5,000*

THERMOGRAPHIC CAMOUFLAGE GEAR

2 RPs FOR 1 SUIT

PREREQUISITE: MJ3 OR HIGHER

This uniform is essentially a “temperature neutral” suit and is composed of a single-piece black jumpsuit, complete with attached hood, boots, and gloves. The suit is connected to a cooling/heat exchanger system by a 20-foot length of insulated tubing. The gear absorbs the operative’s thermal signature, which is then converted into radio waves at 5167.5 kHz. This unit is ideally suited to sniper duty, and in the event of detection the operative may disconnect from the remote exchange system with ease to be able to retreat. *EV: 8 (remote exchange system, EV: 15); Cost: \$6,500*

ESPIONAGE AND COUNTERESPIONAGE EQUIPMENT

AUDIO MAGNIFIERS

2 RPs FOR 1 UNIT

PREREQUISITE: MJ1 OR HIGHER

This headset device resembles a set of standard foam headphones. While wearing this device, the agent can hear sounds up to 500 ft distant. The magnifiers also possess a filtering setting that allows the agent to focus in on a particular sound. Sounds normally beyond the human hearing range can also be heard. Lastly, the audio magnifiers can be set to record and broadcast information back to a receiver site. In fieldwork, they are excellent for tracking assignments, recon, and infiltrations. Conversations behind closed doors can be heard clearly (+2 for all Perception Tests involving hearing). Unfortunately, the device is easily foiled by white noise generators. *EV: 1; Cost: \$100*

BURST TRANSMITTER

1 RP FOR 2 UNITS

PREREQUISITE: MJ2 OR HIGHER

These cell-phone-sized devices transmit powerful signals over limited terrain. Their strong point is their high security against interception. They have a range of 20 miles. Agents must exercise extreme caution when operating this equipment due to inherent radiation. Long-term or frequent exposure causes sterility. *EV: 1; Cost: \$100*

CHEMICAL SNIFFERS

7 RPs FOR 1 UNIT

PREREQUISITE: MJ5 OR HIGHER

Spawned from the technology that made the artificial nose possible, these snooping devices can pick up trace odors and even identify people by their scents. Still, the human body produces thousands of fragrant chemicals—not to mention artificial

smells from perfume, soap, and other items—that greatly reduce the accuracy of these sniffers. However, proper software programming can calibrate these sensors to determine which smells are important and which should be overlooked. Of course, sniffers can also be used to pick up residual odors from recent gunfire and unique chemicals that can be used as tags to follow marks. More abstract and uncertain are attempts to determine a person’s health, to diagnosis certain diseases, and even to tell if a person is lying, since the body produces different chemicals in response to stress and other conditions. Sniffers are less effective when used amid large numbers of people or in open spaces. *EV: 2; Cost: \$2,000*

FARADAY CAGE*

4 RPs FOR 1 UNIT

PREREQUISITE: MJ5 OR HIGHER

This wire mesh or solid metal cage comes in a variety of sizes and must be carefully installed by a skilled technician, who sets up the system on site and runs diagnostics. Its purpose is to secure equipment against electronic eavesdropping. The apparatus works by absorbing RF emissions and sending them to ground. The Faraday Cage has no active components (and no white noise generator). For 100 MHz–900 MHz a fine copper mesh is used; those for Mwaves (1 GHz–20 GHz) are solid metal. When combined with TEMPEST- (Transient ElectroMagnetic Pulse Emission Standard Technology) hardened equipment, a cage applies a –4 penalty to any electronic surveillance Task against it. *EV: n/a; Cost: \$5,000*

MICROWAVE CAMERA*

7 RPs FOR 1 UNIT

PREREQUISITE: MJ5 OR HIGHER

While the milliwave cameras (see below) can peer through clothing and walls, microwave cameras can see into even more intimate places. The microwave camera is a short-range device capable of looking inside the human body, through flesh and bone, and locating contraband, implants, and other abnormalities. Similar to milliwave cameras, microwave cameras can easily see through doors and walls and can be used to mount a highly effective and discreet surveillance operation. Unlike a milliwave camera, however, the microwave camera is much easier to handle and far more compact. About the size of a bar of soap, this device has two tiny radars that scan a spherical region, mapping a full volume of space. The only dedicated equipment necessary is a laptop computer and software to interpret and assemble the images, both of which are provided with the camera. NDD advises caution in the use of this device in public areas, as it has been shown to interfere with the functioning of certain varieties of pacemakers. *EV: 2; Cost: \$2,000*

MILLIMETER "MILLIWAVE" WAVE CAMERA**5 RPs FOR 1 UNIT****PREREQUISITE: MJ3 OR HIGHER**

This device is a handheld scanner, vaguely resembling a bulky camcorder. Instead of an optical lens however, the device has hundreds of extremely small antennae that gather millimeter wave readings and transfer them to a plastic lens that focuses the image. Millimeter waves are emitted by anything that contains water. The camera takes 30 pictures a second, and the result is a real-time, moving image of the world in millimeter waves. With better resolution than thermographs and much harder to fool, the millimeter wave camera can pick up concealed weapons, see through walls, and even determine the composition of certain objects. *EV: 2; Cost: \$1,800*

NIGHTVISION LENSES**2 RPs FOR 2 LENSES**

These biomimetic lenses react to the amount of ambient light in the area. They resemble contact lenses with a slight silver sheen. They amplify all existing light to allow the agent to see as if it were daylight in all conditions but absolute darkness. The adaptive nature of the lenses means they alter their filtration to account for sudden changes in light conditions; in essence, as ambient light increases, their functions decrease until they are no longer needed. Because they work directly on the eye, there is no penalty for peripheral viewing as with goggles. The lenses eliminate all penalties for darkness within one hundred feet of the viewer. The Directorate also produces an infrared version, although that version requires an infrared illumination device

for optimal performance. When used with such an illuminator, it allows vision in even total darkness up to sixty feet. *EV: n/a; Cost: \$300*

IMPLANTS

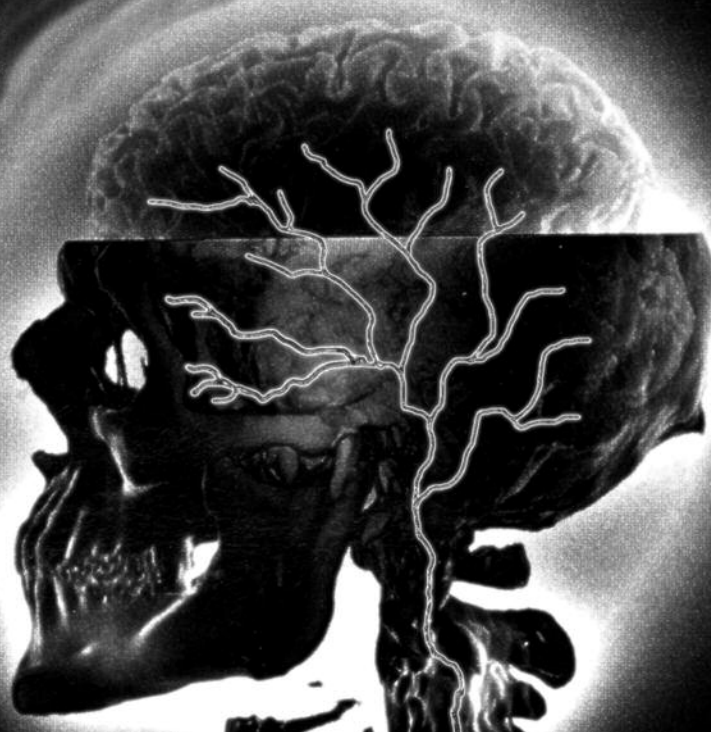
SRD has long been a proponent of better service through augmentation. Still, for a host of different reasons, the augmentation programs are not common among the Directorate, with the notable exception of the Sentinel implants. In general, the Directorate chooses who will undergo these processes.

AUDIO IMPLANT**10 RPs FOR 2 UNITS****PREREQUISITE: MJ5 OR HIGHER**

The operative has micro audio amplifiers that allow him to hear at three times the acuity of a normal human. Additionally, the amplifier allows the user to filter out specific sounds from background noise. All hearing-related Perception Tests and Notice Tasks gain a +2 bonus. The audio implant adjusts for loud noises and can pick up radio and cellular phone transmissions if so programmed. *EV: n/a; Cost: \$15,000*

SENTINEL IMPLANT**0 RP FOR ALL AGENTS****PREREQUISITE: MJ3 MINIMUM**

Each full agent of NDD is fitted with a Sentinel implant upon graduation from Camp. This advanced monitor implant allows access to authorized areas of NDD bases and monitoring of personnel at those bases. *EV: n/a; Cost: n/a*



SLEEPER IMPLANT*

2 RPs FOR 1 UNIT

PREREQUISITE: MJ4

This tiny device is used by a Sandman team to track a sleeper and provide limited reinforcement of the hypnotic suggestions given the subject. The implant, usually placed under the subject's scalp in the vicinity of the ear, is connected to a global-positioning satellite system and provides the team with the subject's location to within 30 feet at any given time. Additionally, the device is keyed to the subject's nervous system and, by releasing micro-charges of electricity, stimulates either the subject's pain or pleasure centers on a subconscious level. This stimulation applies a -2 penalty to any Willpower Test to resist the team's posthypnotic suggestions and commands. The implant has a functional range of 10 miles, although the team can use civilian microwave communications towers, such as those supporting cellular telephones, to maintain contact with the subject outside that range, provided the subject is within two miles of one. *EV: n/a; Cost: \$20,000*

MEDICAL EQUIPMENT

ANTIBIOTOXIN INJECTOR

10 RPs FOR 2 DOSES

PREREQUISITE: MJ3 OR HIGHER

In the event of exposure to a biohazard, the agent injects himself with this hypo. In most cases, the injector stops the infection (assuming the source is not still present to reinfect the agent), allowing the agent to live. The process is not without risk, though. Use of the injector puts the agent into a deep coma that lasts for weeks. When the agent recovers from the injector, he will have lost a point of Strength or Dexterity due to muscular atrophy (regained with normal activity in six months, or with strenuous activity in one month). Also, this injection does not reverse any damage already caused by a disease. The chemical make-up of this injection is available only to specifically cleared Directorate personnel. *EV: 0.5; Cost: \$2,000*

ANTIRADIATION INJECTOR

8 RPs FOR 1 DOSE

PREREQUISITE: MJ3 OR HIGHER

In the event that an agent gets radiation poisoning, this hypo is used. In most cases (succeed at a Simple Constitution Test), the injector cleanses the contamination from the victim's body and allows the agent a chance to live. Use of the injector incapacitates the agent for 2-4 weeks. When the agent recovers from the injector, he will have lost a point of Strength or Dexterity due to muscular atrophy (regained with normal activity in six months, or with strenuous activity in one month). The chemical make-up of this injection is available only to specifically cleared Directorate personnel. *EV: 0.5; Cost: \$2,000*

CLOTTING PATCH

1 RP FOR 10 UNITS

PREREQUISITE: MJ1 OR HIGHER

These are designed for emergency treatment of severe lacerations or continuous bleeding. A patch bonds (through a protein-based glue) to the surface of the skin, releasing reagents that force blood to clot. Each patch is a germ-free pad whose chemicals attack harmful germs and bacteria in the wound area, helping prevent infection. Clotting patches lose their bond after 24 hours, but the presence of water does not affect the hold. Application of a clotting patch counts as a successful First Aid Task when attempting to stop any bleeding. *EV: n/a; Cost: \$100 for 10*

MICROBIOTIC SCANNER

6 RPs FOR 1 UNIT

PREREQUISITE: MJ2 OR HIGHER

This device looks for traces of microorganisms in an inserted sample. If any are found, the scanner cross-references them in an attempt to identify the specific organism. The scanner has a "skill" of Medical (Microorganisms) 6, to be used with the agent's Intelligence. Nonterrestrial microbes suffer a -3 penalty on the Task. If successful, cures and recommended treatments are also displayed. *EV: 2; Cost: \$1,000*

PHARMACOLOGICAL COMPOUNDS

NDD issues the following pharmaceuticals.

PS-1

2 RPs FOR ONE WEEK'S SUPPLY (500 CC)

PREREQUISITE: MJ1 OR HIGHER

This chemical capsule allows the body to increase its production of phagocytic blood cells when taken for a full week. A one-week regimen grants the benefits of PS-1 for a full month. While on this regimen, the body is more resistant to bacterial infection and the body's T cells become more aggressive and increase in number. Note that repeated usage is discouraged, as it will eventually generate resistant strains of bacteria and render PS-1 less effective. PS-1 grants +3 to all Tests to resist the effects of any kind of infection. *EV: n/a; Cost: \$200 for one week's supply*

PS-2

4 RPs FOR 1 PILL

PREREQUISITE: MJ3 OR HIGHER

This drug was created to afford stronger protection in biological hot zones. A single pill provides a week's worth of protection, starting the following day. The pills increase the body's natural defenses at an alarming rate, affording +3 to any

antivirus or other biological resistance Tests. The downside is that, taken for more than one day within a monthly period, this pill causes insomnia, physical tremors, and mental depression (all of which stop within a month of cessation of consumption). *EV: n/a; Cost: \$300 per pill*

R-3

3 RPs FOR 5 PILLS

PREREQUISITE: MJ1 OR HIGHER

This drug was designed to absorb excess radiation in the body and expel it as waste. When taken as a preventive measure, the pills increase the body's resistance to radiation. R-3 lowers the level of radiation effect one grade (see p. 175 of the core rulebook). When taken after radiation poisoning, the pills work a bit more slowly, often taking a full hour to go through the body. One dose lasts for six hours; taking more than five doses in a week causes incapacitating nausea and convulsions that can occur any time within a month of overdose. *EV: n/a; \$1,500 for 5*

TRICYCLADINE

2 RPs FOR 1 WEEK'S SUPPLY (70CC)

PREREQUISITE: MJ1 OR HIGHER

Commonly used in the Directorate, Tricycladine is a nonaddictive stimulant that allows the user the ability to function without the body's requisite amount of sleep. An agent on Tricycladine need sleep for only four hours a night. Using Tricycladine for longer than a week at a time is not recommended because it causes unusually lucid dreaming and delusions. Each use after one week requires a Simple Willpower Test; failure gives the user a Psychological Problem Drawback (Chronicle's choice). *EV: n/a; Cost: \$50*

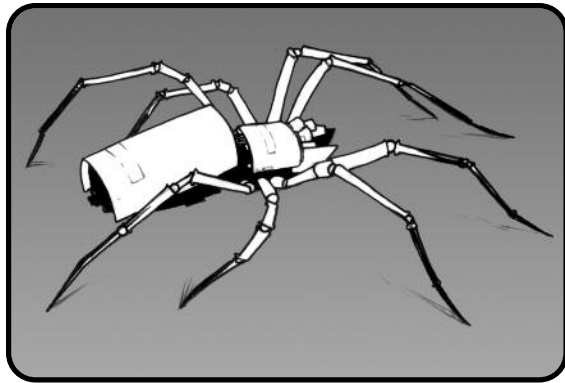
SURVEILLANCE DRONES

AERIAL MITE 2000*

5 RPs FOR 1 UNIT

PREREQUISITE: MJ5 OR HIGHER

Built to resemble a range of indigenous large insects (beetles, palmetto bugs, etc.), the AMite 2000 is a source-programmable recon device. It has DC 10 and moves at speeds up to 20 mph. It is controlled from a palm-sized relay box, holds infrared and nightvision cameras, and relays its visual feed directly back to the controller (a larger monitor may be attached to the relay box if desired). It has a range of 1.5 miles from the controller and flies using a miniature winged propulsion system. The exterior shell has a biomimetic agent on it to allow the AMite to camouflage itself in an adaptive manner. This applies a -3 penalty to all Perception Tasks to spot the drone. It is powered by a small solar-charged battery; when fully charged, the AMite can operate for up to four hours at maximum speed. *EV: 1; Cost: \$1,000*



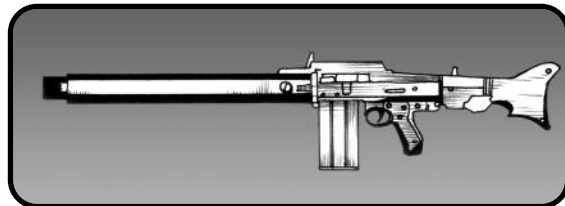
SPIDER DRONE*

10 RPs FOR 5 DRONES

PREREQUISITE: MJ5 OR HIGHER

In appearance, the spider drone looks remarkably like a small spider (less than one inch across). It is controlled in a manner similar to the AMite; once a target is selected, the drone can pursue the individual by hitching rides on other vehicles and scuttling at speeds up to five miles per hour. It is capable of making a 2-yard jump in order to board vehicles or to clear obstacles, and can climb walls (at the Chronicle's discretion, depending upon the surface). It can broadcast up to one mile. As the spider drone transmits in random burst mode, detecting it with sweeps is very difficult (-2 penalty on any Surveillance Task to detect it using standard sweeping devices). The common uses for this device are tailing a subject and long-term room or site surveillance. The spider drone can function for six hours continuously without recharge but this duration can be lengthened considerably by powering the device down when unused. *EV: 1 for 5; Cost: \$1,000*

WEAPONS AND ACCESSORIES



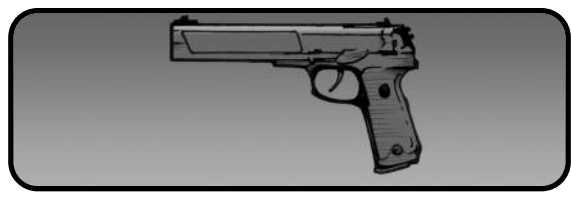
ATLAS RAIL GUN*

20 RPs FOR 1 UNIT

PREREQUISITE: MJ6 OR HIGHER

This weapon is released only to agents who have been trained in its use (Guns (Rail Gun) skill). The Atlas rests on a Tri-steel stock base. It is a 15mm weapon with a 36-inch barrel and a wide bore. It uses DU shells (see p.140) or generic

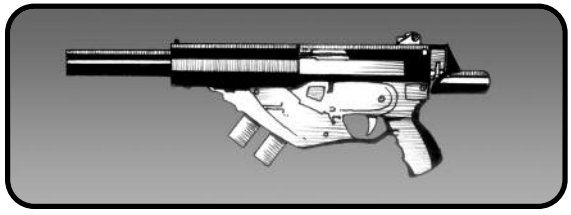
armor-piercing munitions that are loaded from the muzzle. This cannon was designed to take out a UFO; it fires at three times the muzzle velocity of a normal weapon at ranges up to 2 miles. *EV: 48; Range: 25/200/650/1500/3600; Damage: D8 x 8(32); Cost: \$4,500*



BLACK KAT
2 RPs FOR 3 UNITS

PREREQUISITE: MJ1 OR HIGHER

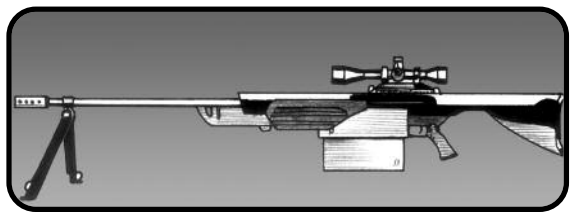
Standard-issue sidearm for NDD, the Black Kat resembles a sleek version of the Ruger P91 pistol with an extended barrel. It is a fully automatic weapon capable of selective fire: semiautomatic, three-round bursts, or full auto, which empties the clip as long as the trigger is held down. The gun has an extended magazine that holds 24 bullets. *EV: 1; Range: 3/15/30/100/200; Damage: D6 x 4(12); Cost: \$500*



CASTIGATOR*
10 RPs FOR 1 UNIT

PREREQUISITE: MJ4 OR HIGHER

This energy pistol fires a massive controlled electrical charge up to 40 yards. All attacks are considered close range. It will fry any unprotected electronics it hits (barring TEMPEST hardened). If used against an organic creature it causes disruption of the target's electrochemical reactions in the brain and body and D10 x 4(20) burn; the target will suffer an induced coma unless he passes a Difficult Constitution Test. The pistol will also ignite any flammable material it encounters. It ignores metallic armor. This weapon takes a full round to recharge and hence can be fired only every other round. The Castigator must be recharged after five uses and is limited to special assignments only. *EV: 2; Range: 5/10/15/20/40; Damage: Special (see above); Cost: \$1,000*



EAGLE-2 SNIPER RIFLE
10 RPs FOR 1 UNIT

PREREQUISITE: MJ3 OR HIGHER

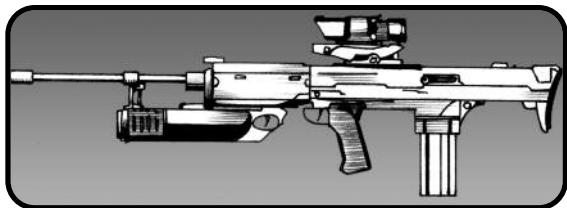
Loosely resembling an M87 ELR sniper rifle with an oversized magazine, the Eagle-2 fires a .50 caliber bullet propelled by an electrothermal charge, generated by a power cell contained in the magazine. It has an extremely long range, can support any scope attachment, and comes with a bipod mount. Its projectiles are armor-piercing. It is NDD's precision long-range sniping weapon and is also capable of dealing with medium and light vehicles. Due to the nature of its electrical propellant, it is almost completely silent. At distances less than 200 yards, an unusual muzzle flash and a muffled crack (even silenced, the bullet is supersonic) are easily heard. *EV: 25; Range: 15/75/250/1200/2500; Damage: D10 x 7(35); Cost: \$2,500*



POLLY*
4 RPs FOR 1 UNIT

PREREQUISITE: MJ5 OR HIGHER

Polly is a state-of-the-art, all-polymer pistol, easily concealed and invisible to metal detectors. Under X-ray scans or pat downs, it is obviously a weapon, so caution should be exercised in carrying it. The Polly can be disassembled into components and fitted into a specialized polymer case, the X-ray image of which looks like a standard toiletry kit. This firearm holds a magazine of four bullets and can fire only specialized CrackerJack ammunition (see below). *EV: 1; Range: 2/10/15/20/30; Damage: D6 x 2(6); Cost: \$1,000*



SHP Rifle*

20 RPs for 1 Unit

Prerequisite: MJ4 or Higher

The SHP rifle was designed as a long-range assault weapon. While called a "rifle," it is actually a high-tech, single-barrel, light machine gun. It comes with an articulated body harness to help the operator wield its great bulk. A Simple Strength Test is required to fire this weapon with any semblance of accuracy. The superheated plasma-driven charge is fired from a 22-inch barrel. The projectile is considered armor-piercing. The charge for the SHP rifle lasts for 50 long bursts. The gun is also fitted with a grenade launcher mounted on the underside. *EV: 22; Range: 10/150/500/1500/3600; Damage: D8 x 6(24); Cost: \$2,500*

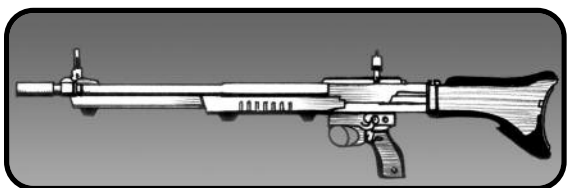


SHP Snub*

15 RPs for 1 Unit

Prerequisite: MJ4 or Higher

Designed for covert action, the SHP is no bigger than an Uzi. This gun fires a projectile propelled by superheated plasma, so it is entirely recoilless and very quiet (-2 to Perception Tests to spot the shooter). Shots are considered armor-piercing because of their velocity. The charge for the SHP lasts for roughly 35 shots. Given the speed of the bullet, victims must pass a Simple Strength Test or be knocked off their feet. *EV: 1; Range: 5/40/60/80/90; Damage: D6 x 3(9); Cost: \$800*



X460 Laser Rifle*

8 RPs for 1 Unit

Prerequisite: MJ4 or Higher

The X460 rifle fires a coherent beam of light. The beam melts most metals and is very effective at cutting holes in tanks and

body armor. It can be fired in two modes. The first, burst mode, allows the operative to generate short controlled shots. The second is preferred for thicker penetrations, cutting through any barrier with a continuous stream of energy. This weapon becomes ineffective in any conditions where line of sight is compromised, including rain, fog, or snow. It can fire 10 bursts or lasts for two minutes of cutting. Note that the beam of this weapon is not visible to normal vision, so the target may have no idea what is happening (at the Chronicler's discretion, this may require a Fear Test). *EV: 18; Range: 15/50/300/700/1500; Damage: D8 x 4(20)/Turn; Cost: \$2,500*

AMMUNITION

CRACKERJACK AMMUNITION*

2 RP for 3 Magazines (of 4 Bullets Each)

Prerequisite: MJ5 or Higher

These shells, made of polymer and coated with Teflon, are for use in the Polly firearm (see above). The ammunition is loaded into a four-round, all-polymer magazine. They are ineffective against Kevlar or tougher armor. The ammunition does the same damage as a regular handgun bullet. *EV: n/a; Cost: \$100 per magazine*

DEPLETED URANIUM SHELLS*

6 RP for 25 Shells

Prerequisite: MJ4 or Higher

A nasty weapon, DU ammo was designed to stop tanks. These shells use a high-density core encased in a self-discarding sheath (or sabot). They are easily capable of piercing most armor and halve all AV values. DU shells are not suitable for small arms; they are available only for heavy weapons. As the dense round tends to penetrate a soft target rather than expand and transfer its energy, halve the damage the DU ammo causes when it is used against an unarmored target. *EV: 0.5; Cost: \$100 each*

THROWN WEAPONS

BREACH GRENADE

5 RP for 3 Grenades

Prerequisite: MJ3 or Higher

The breach grenade is filled with an enzymatic solvent capable of dissolving most substances. Designed for use in gaining entry into secured areas, field agents quickly discovered the grenade's more offensive capabilities as they watched a tank slowly melt. The explosion covers a three-yard radius. Any living being caught inside the radius takes D10 x 2(10) damage each Turn for five Turns. The chart nearby shows the various

deterioration times for other materials. Following the explosion and five rounds of deterioration, the solvent becomes inert and can be touched. *EV: 1; Range: 3/7/10/13/20; Cost: \$100*

BREACH GRENADE DETERIORATION CHART

Wood and cloth	4 cubic yards/Turn
Plastic	3 cubic yards/Turn
Concrete	2 cubic yards/Turn
Steel/glass	1 cubic yards/Turn
Reinforced steel	0.5 cubic yards/Turn
Dense metals	0.25 cubic yards/Turn



EM GRENADE*

5 RPs FOR 2 GRENADES

PREREQUISITE: MJ4 OR HIGHER

This handy spoiler releases an uncontrolled electromagnetic pulse that radiates out in a destructive wave for 30 yards. Any electronics within the targeted area are subject to malfunction (if used against Atlantean nanotech, use the nanotech malfunction table (see p. 49) of the *Extraterrestrials Sourcebook*, with a +6 modifier to the roll)). The grenade may be altered by depressing a series of toggles to produce a shaped charge in a 120-degree blast with a five-second delay. In this instance, placement is vital. *EV: 1; Range: 3/7/10/13/20; Cost: \$150*

FAERIE DUST GRENADE

1 RP FOR 1 GRENADE

PREREQUISITE: MJ1 OR HIGHER

This grenade releases a cloud of dense, light-refracting crystals in a 10-yard radius. The crystals are toxic, and breathing them causes severe respiratory damage (D8 points of damage per Turn unprotected within the cloud). Energy weapons refract if used within or discharged into this cloud, rendering them effectively useless. Conventional radar and GPS technology likewise are jammed. The cloud normally remains coherent for 12 minutes but is affected by wind conditions, which accelerate its dissipation. After an hour, the crystals simply decompose. *EV: 1; Range: 3/7/10/13/20; Cost: \$250*

SOMNA GRENADE

1 RP FOR 1 GRENADE

PREREQUISITE: MJ1 OR HIGHER

Essentially a gas grenade, the somna creates a yellow gas cloud in a 10-yard radius. Anyone breathing in this cloud must make a Difficult Constitution Test or fall unconscious for D6 x 10(30) minutes. There are no harmful side effects (headaches, nausea, etc.) except for slight drowsiness. *EV: 1; Range: 3/7/10/13/20; Cost: \$150*

MELÉE WEAPONS

BIOGLOVE*

6 RPs FOR 1 PAIR

PREREQUISITE: MJ4 OR HIGHER

The BioGlove represents a biomimetic breakthrough from SRD. Each glove is designed using synthetic polymers found nowhere else on the planet. Two types of BioGloves are available:

Climbing BioGlove: Designed using the adhesive qualities of the gecko, this set of two gloves and two footpads allows the user to climb even smooth, featureless surfaces. The set gives the user a +5 bonus to any Climbing Task. It needs to be “recharged” in Dulce after three months.

Eel BioGlove: This blue-tinted pair of gloves can release a strong electrical charge up to one yard away (target takes D10(5) points of damage and temporarily loses one point of Dexterity from numbness). Naturally, this glove can play havoc with targeted electronic equipment. The gloves must be recharged at Dulce after two months. *EV: 1; Cost: \$1,000*

STUN BATON

4 RPs FOR 1 UNIT

PREREQUISITE: MJ2 OR HIGHER

The stun baton resembles a smooth black nightstick. It is made of a very strong synthetic polymer and delivers a powerful electric jolt that stuns a target. The target must make a Difficult Constitution Test to avoid being stunned for D6(3) Turns, as well as suffering normal baton damage (D6(3) x Strength). It can be used for 20 hits before requiring recharging (which is accomplished in five hours at a normal outlet). *EV: 2; Cost: \$130*

EXPLOSIVES

K4 PLASTIQUE

4 RPs FOR 5 PACKS (OF 20 BLOCKS)

PREREQUISITE: MJ3 OR HIGHER

This moldable plastic has four times the force of dynamite. It can be handled without fear of detonation and is easily shaped into myriad forms. K4 requires the use of a detonator of some kind. It is packed in 5 lb. blocks, and each block is equal to two blocks of C4 (see *Conspiracy X Corebook*, p. 129). *EV: 4; Cost: \$800* each block

THERMITE CHARGES*

4 RPs FOR 1 UNIT

PREREQUISITE: MJ4 OR HIGHER

Thermite charges are designed to explode big, burn bigger, and then self-extinguish. Made from two separate inert chemicals—aluminum and iron oxide—thermite burns superhot when they are combined and ignited. Two pounds of thermite explodes and creates a fireball inside the blast radius. The heat is so intense that organic matter is all but disintegrated at ground zero. The fire burns for three Turns before burning itself out. Thermite can be dropped or remotely detonated; a greenish tint can be seen in the fireball. *EV: 2; GZ: 3, GE: 6, MR: 10; Damage: D8 x 6(24)/D6 x 4(12)/D6 x 2(6)* per Turn; *Cost: \$500*

VEHICLES

BLACK HELICOPTERS*

These helicopters are the backbone of NDD, affording its agents both fast transportation and quick extraction. In appearance, these helicopters differ little from a regular military 'copter; the difference lies in their technology.

The black helicopters are made from a supertensile fiber fuselage stretched over a Tri-steel skeleton. Their jet engines are state-of-the-art. A sound-buffering encasement allows the black helicopters to run in silent mode, although to maintain the appearance of normalcy this is rarely done. Additionally, a biomimetic sheath coats the fuselage; when engaged, it allows the black helicopter to blend into its surroundings (–2 to vision-related Perception Tests). Two different types of black helicopter are detailed below.

RAVEN STEALTH HELICOPTER

15 RPs FOR 1 VEHICLE

PREREQUISITE: MJ4 OR HIGHER

The black helicopter of legend, the Raven is the most frequently used aerial transport. It can carry eight men in its hold. The Raven is armed with one heavy machine gun in a chin

mount. The machine gun is equipped with a laser-targeting sight, providing +2 against targets within the weapon's effective range, and traditionally loaded with armor-piercing rounds. The gun can be fired by either the pilot or copilot.

Weight: 10,000; Speed: 300/180; Acceleration: 65; Range: 700; Toughness: 5; Handling: 6; DC: 170; AV: 20; Accuracy: 4; Cost: n/a; Crew/Passengers: 2/8

GHOST SURVEILLANCE HELICOPTER

20 RPs FOR 1 VEHICLE

PREREQUISITE: MJ5 OR HIGHER

As the name implies, this chopper was designed for surveillance work. It seats a crew of three only. It has a parabolic array and imaging equipment to allow it to keep tabs on intended targets from up to two miles away (provided line of sight is available). Infrared sensors and spotlights, as well as standard starlight scopes, allow the Ghost to conduct surveillance operations normally under cover of darkness. Finally, it carries TEMPEST equipment identical to that found in the NSA's Magic Vans (*Conspiracy X Corebook*, p. 150). With enough lead time, the Ghost's standard package can be switched to milliwave and microwave cameras (see above, p. 135).

Weight: 5,000; Speed: 200/150; Acceleration: 55; Range: 750; Toughness: 4; Handling: 6; DC: 140; AV: 20; Accuracy: n/a; Cost: n/a; Crew/Passengers: 3

BLACK MANTA*

20 RPs FOR 1 VEHICLE

PREREQUISITE: MJ5 OR HIGHER

The Black Manta is a sleek, quiet troop transport with radical stealth surface features (–5 to targeting or detection Tasks). It is generally painted black and, on the rare occasions that it ventures out in daylight, looks somewhat like the sea creature that shares its name. The ship uses vectored thrust for lift and thrust. Like the other advanced human craft, it uses two propulsion systems: three state-of-the-art turbofan jets when using its stealth capacity, and three rudimentary pulse detonation engines for speed. The pulse detonation engines are remarkably similar to those used in the Aurora; indeed, it was this technology that Aegis captured and used as the basis for its engine work. Even so, no reliability roll is needed when using them.

The Manta wields a 20mm cannon in an underbelly turret can launch 12 ECM pods. It has room for 12 fully armed and loaded troopers.

Weight: 63,000; Speed: 2,000 (1,200 turbo)/1,000; Acceleration: 180 (100 turbo); Range: 2,500; Toughness: 6; Handling: 4; DC: 680; AV: 30; Accuracy: 4; Cost: n/a; Crew/Passengers: 2/12; Cargo: 1,000 lbs.; Armament: range 100/200/800/1500/2000; D10 x 10(50); 20-round bursts; target AV halved.

JET PROPELLED PERSONAL CONVEYANCE**15 RPs FOR 1 UNIT****PREREQUISITE: MJ3 OR HIGHER**

The "Jeti" is a backpack harness that allows the wearer to travel up to 100 ft, high at speeds up to 120 mph. The Jeti does not actually use jets, but a complex gravitic drive for lift, and a miniature pulse detonation engine for speed and direction. The harness can support up to 300 lbs. The power source must be recharged at one of three base facilities, including Dulce, and lasts for two hours of continuous flight. The device is piloted using Pilot (Jetpack) Skill. *EV: 20; Speed: 120/70; Acceleration: 10; Range: 200; Toughness: 1; Handling: 2; DC: 30; AV: 2; Accuracy: n/a; Cost: n/a; Crew: 1*

TD-121***20 RPs FOR 1 VEHICLE****PREREQUISITE: MJ5 OR HIGHER**

Given the improvements in engine size and weight due to Gna-Tall aid, this aircraft is smaller and lighter than the Aurora III. It also has superior radar/infrared jamming, stealth, and emission cloaking (-5 to targeting or detection Tasks) – another upgrade from the aliens. Its top speed is slightly greater than the Aurora's, and its high-agility wings and lower mass allow for greater maneuverability and deceleration. Of course, the TD-121 has no nano-helmet or clairvoyance lens additions, and its control and targeting suffer in that regard. Like the Aurora, the TD-121 cannot use both engines simultaneously and cannot take advantage of its cloaking capacity if it is running on its pulse detonation engines. On the other hand, TD-121 pilots are much more confident in the maintenance of their pulse detonation engines given the Gna-Tall aid (no reliability roll needed).

The TD-121 is armed with normal medium missiles and 12 ECM pods.

Weight: 48,000; Speed: 2,600 (1,600 turbo)/1,300; Acceleration: 240 (120 turbo); Range: 3,000; Toughness: 4; Handling: 7; DC: 530; AV: 20; Accuracy: 6; Cost: n/a; Crew/Passengers: 1/1





THE UNSEEN
HAND -
1948

AEGIS AGENTS
1973

MONTAGUE
CLUB -
1963

BLACK
BOOK -
1999

CONSPIRACY IN
FIELD AGEN





CONSPIRACY CREATION

This chapter provides all of the details needed to create a secret group as an ally, an enemy, or a neutral in the world of *Conspiracy X*. Designing a secret organization is a three-part process. Part I involves developing the overall conceptual framework of the secret organization, including its goals, motivations, and structure. Part II fleshes out the group in terms of its membership, the territory it spans, and the resources and knowledge at its disposal. If a player group is designing an organization, it is up to the Chronicler how much of the second section is shared with the players and how much is kept secret. The bulk of this information will always be in the Chronicler's hands, as Cast Members will rarely be in control of any conspiratorial group with any vast power, although adventurous Chroniclers may wish to try.

Part III suggests campaign devices for the Chronicler that should be unknown to the Cast Members at the start of their adventures. These viewpoints indicate how the other members of the secret group view the Cast Members. They may be revealed as the story dictates.

As an example of the creation of a group, the sidebars present this process being used to create Directorate X.

PART I: GROUP DESCRIPTION

Group generation begins with determining the society's overall description, its identity, and its goals. This loose framework helps plan how the group is organized and any public knowledge of the group. At its heart, creation of a secret organization should be driven by the Chronicler's creativity. Once the overall framework is established the structure can be fleshed out in Part II.

STEP 1: PLANNING THE SECRET GROUP

Brainstorm ideas about what the secret group is like. What are some of the group's goals? Does the general public, a section of the population, or only a select few know about these goals? What methods does the group use? How is the group structured? Does the public know the group's leaders? How does an individual obtain membership? Is the membership easily recognized? Does the group have a name? By answering these kinds of questions, it becomes easier to choose characteristics that are well suited to the organization and that are easily integrated in terms of game mechanics.

DIRECTORATE X BRIEF DESCRIPTION

Directorate X was once a division of Project Rasputin dedicated to the eradication of aliens. It was shut down when a nonaggression pact was signed between the Soviet Union and the Greys. With the fall of the Soviet Union, the members spread to the winds, but many continue their assault on the alien invaders.

STEP 2: SELECTING CHARACTERISTICS

Revisit the brainstormed description of the group and choose from the Characteristics below those that appear to fit.

A group may have multiple characteristics. These are descriptive devices to aid in picking the group's goals. Of course, some characteristics may apply to the group as a whole, whereas some may apply only to a specific subdivision or area. Note any that may apply and indicate if the characteristic is Universal (applying to the whole group), Territorial (applying to a division), or Individual (specific members).

CHARACTERISTIC DESCRIPTIONS

Academic Institutions: Within any given academic institution, there is a collection of societal groups. These groups are most often based on similar interests and acceptance into a larger, pre-existing group. Admission may be accomplished through hazing or other ritualistic methods employed by the older group members. These groups are almost always hierarchical, with the older members having precedence over the younger. Other, more loosely organized groups that form in an academic institution are those such as student councils, political groups, and volunteer organizations. Academic institutions also host faculty and staff groups, including research teams and "think tanks."

Alien Collaborators: Among the people who are aware of the existence of extraterrestrials are those who support working with the aliens. Usually, these groups are based on a mutually beneficial arrangement, although some supporters are just generally trusting of alien races. These groups tend to form within pre-existing organizations that have made contact with aliens, but some individuals form their own groups based on common interests and backgrounds. Examples of alien collaborators include the Black Book, UFO watchers, and PUPPET.

Anarchists: This type of organization sets out to cause disorder, be it against corporations, governments, or some other society group. These groups generally have some kind of dissatisfaction with the status quo and the current agenda of the population at large. Anarchy groups foment rebellion and seek opportunities to create chaos in order to disrupt the current order. Often, anarchy groups have little internal structure, since organization is inherently anathema.

Antiparanormal Groups: The antithesis to alien collaborators, magic circles, and psychic networks, these groups are

present only when individuals actually have knowledge about purported paranormal activity. When these individuals are confronted with the presence of the paranormal they react with hostility or attempt to distance themselves. Emotional and volatile people who pursue the eradication of the paranormal with single-mindedness often join these groups.

Civic Organizations: Throughout the world, there exists a wide variety of organizations that purport to enhance their communities. They often consist of those who reflect on their accomplishments, and are sometimes linked with religious groups. For the most part, these groups are well entrenched in local communities through branches in a hierarchical structure. Examples include Kiwanis, Rotary, and Habitat for Humanity.

Criminal Syndicates: Organized crime is often portrayed in the media as being solely associated with the Mafia, when in fact the beliefs, tolerances, and expectations in criminal organizations vary widely. The one commonality to the various groups that take part in criminal activities is the belief that the law does not bind them. At a bare minimum, belonging to an organized crime group means that the characters have entered into an agreement not to snitch on their pals. Punishments are hefty, so be careful who is trusted. Examples include the Sicilian Mafia, Triads, and Yakuza.

Cults: Belonging to a cult usually entails following a single charismatic leader who sets down his doctrine for a way of life. Often, cults are formed on the fringes of society and require members to leave behind their former lives to travel to a remote location. Cults differ from religious groups on both theological and psychological grounds. Theologically they vary dependent upon society's generally accepted religions. Psychologically, cults tend to use brainwashing and dependence on the cult to foster a close-minded attitude that benefits the cult. This close-mindedness usually results in an intolerance of other belief systems and an antagonistic attitude toward members of other faiths. A classic example of a cult is the Branch Davidian Sect.

Curiosity Seekers: These are the people on the forefront of exploration, who always want to be the first to know. They band in groups that espouse beliefs in satisfying one's curiosity. As a consequence members are also great risk-takers. People driven with the need to know for knowledge's sake join these groups. College philosophy majors who aim to be perpetual students are prone to joining up. Often, unless one individual rises to a position of solid leadership, these groups break off into multiple directions, following whatever separate leads strike their fancy. Examples are the National Geographic Exploration Team, Royal Cryptozoological Society, and Mountain Club.

Defenders: Groups that defend the weak and the downtrodden tend to be very persistent and very flexible. Regardless of whether they are smuggling refugees or executing vigilante-style justice, they blend into the surroundings and melt away rather than confront opposition in a stand-off. They value their continued existence more than they value winning any given battle. These groups tend to draw people who are tolerant of many

belief systems, and as a consequence defenders' organizations consist of a wide mix of members with varying styles and individualized interpretations of beliefs. Examples include underground railroads, vigilantes, and shelters for abuse victims.

Enforcers: Classic enforcers often wear uniforms, carry badges, and are well versed in the legal system. They see to it that justice is served and in doing so believe that the population is that much safer. They tend to see things in black and white, with little room for gray. They use their extensive knowledge and personal experience to make rapid judgments. These groups tend to fall into some kind of organization rapidly upon creation, because they have little tolerance for ambiguity. Examples include police officers, political groups, and gate keepers.

Financially Motivated: Organizations that are motivated by financial growth are almost always involved in some kind of trafficking, whether that be drugs, guns, information, or technology. Corporations are usually financially motivated, although they may have other important traits as well. Individuals who belong to these groups are often concerned with their own financial standing, so a certain amount of competitiveness and individualism takes place. Competition is often encouraged in these groups in order to construct a hierarchy of success. Examples include mercenaries, dealers, freelance spies, and average corporations.

Information Liberation: Groups that focus on the dissemination of information generally claim that no one should have the right to withhold information from the public for any reason. As a result, these groups tend to take whatever information they uncover and find the most efficient way to "give" it to the population at large. Scientific organizations that are on the fringe may also hold beliefs about the right to know, and if so share their information by any method plausible, including speaking at national conferences. Examples include hackers and scientific circles.

Investigation: Groups that value investigation almost always have additional traits that determine their intentions once they have completed the investigation. This is different from Curiosity Seekers in that Investigation groups emphasize piecing together a likely hypothesis or scenario and then collecting data and facts to support or refute the expectation. Individuals drawn to Investigation groups have a natural ability to analyze details and information to form a coherent pattern. As a consequence, within these groups, individuals often take it upon themselves to perform investigations on group members. Naturally, this type of behavior can easily lead to paranoia, hypervigilance, and difficulty trusting others. Examples include the FBI and local police detectives.

Magic Circles: Practitioners of the magic arts often form some kind of association to exchange information and provide support. The one commonality of this group is respect for magical tomes, scrolls, and learning. When confronted with the opportunity to advance magical knowledge, group members

usually take advantage of the situation, sometimes even in times of grave danger. There is often some hierarchy structured around the level of knowledge acquired. Examples include the Montague Club and the Lodge of the World Tree.

Mutual Protection: While no secret society can survive without protecting its members, some groups make it their primary goal and basis of recruitment. Protection may imply enemies, either personal or the group's as a whole. In either case, members may be required to assist each other in times of misfortune. Groups like this usually have a high degree of internal trust or a tight internal structure; at the very least, they have something that strongly differentiates members from nonmembers, whether this is a "secret handshake" or worn emblem. Examples include Freemasons, the Forever, and "underground railroads" of abuse victims.

Outcast: Groups that are withdrawn from society, either through self-selection or through being ostracized, are considered to be outcasts. They often have a separate set of norms from those in mainstream society. It is difficult for members of outcast groups to have connections or contacts, although not unheard of. Some groups may have branches that are separate from society, while other branches operate within society. An example would be a branch of a religious order that isolates itself in an abbey.

Paramilitary: These groups consist of individuals with some kind of military or physical training who are drawn together by a common cause, such as financially motivated (classic mercenaries for hire), enforcers (freedom fighters), and religious groups (Jihad terrorist groups). Unless united by a series of shared beliefs, these groups dissolve over time. Examples include guerrillas, assassins, and neo-Nazis.

Philosophical Movements: Philosophically enriched organizations tend to have a stunning array of explanations at their disposal. Whatever their philosophical beliefs, these groups steep themselves in those beliefs to the point that any member can cite definitions at the drop of a hat. Because of the seemingly unavoidable language barrier between those who hold the philosophy and those who do not, members of these groups tend to cluster together for social support. Examples include Existentialists and traditionalists.

Political Parties: Groups in any governmental structure have their own sets of standards and goals that they parade before the public. Their platforms propose ideas and concepts they wish to make an integral part of the government. Sometimes these issues are a direct reflection of their genuine intentions, and sometimes they are a gross distortion. As a result, members of political parties often have a difficult time separating reality from what "seems to be," and given the public nature of politics, this rarely goes unnoticed in the media. Examples include the Democratic Party, Free America, and the religious right.

Psychic Networks: These organizations consist of formal and informal contacts between psychics. Often, the psychics

meet one another in person to discuss the current state of affairs relating to psychics. If a psychic is in need, she may be able to contact one of these groups for shelter and assistance, at least in the short term. Motivations of group members vary widely, but overall these individuals agree on the importance of helping one another to survive in a brutal society that doesn't understand them. Examples include the Psychic Underground and Allied Psychics.

Religious Groups: Individual churches, as well as entire religious movements, can be characterized with this trait. Groups that adhere to a belief system involving a higher being/power differ in their interpretation of doctrine, and usually differences in doctrine make it difficult for them to associate with one another. Religious groups differ from cults both theologically and psychologically. Belief in a higher power (and sometimes an after-life) frequently empowers group members to take actions they would normally find too distressing or difficult. Examples include the Russian Orthodox Church and Opus Dei.

Research Institutions: These organizations work toward developing research in a specific field. Laboratories and experimental scientist groups are often associated with a research institution of some kind. Individuals tend to be compulsive about gathering and interpreting data. They may become very focused on the issue at hand and ignore larger ramifications, and may completely ignore one another's input and work in isolation, unless pulled together under strong leadership. Examples include the National Institutes of Health and Slyed Research Labs.

DIRECTORATE X CHARACTERISTICS

Anti-Alien (Universal): Directorate X's primary objective is the liberation of Earth from alien influence.

Criminal Syndicate (Territorial): Depending on the team, varying degrees of criminal activity are involved.

Information Liberation (Individual): Some members believe the way to be rid of the aliens is to expose them to the public.

Investigation (Territorial): Several of the older members of Directorate X have access to KGB files and use techniques from the intelligence community.

Paramilitary (Individual): Some members are more radical, seeing terror as the "only" option in dealing with the aliens. Others are merely involved in military-style operations.

Psychic Network (Universal): Psychic members are a part of every team of Directorate X.

STEP 3: DESIGNING A PROFILE

This step details the extent of the group's public image, how well known its goals are, and how visible leaders and members are. Depending on the organization's style and methods, it may be important to have a high public profile, perhaps with the leaders very well known and respected. In other organizations, it may be necessary to keep to the shadows and inform others about the goals in secretive and subtle ways. Select the categories below that best describe the organization, or Chroniclers may create their own.

GROUP IDENTITY

The group identity helps determine how recognizable the organization is. It may also be seen as a measure of how difficult it is for people to identify the group and to understand its place in society.

Public: Organizations with Public identities are well known and can be located in any phone book. Generally, the headquarters are publicized or can be found as a matter of public record. On the whole, both their goals and their preferred methods are also in the public eye. Groups with a Public identity have no fears about being on the front page of the newspaper, and in some instances they actively cultivate this attention. An example of an organization with a Public identity would be the Branch Davidian Sect.

Normal: A large number of groups have Normal identities. While they may not be well known, they can be recognized with a modicum of effort. Generally, the goals of this type of group are identifiable, although the details may not be publicized. Their methods may be identified, but they are subject to interpretation and accounts may not be accurate. In general, their headquarters and locations of membership are not known. One example would be the IRA.

Covert: The general public knows nothing of the organization. It is possible that other, similar organizations, especially those with similar goals and/or methods, know about the group. It is likely that only the organization's overall goals are recognized, and perhaps a modus operandi. Many groups that are conspiracy-rich have Covert identities, including Aegis and NDD.

Shadow: Groups with Shadow identities are virtually unknown to the public or to other, similar organizations. Some people may suspect the group exists because of a collection of similar incidents, but there is deep mystery about what the organization is, who belongs to it, and what its motives are. One example of a Shadow identity group is the Watch, whose existence was hinted at and discovered only after its supposed demise.

LEADER IDENTITIES

This description reflects on how well known the group's powerful members are, both outside and within the group itself. There are distinct advantages and disadvantages to different levels of identity, and the impact these have on the overall organization should not be trivialized.

Public: A group with Public leaders is often center stage in the media and in any number of documents. It is fairly easy to identify the leaders by asking a few simple questions, using a reference book, or running a basic search on the Internet with the group's name and the keyword "leaders." The leaders of the Republican Party are considered to be Public.

Normal: In a number of organizations, the topmost stratum of leaders is readily recognizable through a modest amount of research, but beyond a certain level, secondary leaders are unknown, either because they are intentionally hidden, easily interchangeable, or not deemed important enough to document. Depending on the reason lower-level leaders are not identified, it may be easy or difficult to recognize them. One example of a group with leaders who have Normal identities is the PLO.

Covert: Groups whose leaders have Covert identities do not have any record of the leaders' identities, and as such they are almost impossible to find. They may have a series of false identities, be referred to by code names, or give their identities only to the upper echelon of the organization. One group with Covert leaders is the Montague Club, wherein a small portion of the leadership knows each other, but most of the board members are unknown.

Shadow: Leaders with Shadow identities simply cannot be found. If they are searched for, it will be determined that no such person exists. All of the leaders have either faked their own deaths, found a way to be removed from or ignored by the system, or developed an ability to live completely outside mainstream society. Each leader uses some kind of false identity, and true names are unknown. Even within the organization itself, most members cannot identify the leaders, and may only know an immediate superior. A prime example of this type of leadership is Directorate X.

MEMBER IDENTITIES

Member identities have a direct impact on whether members can fade into the background or use their membership as leverage. As with leader identities, the extent to which members can acknowledge their affiliation with the organization has a strong effect on the way the group is perceived, coordinated, and directed.

Public: When a group's members have Public identities, they are fairly easy to find and may even proudly display their membership by the use of insignia. Most members will acknowledge their ties openly. Most labor unions can be considered to have Public membership.

Normal: Organizations with Normal members usually do not advertise their members' presence, but members are willing to acknowledge and honor their association with the group if queried. In many instances, members will not announce their involvement with the group unless presented with a valid reason. One example is the Freemasons.

Covert: Members who have Covert identities will not acknowledge any connection to the organization. If directly asked about their association, they will most likely disavow any ties to the group, and they often use false identities when in the field to avoid being tracked back to their group. Members' true identities may or may not be known within the organization. An example of this type of group would be the CIA.

Shadow: Group members with Shadow identities suffer from many of the same problems as leader Shadow identities. They do not exist in any file, because all members have either had their deaths faked or been "removed" from the system. They live their lives totally in the group. False identities are used by just about everyone, and members will count themselves lucky to know the members they work with and their immediate superiors. Again, Directorate X is a good example of this type. Cast Members within such a group would have to purchase one of the Official Identity Qualities.

GROUP GOALS

In addition to identifying how well the group goals are recognized, it is also important to consider what essential group goals are agreed upon by the organization. It is always possible that secondary goals may arise as the group grows and changes. The recognition of these group goals may be any one of the following.

Public: When an organization has Public goals, the general goals of the group are either well known facts or the information is easily obtainable with a minimum of research. When reading over the group's goals, it is fairly easy to understand them and to see where they interconnect with the group's stated purpose. The U.S. Secret Service has a number of recognized Public goals.

Normal: Normal goals take a little more effort to understand and/or to recognize. The group's goals are in the public domain, but, because of contradicting reports, different viewpoints, or contaminated data, it is difficult to say with any certainty what the specific goals are. General motivations are understandable, but the details and the intentions are fuzzy at

DIRECTORATE X PROFILE

Group Identity: Covert. There are thin rumors of their existence, but no one knows for sure.

Leader Identities: Shadow. No one is sure of the original members of the Directorate. There are psychic meetings, so the "mind" might be known but the identity is not.

Member Identities: Shadow. Most members are criminals on the run, have had their deaths faked, or are so unwanted that no one cares.

Goals: Shadow. The few outside organizations that realize the group exists are alarmed because they don't have a clear idea of what this unidentified player is after.

best. One group with this type of goal structure is the Mafia—a great deal of information is available about the Mafia, but it is difficult to pinpoint which sources to trust and which to ignore.

Covert: Covert goals may be hinted at, whispered about, and pieced together from information fragments. In all likelihood, only small portions of the goals are recognizable, either because the real goals are too difficult to comprehend or too unbelievable to swallow. Often Covert goals are masked by disinformation, hidden in lies, or cloaked in half-truths. Aegis, of course, is the epitome of a group that pursues Covert goals.

Shadow: Even if the organization is known, no one seems to have any understanding of its goals. These Shadow goals can be dangerous for the organization itself, since the goals themselves are kept hidden from the members and even possibly many of the leaders. When only a select portion of the group has any idea what its members are working toward, it requires an obscene amount of loyalty and devotion—or a large amount of leverage. Once again, Directorate X is a group that typifies pursuit of Shadow goals.

RECAP

Once Steps 1–3 have been completed, the secret group should consist of a brief written description, a series of characteristics and their degree, and a profile of the group's goals and identities. Once this description is completed, structural details and actual numbers that can affect game play from Part II (Organizational Structure) may be added. Alternatively, the description may be sufficient.

PART II: ORGANIZATIONAL STRUCTURE

The second part of creating an organization adds detail to the group's structure, the territory it covers, how many people join the group (and how loyal they are), and the resources and knowledge at the organization's disposal. This stage fleshes out the interior mechanisms that are present in the group. Beyond the simple description of the group lies a complex network that is vital for an effective chronicle. If the secret group will not play a large role the structure may be omitted.

STEP 4: POWER STRUCTURE

The organization's power structure describes how the group is governed, either as a whole or as branches of a larger group. The structure determines the inherent power base that the members have to contend with, as well as any kind of seniority or hierarchy. Each of these styles has its advantages and disadvantages, depending on the group's goals and methods.

DIRECTORATE X PART I CREATION

Brief Description: Directorate X was once a division of Project Rasputin dedicated to the eradication of aliens. It was shut down when a nonaggression pact was signed between the Soviet Union and the Greys. With the fall of the Soviet Union, the members spread to the winds but many continue their assault on the alien invaders.

Characteristics

Anti-Paranormal: Universal. Directorate X's primary objective is the liberation of Earth from alien influence.

Criminal Syndicate: Territorial. Team membership determines how much criminal activity is involved.

Information Liberation: Individual. Some members believe the way to be rid of the aliens is their exposure to the public. Using both their old contacts and new ones in the intelligence field, they are building a network to release the information to the groups that can use it best.

Investigation: Territorial. Several of the older members of Directorate X have access to KGB files and use techniques from the intelligence community.

Paramilitary: Individual. Some members are more radical than others, with terror being the only option for dealing with the aliens, while other members are merely involved in military-style maneuvers. All of these groups access the stockpile of munitions that Directorate X took when it left the Soviet Union.

Psychic Network: Universal. Psychic members are part of every team of Directorate X.

Profile

Group Identity: Covert

Leaders' Identities: Shadow

Members' Identities: Shadow

Goals: Shadow

In truth, the secret society's goals are as follows:

Alien eradication (humanity is threatened by the aliens on this planet and forcing them to flee or killing them are the only options left to save humanity).

Recruit new members (Directorate X suffers from a lack of membership, and hence manpower, and therefore is in the process of executing a massive recruitment program).

Gain resources (through blackmail, theft, and new members' contributions Directorate X is working on building an infrastructure of support. What little is known about Directorate X seems to imply that it's just an organization of thugs and criminals).



Universal: With a Universal power structure, one governing group rules over all branches of the organization. Individual branches have some leadership but these leaders are still held accountable to higher echelons and are assigned tasks from the governing body. The extent of seniority or hierarchy across branches is fairly fluid, but leaders from one branch may not have authority over other branches, unless this responsibility is specifically designated by the governing group.

Territorial: When each branch of the group governs itself while listening and following the overall directions of an overarching governing body, it is considered to have a Territorial power structure. This balance of power means that branch leaders have some autonomy and personal authority, but they also agree to abide by a series of rules or decisions made by not only the governing body, but also the other branch leaders. One example is the Catholic Church.

Self-governed: Each branch of a Self-governed organization operates essentially independently. This means that the leaders of the branches are ultimately responsible for giving direction to their members. While any given branch understands that others are part of the group, each takes directions only from its leaders and assists others only when it wants to. An example of a Self-governed organization is the fraternity system within academic institutions.

Pyramid: With a Pyramid power structure, a single overarching branch commands those branches directly below it. The secondary branches then command the next tier, and so forth, down to the individual specialist group. Typically, each division of branches know its immediate superiors and those they govern, but does not know about parallel branches under other leaders. With the relaying of directions through multiple superiors, the original directive can sometimes be garbled. Also, it is difficult for subordinates to take initiative that will be genuinely appreciated. One example of a Pyramid power structure is Aegis.

DIRECTORATE X POWER STRUCTURE

Self-governed, partially due to the Shadow Leaders' Identity trait. This trait makes it difficult for the overall organization to have a designated group of leaders. Further, with the importance placed on mobility, each branch requires a great deal of independence.

STEP 5: TERRITORY CONFIGURATION

The configuration of the group is determined by both the type of group (i.e., isolated group or organization with multiple branches) and the extent of the territory it attempts to cover. Single entity groups have the advantage of a small group of leaders to which members directly report, but engaging in activities on a large scale is very difficult. Multiple entity groups have a more complex structure but have sufficient membership in a wide range of branches to allow for activity on a grander scale (although the size of the membership is determined later). The possible group territory configurations are on the next page:

Single Entity (Localized): The organization is a single group of individuals who operate within a very small radius, such as a town or a single county. Although it is possible for the group to expand over time, at this point it is limited to a very small territory.

Single Entity (Large Territory): This group operates as a whole and covers an area the size of a state or a small country. It may be that each member takes responsibility for a section of the territory, though they continue to report to the same set of leaders. The conspiracy exists as one group with no branches.

Single Entity (Country): A group of this type operates as one entity and each member pays heed to one central management or person with no separation via branches. The territory covered ranges from a single country to a small group of countries to the size of a continent. This type is almost unheard of.

Single Entity (Global): This type of group is in the upper echelons of the world's conspiracies. It operates as a single entity and covers the globe. It is close to impossible to pull off, but when it is done correctly, it is the smoothest running of all conspiracy types. Groups of this type are usually tiny, as the logistics of running a hundred or more members on a global basis would be a nightmare.

Multiple Entity (Localized): As with *Single Entity (Localized)*, the territory covered is limited to a small radius such as a town, but this group is broken down into branches. Again, the organization may grow over time to encompass a larger territory.

Multiple Entity (Large Territory): With multiple branches, the secret group has a territory that covers something the size of a state or small country. It is important to decide how this configuration works with the power structure.

Multiple Entity (Country): When covering territories the size of a single country to the size of a continent, organizations are almost always best operated using multiple entities. This type of configuration allows for a stronger, more flexible, and proactive infrastructure than a single entity.

Multiple Entity (Global): With the entire globe as its playing field, this group is structured in a similar way to many Fortune 500 corporations. Semiautonomous branches and managers oversee demarcations, track everything, and work to ensure efficiency.

DIRECTORATE X TERRITORY CONFIGURATION

Multiple Entity (Global). With the collapse of the Soviet Union, the Directorate disbanded in 1990. Now agents work at finding aliens and building an infrastructure for their organization. Agents were sent to each of the major countries to begin recruitment and to build teams and branches.

STEP 6: MEMBERSHIP SIZE

This factor determines how much manpower the organization has at its disposal. Membership includes not only active members, but also support staff and members who may be on the inactive list (for one reason or another). Combining Steps 5 and 6 provides a sense of the density of the group. For example, a *Single Entity: Localized* group which has a *Huge* membership is likely to be the entire population of a small town, perhaps some kind of commune for a cult. On the other hand, a *Multiple Entity: Country* group with a *Small* membership is likely to be spread very thinly. Choose the description which best fits the size of the membership.

Tiny: Fewer than 20 members

Small: 21 to 100 members

Medium: 101 to 1,000 members

Large: 1,001 to 10,000 members

Huge: 10,000+ members (it is likely that the leaders of the conspiracy aren't even sure how many members exist in the society)

DIRECTORATE X SIZE OF MEMBERSHIP

Medium. Around 200 members fled the collapsing Soviet Union. The Directorate is now nearing the 1,000-person mark.

STEP 7: DETERMINING RESOURCES AND INFLUENCE

A group's resources determine what ability it may have to obtain items and funding. Ultimately, this results in equipment that the organization may use to further its goals. The group has an *Influence Quality*, as a *Cast Member* does (see *Conspiracy X Core Rulebook* p. 71), reflecting the group's type of *Influence*. More than one *Influence Quality* may be selected for the group, and these may vary in ranking depending upon the group's clout in that area. It is not recommended that a group have an *Influence* higher than 3 in any area, unless the group is particularly powerful.

As with the *Influence Quality* for characters, the ranking of *Influence* for the group determines how many RPs are available to members every month. The actual distribution of these resources may be limited to certain members, however. If this is the case, the *Restricted Resources (type) Drawback* should be applied, and any attempts to requisition these limited resources may require *Willpower* and *Bureaucracy Tasks*, with a penalty depending upon the level of the *Drawback*.

DIRECTORATE X INFLUENCE

Influence (Military) 1

Influence (Intelligence) 1

Influence (Criminal) 3

Influence (Paranormal) 4

Restricted Resources (Criminal) 2

Restricted Resources (Paranormal) 2

When it came time to leave the Motherland, the core members absconded with a stockpile of military and espionage equipment large enough to outfit a small Third World country. Hidden in caches throughout the world, these resources are available, but because the munitions are limited and restocking them extremely difficult, resources are granted only to the most important missions and select groups. With various teams involved in criminal activities to help build support for the organization as a whole, they are able to access good resources. Directorate X makes a concerted effort to obtain a wide array of Paranormal resources, expending considerable energy to try to keep up with the best the outside world has to offer. Both Paranormal and Criminal resources are available if enough effort is expended to make the appropriate requests.

STEP 8: CONTACTS AND CONTROL

As a group has an Influence Quality like a character's, the group may also exploit the Contact Quality. It may have Contact with groups, individuals, and organizations, as characters do, though the levels of Contact Quality can be interpreted slightly differently for a group. The definitions are covered below. The Contact Quality for a group is usually defined by the Influence Qualities and their types, but if the Chronicler wishes the Contact Quality to more closely reflect the character's Quality, it can be related to a specific organization such as CDC rather than Science and Research.

The process of obtaining information uses the member's Intelligence and Research/Investigation, modified by either the member's or the group's Influence Quality. Some information topics are harder to access, and penalties should be imposed (for example, having the wrong Influence Type); some are fairly easy to infiltrate, and bonuses may be added. Such modifications are left to the Chronicler's discretion but should be determined ahead of time, especially if these information topics will be prevalent in a chronicle.

The base time for retrieving information is 12 hours. This time may be halved for every additional Success Level gained on the Task.

1: Minor Contacts Contacts in this subject area are in low-level positions (or operate on the fringe of the field) and provide little information. Each branch or subgroup can make one request per month for information.

2: Major Contacts Contacts in this subject area are in middle-level positions (middle management/workers, directors, professors, captains, etc.). These contacts can obtain a large amount of information concerning low-level operations without drawing much attention. They can also obtain midlevel information if given enough time to pursue leads carefully. Top-secret stuff is almost impossible to come by, and if persuaded to look into it, the contacts may terminate their relationship with the group after relaying the information. Two requests can be made per month for information by each subgroup.

3: Deep Infiltration These contacts are true spies with a deep loyalty or reason to remain true to the organization. Information on numerous subjects flows in on a regular basis, and additional, more specialized information about secret items, military maneuvers, missions, and so on can be obtained given time. One information request per week may be made.

4: Control The group has control of some major asset(s), such as "think tanks," corporations, military squads, and so on. This control may be through group sympathizers, blackmail, or something else. It is easy to obtain general information, and details on specific projects can be found quickly. In some instances, contacts may actually volunteer information and/or connections that they think members may find useful. Two informational requests may be made per week.

DIRECTORATE X CONTACTS

Contacts (Military) 2

Contacts (Intelligence) 2

Contacts (Criminal) 3

Contacts (Paranormal) 3

Directorate X is very much an old-school intelligence group trying to adapt to a new world. Agents have kept ties with the intelligence and military powers they used to work with and maintain important contacts in both areas. They have teams working closely with criminal organizations around the world. Finally, they maintain ties with their old comrades, Project Rasputin's paranormal operatives. Although now part of Aegis, many have divided loyalties.

STEP 9: MEMBERSHIP LOYALTY

Loyalty measures the average extent of respect and commitment the members feel toward the organization. While this loyalty describes the bulk of the membership, there are always exceptions and individual members' loyalty may vary. It is important to note that for multiple entity groups, loyalty is chosen according to each branch to represent variation dependent on immediate superiors. Overall, however, most groups demonstrate the same loyalty through all branches, especially if branch leaders are equally effective and recognized. The following loyalty levels are suggested:

Absolute: Organizations with absolutely loyal members have a group of individuals who express complete willingness to do anything in the name of the cause. These members follow directions with little questioning and gladly contribute money, resources, time, or even their lives if they believe it will further the cause.

Dedicated: Dedicated members are committed to the organization and usually all of its beliefs. Members follow the directives of their immediate superiors and generally respond favorably to requests for assistance from other members. They dedicate a large amount of their own time and resources to furthering the cause.

Wavering: The members have become disheartened with the organization and are not certain how much of a commitment they want to make to the group. Perhaps this concern is caused by a recent change in leadership or by a reinterpretation of the organization's goals and/or methods. Wavering members are not so willing to give their time and resources, and members definitely balk at the suggestion that they should give their lives to the cause. This destabilization could lead to abandonment of the group if current policy continues, or perhaps disgruntled members will stage a coup if enough members can gather together to wrest control.

Mixed: There is no type of loyalty that dominates the overall membership. This type of loyalty is most likely to be present in groups that are newly formed, under new leadership, or have had a new influx of members who have not merged with the old guard.

DIRECTORATE X MEMBERSHIP LOYALTY

Loyalty: Dedicated. Although members of Directorate X often do not know their superiors and hence have no personal loyalty, they are fiercely dedicated to the cause. They do, however, have a healthy respect for their own skins and, as such, cannot be considered to be *absolute*.



STEP 10: PULLING STRINGS

Organizations offer a wide range of support to their members, including not only resources and knowledge, but also more obscure types of assistance through the odd connection, lingering favor, or forgotten association. Some groups fully inform their members of the Pulling Strings at their disposal. Others only do so when a particular member has demonstrated her loyalty or when a mission demands breaching the “need to know” status. The Chronicler is not required to make any or all Pulling Strings known or available to members of the organization.

Members may request access to these pulling strings through the use of appropriate Tasks. To determine which Pulling Strings are available to the organization, add the group’s Influence Quality and Contact Quality levels together, then divide this number by 2 (round up). The resulting number is how many points can be spent on Pulling Strings that may be purchased from the list in the Core Rulebook. Remember that Pulling Strings outside of the group’s Influence types may be purchased, but the costs of these are doubled, just as during character creation (see pp. 36–37 of the core rulebook).

DIRECTORATE X PULLING STRINGS

Directorate X has 10 (19/2) points to purchase Pulling Strings, limited to Criminal, Intelligence, Military, and Paranormal prerequisites. Reviewing the list in the Core Rulebook, Accomplices (1), Counterculture Friends (2 because different Influence Type), Criminal Resources (1), Mobility (1), Psi-Labs (2), and Psychotrons (3) are the most appropriate.

SUMMARY

After completing steps 4–10, the organization should have a power structure, a territory, a membership size and loyalty, and access to resources, contacts, and Pulling Strings. The group should have an outline similar to the example. With these elements, it is now possible to have a working group for which to establish membership. After characters have been generated, they should be given positions within the organization that are consistent with its description and structure. Once characters have been developed and coordinated, Chroniclers may wish to continue to Part III of Group Construction to determine prevalent campaign elements.

DIRECTORATE X PART II CREATION

Power Structure: Self-governed. This is partially due to the Shadow Leader Identity trait, which makes it difficult for the overall organization to have a designated group of leaders. Further, with the importance the group places on mobility, it only makes sense to make each branch autonomous.

Territory: Multiple Entity (Global). The Directorate spread throughout the world when the Soviet Union collapsed in 1990. Now its agents work at finding the holds of aliens and building an infrastructure for their conspiracy. Agents were sent to each of the major countries to begin recruitment and building teams and branches.

Membership Size: Medium. After fleeing with around 200 members, the Directorate is now nearing the 1,000 mark.

Loyalty: Dedicated. Although members of Directorate X often do not know their superiors, and hence have no personal loyalty, they are fiercely dedicated to the cause. They do, however, have a healthy respect for their own skins and, as such, cannot be considered to have an Absolute Loyalty.

Influence

- Influence (Military) 1
- Influence (Intelligence) 1
- Influence (Criminal) 3
- Influence (Paranormal) 4
- Restricted Resources (Criminal) 2
- Restricted Resources (Paranormal) 2

Contacts

- Contacts (Military) 2
- Contacts (Intelligence) 2
- Contacts (Criminal) 3
- Contacts (Paranormal) 3

Pulling Strings

Accomplices, Counterculture Friends, Criminal Resources, Mobility, Psi-Labs and Psychotrons

PART III: CAMPAIGN AND PLOT DEVICES

Campaign devices may be used to enrich the overall plot of a particular chronicle. Such devices often tie seemingly disparate missions into a coherent whole. These overarching themes are by no means an exhaustive list but are offered to assist the Chronicler in creating a mood or setting for the characters to encounter within their secret organization. These themes are designed to have distinct advantages and drawbacks, with which the group members must contend.

Another Cog in the System: The group sees the Cast Members as just another asset and uses them as it sees fit, even if that means sending them on suicide missions without informing them. While this attitude gives the Cell a fair amount of free rein, it leads to a certain amount of distrust toward others in the organization.

Extensive Archives: Members have access to a huge amount of information, but this information is difficult to access. This difficulty may be because of restrictions placed on its use, the deteriorating state of the materials, or the simple fact that no one has taken the time to organize the information into any semblance of order.

Good Relations: The organization has a solid relationship with another group, and they may exchange favors from time to time. The nature of the relationship is such that they maintain tenuous contacts: Information is shared and joint operations are possible, but closely guarded secrets and extensive help are not volunteered.

Guard My Back: Due to some dramatic occasion in the past, the group has a deep, trusting relationship with another group. This group can be trusted implicitly to provide assistance and to give accurate information. Granted, the trusted group may not always be available or have the information requested, but when it does something, the work is reliable and prompt.

Guardian Angel: Unknown to the characters, a member of their own organization has taken an interest in their continued welfare and may arrive once in a while to assist them. While this has the advantage of providing unasked-for help, it may also make players a bit paranoid.

Hidden Agenda: Either the group's leaders or a very strong branch of the group has a secret agenda that it is interested in pursuing, above and beyond the stated goals of the group. It is possible for the players to stumble across this information and use it to their advantage, but in the meantime, it may make it difficult for them to understand some of the orders they receive.

Hunted: The secret group has gone beyond simply being watched by another group; it is actively being hunted down. This means that any actions that may be connected with the organization will almost certainly be noticed and tracked to their source. The reason for being hunted may be fairly benevolent, perhaps even to offer assistance, but the hunted organization has no knowledge of the intentions of the group that is hunting it.

Infiltrated: The organization has been infiltrated by another group, to the extent that a large portion of the members also hold membership in the other organization. The second organization may be another secret organization, such as Aegis or the Black Book. The second group has its own agenda, which it will almost certainly begin to carry out within the infiltrated organization if it has not done so already.

Keystone: The agents are considered irreplaceable specialists by the organization, and as such they will not be sent on just any mission. Their skills are considered highly valuable, and they are given the best resources the organization can muster. Unfortunately, they are also protected like fragile china dolls, and the organization will pull them out of dangerous situations, even if they are a hand-span from gaining vital information or completing a mission.

Machinations: Within the group, a complicated game is played, consisting of name-dropping, elusive references, and facades. Players who are new to the organization find this frustrating and confusing, but once they've found a way to "crack the code," they will be in positions of power relative to other members. Members may approach characters with requests for help, which are often laden with ulterior motives.

Watched: Somehow, the secret organization has drawn the attention of another group, such as the federal government, Aegis, or the NDD. The group that is watching is content to simply observe actions for now, but there is always the fear that it will take things a step further, which would almost certainly be detrimental to the watched organization.

Welcome to the Family: One or more of the characters has family or close friends in the organization. They may not be aware of their affiliate's association with the group, but once they discover the connection, there is a likelihood that this mutual bond will result in an exchange of favors, information, and help. Note that this association is a two-way street; unlike Guardian Angel, the character is also expected to render aid and to offer information.





EXISTING CONSPIRACIES

INTRODUCTION

This section contains ten sample organizations built using the guidelines on the previous pages. These groups may be incorporated into a *Conspiracy X* campaign as allies, adversaries, a Cast Member's organization, or an infiltration for Aegis or NDD agents. They may also be reference tools when Chroniclers and players create their own organizations. As usual, the Chronicler may amend or replace any of this information as she sees fit.

THE CHURCH OF COATL

HISTORY

Back in the time of Cortez's explorations, the Church of Coatl was a small sect dedicated to the worship of Quetzalcoatl, the legendary winged serpent god. It has a rich oral tradition kept by the Great Leaders and a few oral historians. None of the history is written, except in symbolic representation carved upon ancient temple walls. For the most part, this sect was poorly organized, and each individual region developed its own prac-

tices and rites, worshipping Coatl in its own ways. For hundreds of years, worshippers of Coatl formed loose societies and did not bother to label themselves as part of a greater whole. In the late 1800's, a few regional groups began to strengthen ties with one another. In order to glorify the name of Coatl, they adopted a rather elaborate title that translates into "Dedicated and Reverent Followers of the Great Serpent King." As time passed, the groups of followers in the United States came to call themselves the "Church of Coatl" in an attempt to gain the rights available to religious organizations.

Followers of Coatl gather wherever they can; they place no particular importance on their house of worship, preferring to focus on their internal commitment to worshipping the glory of Coatl. The only specific locations that are deemed important are the sacred temples scattered throughout Mexico, built hundreds of years ago at the direction of several sages. These holy places are elaborately carved with symbolic representations of their visions. Scholars within the church have attempted to interpret these renderings, but to no avail. Although these temples may appear to be abandoned, they are guarded by a select group of caretakers—a chosen few who have stepped down from positions of leadership to shoulder this important burden.

GROUP CHARACTERISTICS

The church's philosophy states that Coatl is supreme, and His word is law. Different branches prepare in different ways, but everyone believes that He will return and bring glory to his followers. Territorially, many of the branches operate as cults, with a single charismatic leader beholden to his superiors. The cult classification is not universal, however. Depending on the individual branch and the members contained within that group, elements of criminal syndicates may be present, as well as magic circles or psychic networks. The branch leaders and the members themselves dictate the extent to which these elements are present. For the most part, the backgrounds of members are unimportant and only have relevance if the member's history or actions somehow threaten the existence of the church.

A careful search of public records in the right geographic region will yield references to the Church of Coatl, and its members make no attempt to keep its existence a secret. The nature of its goals and methods is not understood, partly because of some conflict. Some see the church as a magic organization, others as having ties to the criminal underworld. Because each branch develops its own "personality," this makes it difficult to understand the overall organization; references to the organization in its entirety are almost nonexistent. The leaders' identities are known to a select few, but because the church is not widespread, few individuals actually seek out the Great Leaders. The leaders in the larger cities are known by local members and the regional government. Members generally do not advertise their association with the church, but they do not hide it either. If there is a sufficient reason for them to claim their connection with the church, they will do so.

GROUP PROFILE

The Church of Coatl is organized in a pyramid structure with three Great Leaders at the top. They, in turn, supervise several regional subordinates, who organize local leaders. All leaders head religious ceremonies, although the higher leaders do so with less regularity than those at the bottom of the structure. The Great Leaders correspond with each other on a regular basis and meet in person once a month. Leaders are promoted, but new positions are created only where there are large numbers of members. Positions are generally for life, although some individuals step down if they retreat to hermit lifestyles for contemplation of the greater glory of Coatl. Some of the most respected and powerful leaders opt to become caretakers of the sacred temples, considered to be one of the greatest honors the organization can bestow.

The church has branches throughout Mexico, Central America, and the southwest United States. In its entirety, the Church of Coatl consists of approximately 4,500 members. Since the new millennium, annual membership growth rate has tripled to 3%, likely due to increasing fears and tensions in the world.

Membership is gained by applying directly to the local leadership. If accepted, members go through a year-long process of purification and greater understanding, after which time they are accepted as full members. Some branches take this process very seriously, while others abbreviate it and rush through it with an emphasis on the practical. Members of the Church of Coatl demonstrate devotion to



their god and to the glorification of his name through personal sacrifice and contribution to the church. They readily follow the directives of leaders and respond favorably to other branches in most situations. Branches tend to use different methods and may express their beliefs slightly differently from one another, and this is tolerated well. Members are hesitant to talk about their membership in the church unless it is an opportunity to recruit a new individual, since their beliefs are often met with ridicule and laughter.

Across all of its branches, the church has access to resources in criminal and paranormal spheres. Individual members may choose to contribute any number of items (or hard currency) to the church, but, for the most part these items are fairly mundane and obtainable by any citizen. Church-owned resources are distributed throughout the hierarchy, as the Great Leaders see fit. Their immediate subordinates can sway them, especially if a branch makes a good argument for possession of the equipment. Otherwise, individual branches tend to find their own equipment or expect their members to make the necessary provisions.

The church has developed significant contacts in the paranormal field, given its emphasis on supernatural forces to increase their understanding of Coatl's wishes. More recently, the church has made some contacts in the criminal area, mainly as a toe-hold to power. This has resulted from some speculation of late about just how helpful the supernatural forces may be during the Great Return. Because of the church's criminal ties, the Great Leaders have been working hard to develop contacts with the police to maintain good public relations and to smooth the way should problems arise.

PRACTICE AND BELIEFS

The Church of Coatl exists solely to bring greater glory to the name of Coatl and to prepare his worshippers for the Great Return. Worship is typically held once a day; the time varies by branch. Again, the degree to which these mandates are carried out depends on the branch, as well as the methods and beliefs of the immediate leadership. Some ceremonies last hours and involve elaborate chanting or singing, with great emphasis on symbolism. Others may last only a few minutes, with focus on devout prayer and the offering of sacrifice, often represented by the burning of incense.

A member's views and lifestyles depend greatly on the location and the specific branch. Some of the branches are fanatical, while others are more laid-back and content to plod along with generations of traditions. To highlight some of the differences, two distinct branches are outlined below.

El Paso, Texas branch

This city branch uses its connections with the underworld to finance its operation and to obtain information and leverage. There is a steady stream of new membership, most of it generated through word of mouth. Currently, an influx of angry and desperate individuals are frequently willing to compromise their principles in order to feel like they have a family in the church, or to seek revenge. The current leader is Lupe Arronchez, a woman in her early 40's who is extremely bitter. She leads the church with single-minded devotion.

The branch accedes to the universal belief that Coatl is God. Members believe fervently that His Return will be glorious and that their devotions will be richly rewarded with wealth and power. Worship takes place every night at 8:00 p. m. in an abandoned warehouse that has been converted to a shrine to Coatl. Most ceremonies last three hours or more and involve a great deal of debasement before Coatl's might. Arronchez leads the nightly devotions and swiftly punishes those who do not take part in ceremonies. In addition to nightly ceremonies, at least once a month members participate in religious retreats that consist of meditation, purification, and strengthening of soul for the coming Return.

The El Paso branch is well recognized in the poorer sections of the city and is often associated with crime and less reputable citizens by the upper echelons of society. There is no listing for the church in any official documentation, but some records exist in the form of newspaper articles and old fliers posted on telephone poles and kiosks. Tax records also show that the church is listed as a valid religious organization for tax-exempt purposes. This branch places emphasis on the use of criminal connections to enrich the church, and many of its members move in criminal circles. A few individuals are part of a psychic network, but this element is not emphasized or overly valued.

All members look to Arronchez as a leader but are reluctant to tell outsiders about her position out of paranoia. Most members are reluctant to volunteer their association with the church unless they think they might be able to actively recruit someone or if they are fairly certain an individual is a member of another branch. The goals of this branch are to prepare its members for the Great Return, and some of that preparation entails stockpiling food and weapons so members will be able to fight for Coatl when there is dissension among the nonbelievers.

Arronchez's branch is at the middle level of a pyramidal structure. She has no fewer than five individuals from the surrounding countryside reporting to her. This branch has worshippers in a small city and a few of the surrounding villages, covering approximately 250 square miles. Arronchez's branch currently consists of 85 full members, 22 associate members,



THE CHURCH OF COATL

CHARACTERISTICS

Criminal Syndicate: Individual
 Cult: Territorial
 Magic Circle: Individual
 Philosophical Movement: Universal
 Psychic Network: Individual

PROFILE

Group Identity: Normal
 Leaders' Identities: Normal
 Members' Identities: Normal
 Group Goals: Normal

Structure: Pyramid
 Group Territory: Multiple Entity (Country)
 Membership Size: Large
 Membership Loyalty: Dedicated

INFLUENCE

Criminal: 1
 Paranormal: 3
 Civilian: 4
 Restricted Resources (Criminal): 2
 Restricted Resources (Paranormal): 3
 Restricted Resources (Civilian): 2

CONTACTS

Criminal: 1 (Minor)
 Paranormal: 2 (Major)
 Civilian: 2 (Major)

PULLING STRINGS

Border Control (Mexico): The Great Leaders have access to this Pulling String, which can be accessed only by leaders of each branch. Individual members must appeal to their branch leaders, who may or may not choose to pass along the request. This Pulling String is frequently used to transport not only members and their families, but also items of a sensitive nature.

Others: Other Pulling Strings vary depending on region and individual branch. Each branch has access to one Paranormal and two Civilian Pulling Strings, usually related to its membership.

and four individuals who are at the start of their membership. Members in the branch are very dedicated but also keep a low profile. Many of the members are in dire straits financially and are desperate for the support the church can offer.

This particular branch, with its connections in the criminal underworld, has a fair amount of resources at its disposal. A section of the warehouse contains a stockpile of weapons and food in preparation for the Great Return, and these items are not to be used until that time. Other items can be obtained through criminal circles, and Arronchez often personally distributes these items. Individuals are expected to obtain all other necessary resources using their own means.

As with resources, the bulk of knowledge comes from criminal circles. The branch has only a few contacts, and they are used only rarely. Individual members have access to their own associates, but there is no group connection to specific contacts

within the organization. If individual members request assistance from the branch, Arronchez will consider whether or not the assistance will benefit the church and reply within a few days with her decision.

La Paz, Chihuahua, Mexico

This rural branch places much more emphasis on the supernatural and employs magic to obtain information and enrich the group. All of the members have known each other for years, and most recruiting is done through extended family connections in the immediate region. The current leader, Jaime Villacruz, is a respected member of the village council as well as a responsible small businessman.

The branch follows the universal dogma that states that Coatl is God and that He will return to bring glory to his loyal followers. The group structure is roughly that of a cult, and worship takes place every night without fail. The leader, Villacruz, has

the role of a benevolent, grandfatherly figure and encourages his followers to learn from the supernatural world around them. As such, the branch places a great emphasis on magic circles. The nightly ceremonies typically last thirty minutes and are followed by in-depth conversations among members.

In this region, local residents can fairly readily identify the branch of the church, but outsiders to the community will not find any listing for the organization in the phone book or religious registry. Its existence is spread through word of mouth. The residents of the community know of Villacruz's involvement and partially because of his generosity and charm view the church as a benevolent group. Most members will not volunteer their association with the church, but they will also not hide their involvement if questioned. The goals of the church are poorly understood due to conflicting reports, but most people see the church as a spiritual community, nothing more. There are rumors that the church is preparing for some Great Return, but individuals who are not members of the church do not understand this reference.

This rural branch of the church is at the bottom of a pyramidal power structure. Villacruz reports to a senior church official, and he has no subordinates other than his branch members. The branch encompasses a small village and its surrounding rural region, approximately one hundred square miles. Villacruz's branch currently has 38 full members and nine individuals who are in the year-long process of joining the church. All members of this branch are considered dedicated, and a select number might be seen as absolutely loyal due to their blood ties with Villacruz.

This particular branch, with its focus on the supernatural, has some access to items in a paranormal sphere, but they are extremely limited, and generally handled and used only by Villacruz. He will, on occasion, bestow them on other group members during special ceremonies and other unique occasions. The individual members obtain all other resources.

As with resources, this branch has some access to paranormal contacts. Because of its remote location, these contacts are only minor and are located approximately 35-40 miles from the village, which makes them difficult to access with any regularity. Again, Villacruz is usually the repository of information, but he sometimes sends other church members to speak with the group's contacts. He is willing to help his branch members using his Pulling Strings, although he is hesitant to call on his supernatural friends unless he feels the request is worthwhile. He generally grants open access to any library facilities over which he has jurisdiction.



THE CIRCLE

GERMINATION

A growing number of people in the environmental movement believe that unless monumental changes are made, the destruction of the Earth's delicate ecosystem is imminent. Humanity has laid waste to nearly every continent it infests, eradicating more plant and animal life than ever before. The endangered and extinct species lists continue to grow, and greenhouse gases choke the atmosphere.

Several highly placed members of Teal AG, an environmental research corporation, share this view. They have assembled a group of true believers from the ranks of Teal AG's massive science and research programs. This group, known as the Circle, aspires to give Mother Earth the time she needs to heal her wounds. In their eyes, the only way to help is to reduce the global population drastically.

THE CIRCLE GROWS

Teal AG was bought from a Germany consortium in the mid-1980's by an American, Michael Davis, who acquired the company for its science resources, media connections, and political ties. After moving it from Bonn to Northern California in 1985, he replaced key people with his own and formed the Circle. They began recruiting from Teal's diverse employee base, many coming from progressive backgrounds that condemned destructive ecopractices.

The group began to investigate biological solutions to the globe's overpopulation in the early 1990's. Creating a killer virus proved to be easy, but creating one that would not mutate out of control was not. This last research hurdle has kept them from simply releasing a strain of Hanta or Ebola into an international airport during the holiday season.

UMBRA

The Circle views itself as modern-day white knights, doing what must be done to save the Earth. With Teal AG as a public front, the Circle has nearly unlimited access to vast research, media, and political connections. The group targets all political parties and lobbyists that support pro-environmental legislation and uses Teal AG's resources to fund those objectives. The

Circle, through Teal AG, has hired several ex-FBI agents and private investigators to collect blackmail material on opposing lobbyists and politicians. These data are used to “persuade” politicians to do more for the environment. All investigators are hired for their skills, contacts, and influence. The investigators are not aware of the Circle’s ultimate goal.

PROFILE

The Circle’s primary goal is the development of a lethal bacterium or viral agent that will not harm any other species or plant life on the planet, mutate uncontrollably, or be too easy for the CDC/USAMRID to defeat. The members are also burdened by the need to develop a vaccine for themselves. All these constraints have significantly increased the difficulty and research time needed. The Circle expects the research could take up to twenty years to complete.

Fearing that the world may not understand or appreciate its ultimate solution, the Circle maintains utmost secrecy about its intents. To the outside world Michael Davis is a well known CEO, and the public identifies him as a spokesman for the environment. Only the top members of the Circle know that Davis heads this secret organization. For obvious security reasons, membership is kept very quiet. No one ever speaks of who is in the Circle. This is the quickest way to an early grave. As the Circle’s ultimate goal is the eradication of three quarters of the Earth’s population, only Davis and his closest friends know this. They are the Inner Circle. The rest of the membership is unaware of the ultimate goal but may catch glimpses of odd research requests or other information. Of course, nothing is definitive.

Currently, Teal AG employs more than 200 individuals, and within that group less than half are considered to be part of the Circle. The general membership believes that they are working to make the Earth a better place. Most of the members assume that this involves some form of illegal activity (sabotaging logging equipment, blowing up dams, etc.) and that’s why they are not told “everything.” They accept this necessity and follow the Inner Circle’s requests without question. Members of the Circle are very dedicated and believe that “the ends justify the means.”

RESOURCES

The very nature of the Circle’s conspiracy gives the members access to exceptional science facilities and research equipment. Most requests are readily granted to expedite achieving the group’s goal. Sensitive data pertaining to the ultimate goal are delayed before being forwarded so that the Inner Circle can review them. The Inner Circle also keeps a tight rein on intelligence assets, as investigators hired through Teal AG have no knowledge of the Circle’s plans. Teal AG has had to smuggle rare and endangered botanical specimens into the U.S. As a corporation, Teal AG has a wonderful rapport with the media, but only a select few employees deal with them directly. Most of the time Davis oversees media events personally.

KNOWLEDGE

Teal AG’s knowledge base is steeped in science and research. It has numerous research facilities, contacts within the CDC and USAMRID, and high-level contacts in other independent research firms. This gives the Circle access to information from outside sources. Likewise, because of Davis’ reputation, the Circle has a fair amount of pull in the media. In intelligence, several members are former FBI officers recruited for their skills and connections. Teal AG also keeps a number of private investigators on the payroll, giving the Circle a wide selection of information sources. Finally, because of its botanical smuggling, it has contacts in the criminal world. Most of this information is related to the black market and smuggling.

FACILITIES

Shasta Basin HQ: This Northern California site is the headquarters for Teal AG and home to an environmental think tank. A variety of research facilities dot the landscape, all within view of Mt. Shasta. Notable resources include a satellite communications suite and two computer research centers with expert systems in genetics and biochemistry. For transportation needs, this facility houses ten electrically powered sedans, six converted SUV’s, two Bell 222B-twin helicopters, and one small corporate jet, all of which are designed to be as environmentally friendly as possible. The facility supports 175 specialized staff (scientists, engineer, lab assistants, and security) in addition to a large administrative staff. Of the employees at this facility, only 75 individuals are members of the Circle.

Sankuru Immunology Facility: Located east of Ilebo, on the Sankuru River in Zaire, Africa, this facility does legitimate pathogen and transmission vector research, specializing in Ebola. Currently, researchers are trying to develop a treatment or vaccine for the Ebola-Zaire virus and have a close working relationship with the CDC and USAMRID. The facility sports an on-site hospital with a biohazard suite, in addition to a barracks and satellite communications. A supercomputer with systems in biochemistry, virology, and genetics is also housed in the facility. On site are six doctors, three scientists, 15 lab assistants, and 12 security agents who have extensive military training. Of these individuals, all but one doctor, two scientists, and five assistants are members of the Circle. A portable base camp for fieldwork is made available to staff who put in a legitimate request. This base camp is in addition to a large, heavy-duty ambulance (“Haz-Mack”) with an onboard biohazard suite. The Haz-Mack has off-road capability to get it to almost any hot zone in Africa, given time. Additional transportation is provided by a UH-1 Huey helicopter, a Chinook cargo helicopter, and 10 standard SUVs.

Costa Rica: Mainly specializing in reforestation techniques, the Costa Rica facility does some work in botanical pharmacology. This facility is little more than a rented office with some eco-engineers and doctors. The Circle primarily uses them for their smuggling connections.

THE CIRCLE

CHARACTERISTICS

Defenders: Universal
 Investigation: Territorial
 Paramilitary: Territorial
 Political Parties: Territorial
 Research Institutions: Universal

PROFILE

Group Identity: Covert
 Leaders' Identities: Public/Covert
 Members' Identities: Covert
 Group Goals: Covert

Structure: Pyramid
 Territory: Single Entity (Global)
 Membership Size: Small
 Membership Loyalty: Dedicated

INFLUENCE

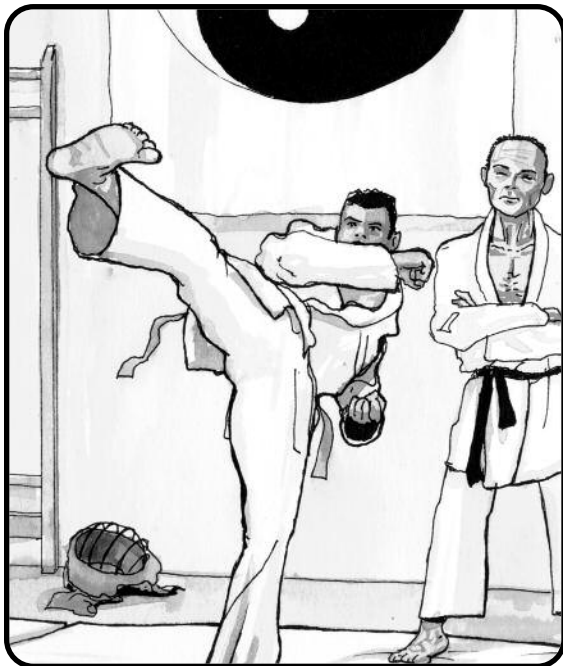
Intelligence: 1
 Science & Research: 4
 Criminal: 1
 Civilian: 3
 Restricted Resources (Intelligence): 3
 Restricted Resources (Criminal): 3

CONTACTS

Intelligence: 2 (Major)
 Science & Research: 3 (Deep Infiltration)
 Law: 1 (Minor)
 Criminal: 1 (Minor)
 Civilian: 2 (Major)

PULLING STRINGS

Chemical Stores, Dangerous Virus, Funding, Laboratory



TRAINING

Davis promotes a healthier existence by encouraging employees to train in Chinese internal and external arts. Chi Gung gives individuals greater control over their energy flow and has been described as the first step toward immortality. The ability to exercise control over one's energy also boosts one's physical strength and willpower. This training becomes apparent should anyone engage a member of the Circle in hand-to-hand combat or use torture or drug therapy.

ALIEN INVOLVEMENT

The ultimate goal was expected to take twenty years to come to fruition. All that changed with the "acquisition" of some advanced biotechnology from USAMRID. The Circle is unaware of any alien influences on Earth, so it assumes that this technology is military in origin.

The Circle's ultimate goal would definitely further the Saurians' agenda. Because the aliens have not made any overt moves to co-opt the Circle, it is assumed they are unaware of the group. That may be a misconception.



DIRECTORATE X

Directorate X is slowly resurfacing as a major power after its forced removal from “official” existence at the height of its power. Operating as an elite enforcement arm of Project Rasputin, it was suddenly and violently stripped of the very reason for its existence when a nonaggression pact was signed with the Greys. Most Directorate X members took advantage of their considerable resources at that point and swiftly moved underground, cutting all ties to protect their continued existence. Following the fall of the Soviet Union, its members were free to move about the world and to recruit additional members and allies.

HISTORY

In 1978, the autopsy of a Russian postal official revealed the presence of mechanical implants of an extraterrestrial origin. While a number of subprojects of Rasputin were investigating the possibility of alien life, this evidence confirmed it once and for all. Within a month of this finding, all psi research was pushed even further underground and Andropov declared a new focus for Rasputin. A systematic examination of all high-level researchers and officials was instituted to determine who else had been implanted. Orders were issued to remote viewer teams and telepaths to uncover everything that they could about these aliens. The KGB employed any and every means to secure this information.

The next year, Directorate X, or the Tenth Directorate, was formed and recruited top scientists and crack special-forces troops. Its mission was to develop methods of finding UFOs. Although initially the goal had been to open communications with the aliens, intervening incidents (still classified) changed this focus. The Directorate was soon tasked with destroying any UFOs discovered.

From the very beginning, Directorate X was supplied with the best scientists, the best troops, and all the money it needed. Directorate X first set up bases in remote regions to research evidence of the aliens, but soon realized that it could be easily located that way. It began working from planes, staying only for brief periods at existing air force bases. In this manner, Directorate X became the first mobile organization with no fixed address. Its psychics worked hard first to become invisible to the Greys and then to develop methods of hurting them.

Directorate X put all its power to bear in learning ways to have an impact on the Greys sufficient to deter their activities and to remove them from Earth. Purely by accident, it stumbled across an insidious form of beamed telepathic torture (later dubbed the Raukov Protocol) that resulted in the complete destruction of a Grey base located in the Ukraine. This event, in August 1988, demonstrated clearly to the Greys that Directorate X had discovered a way to annihilate them. Working quickly, the Greys manipulated the leaders of Project Rasputin, completely bypassing Directorate X, and coordinated a joint meeting at the Soviet Air Defense Command Center as an agreed-upon neutral meeting site. There, Soviet officials signed a nonaggression pact that stipulated the cessation of abduction of Soviet citizens, the removal of all Grey bases from Soviet territory by 1990, and the agreement that the Raukov Protocol would never be used again. Both sides also agreed to maintain complete secrecy about the meeting and the treaty. Members of Directorate X were informed about the treaty only after it had been signed and were ordered to comply or suffer the consequences. Steps were taken to dissolve the Tenth Directorate and to reintegrate former members into other divisions of Project Rasputin. Bitter and betrayed, more than 90% of Directorate X members disappeared from view in less than a week. Within another week, of the 10% who remained, only a handful survived following a rash of deaths attributed to natural causes.

After the collapse of the Soviet Union, members of Directorate X were unsure just how the Greys would react. Instead of sticking around to find out, the majority of Directorate X went underground and kept tabs on events from remote bases. They were able to pull strings from contacts in the military and the KGB, and together they formed a loose alliance to trade equipment and vehicles for assistance in smuggling important agents to safer areas of the countryside. Directorate X agents were able to assume some of these individuals’ identities for short periods of time to garner further assistance without compromising their own security. After the immediate crisis, Directorate X members once again blended into the woodwork to keep an eye on unfolding events. To this day, Directorate X remains in existence, although its guise these days is more often that of various Russian organized crime syndicates. Officially, there are no Directorate X members; they have all scattered to the winds, using a kind of “psychic Internet” to keep in touch and get back together for operations. Even with this kind of communication, members are very secretive and usually only work with individuals they either know first-hand or who have a common connection to a colleague.

Directorate X members know of Aegis and NDD, but they are hesitant to make contact with either. Project Rasputin’s betrayal of Directorate X leads them to believe that Aegis is not to be trusted, since their former comrades seem to have been welcomed with open arms by Aegis and may have already tried to sell Directorate X out. They know that NDD appears to have some kind of treaty with the Greys and that joint Grey-NDD operations are relatively common. Aegis seems to be more inde-

pendent and secure, but Directorate X members value their own mobility and secrecy above all else. At the heart of the matter is a bitter tenacity to be independent and free from “outside forces.” They have been betrayed too many times already. At this point, Directorate X has worked to build its power base and isn’t about to share it with anyone without some kind of return.

In recent years, Directorate X has learned something about Saurians and Atlanteans through its own operations and through infiltration of Aegis and the Black Book. These aliens appear to be Voids, so Directorate X has been hindered in gathering intelligence on them, although they consider the Saurians and Atlanteans to be minor threats compared to the Grey menace. However, it may have grossly underestimated the alien races.

CURRENT ACTIVITIES

Directorate X has recently been rejuvenated by the discovery of a hidden colony of psychics tucked away in Siberia. In the late 1930’s Stalin launched a major witch hunt for anyone who claimed to possess paranormal powers. Individuals who publicly admitted to superhuman abilities were either executed or banished to Siberia. A group of almost fifty individuals was segregated from others in a work commune, and more than half of them possessed strong psychic powers. After half a century of inbreeding, they have produced about 45 talented psychics, all with a strong desire for revenge for their lot in life. Two years ago, Directorate X operatives stumbled across this group and has been actively recruiting its members and attempting to introduce them into society, so far with little success due to their isolationist nature.

Directorate X members continue to experiment with use of the Raukov Protocol, training all of its members in its use, at least in theory. They are careful not to use it unless in an emergency, since it exposes their continued existence. Any usage of the Raukov Protocol must be reported to two other groups, which work to protect the larger entity from discovery in the event that the compromised group is captured.

Members hide out in remote and desolate areas as well as in plain sight in large cities and towns. They work together in small teams that generally have trained together for years. With the influx of new blood, some methods are changing to incorporate new members, but for the most part, active operatives in the field have been extensively trained to work in concert. Members usually have old equipment, patched together with outdated spare parts, this is all too common in the former Soviet Union, so this is not remarked upon. They often feel they are running out of time as the number of complicated changes in world order and technology pass them by and make it increasingly difficult for them to complete their goal of ridding the world of the terrible Grey influence. What good equipment they have is allocated specifically to teams that are in active confrontation with aliens, and standing orders are for any member to turn over her best equipment to any member who can demonstrate this need.

GROUP CHARACTERISTICS

Above all else, Directorate X’s primary objective is the liberation of Earth from the alien influence. The common belief is that aliens’ only motivations are to destroy humanity, and the only appropriate response is to retaliate before they become too entrenched. Directorate X is heavily involved in a number of psychic underground movements, and every team as a healthy respect for psychics and regularly includes them as part of operations. Members of Directorate X are constantly searching for ways to rid Earth of the alien infestation, and they use a wide range of techniques.

PROFILE

The public knows absolutely nothing about Directorate X. Intelligence agencies that pride themselves on knowing who is who in the game of espionage and secret organizations are almost as clueless as the public. Very thin rumors exist of a shadow group, but its objectives, its membership, and who leads it are all blanks. What little is known of Directorate X seems to imply that it is just an organization of thugs and criminals. Those few secret organizations that suspect more are concerned because they know so little and don’t have a clear idea of what this unidentified power player is after.

Even within the ranks, knowledge of who holds leadership positions remains a mystery due to a psychic network the members have set up. The original members from the Soviet Union meet using Remote Viewing (Clairvoyance), thus minimizing direct contact with the teams. As new groups, called Guards (see below) are formed, they are brought into contact with the larger network, thus establishing almost immediate contact with any other member in the network. As a consequence, members would be more likely to recognize one another on the street by their psychic auras rather than their physical appearances. The members themselves are hidden in shadows; most are criminals on the run, have faked their deaths, or have been underground for so long that no one cares.

Within the group, however, members are all made aware of three goals: alien eradication (humanity is threatened by the aliens upon this planet and forcing them to flee or killing them are the only options left to save humanity), recruit new members (Directorate X suffers from lack of membership, and hence manpower, and therefore is in the process of executing a massive recruitment program), and gain resources (through blackmail, theft, and new members’ contributions Directorate X is working on building an infrastructure of support).

STRUCTURE

When Directorate X gathered its resources and fled the collapsing Soviet Union, it was just a group of rebels. Directorate X is essentially self-governed; due to the fact that the leaders are hidden in shadow, and the importance the group places on mobility, it only makes sense to make each branch autonomous. Directorate X spread across the globe when the

Soviet Union collapsed in 1990. Now members work at uncovering alien footholds and building an infrastructure for their conspiracy. Agents were sent to each of the major countries to begin recruitment and build teams and branches. After fleeing with around 200 members, the Directorate is now nearing the 1,000 mark. Members of Directorate X often do not know their superiors but are fiercely dedicated to the cause, while maintaining a sense of self-preservation.

The typical Directorate X member is over 35 and a combination psychic, scientist, and soldier, meeting the rigid training requirements of the group. Directorate X operators work in cells of three to eight, but psychically have contacts in at least three other cells. This way they are never completely isolated. Their exact agenda is not entirely known, and at least some are quite insane. The newer members are recruited from carefully selected individuals. Some remote groups kidnap children who show psi potential, or recruit individuals with potential psi, which they then attempt to trigger through drugs.

Current estimates place approximately 60-75% of all members as having some kind of psychic talent, even if this power is latent. Some members are tied to the group through family or other alliances and are used for different mission types than psychics. Directorate X also has a handful of Void members, who are specifically recruited for confrontation with Greys. These individuals are usually incredibly depressed and see their roles as suicidal, which many feel gives them some purpose in life.

Members generally act in a group of up to 10 individuals called a Guard, with a trio of individuals that governs the actions of the Guard. This "triad" consists of three key positions: Director, Fixer, and Captain.

The Director is the leader of the group; she is always a remote viewer so she can contact the Directorate. She alone holds the details of each mission, and when not on assignment determines the actions of her Guard. Typically she demands absolute loyalty, as she is all other Guard members know (and probably ever will know) of the Directorate hierarchy. The second position of the triad is the Fixer, who is in charge of recruitment and supplies. It is her job to gather potential members, do background checks, manipulate/bribe/blackmail whomever to gain needed supplies, and handle the transportation of the Guard. The Fixer is almost always native to the country of operations, handpicked by the Director. Most Fixers have some connection to criminal communities to help "facilitate" the needs of the group. The last member of the triad is the Captain. On any mission the group takes, she leads the members and coordinates movement. She is the only member of the triad to actually go into the field on dangerous missions. She is also responsible for the training of new members. While not always so, the Fixer and Captain are usually at least latent psychics under the Director's training.

RESOURCES

Directorate X has sparse resources at its disposal. In general, it relies on each individual team to come up with the resources necessary for any given mission. The only exception is in the paranormal field. Between their investigation of alien activity and their use of psychic powers, select members can receive 4RP of paranormal



DIRECTORATE X

CHARACTERISTICS

Anti-Alien: Universal
 Criminal Syndicate: Territorial
 Information Liberation: Individual
 Investigation: Territorial
 Psychic Network: Universal
 Paramilitary: Individual

PROFILE

Group Identity: Covert
 Leaders' Identities: Shadow
 Members' Identities: Shadow
 Group Goals: Shadow

Structure: Self-governed
 Territory: Multiple Entity (Global)
 Membership Size: Medium
 Membership Loyalty: Dedicated

INFLUENCE

Military: 1
 Intelligence: 1
 Criminal: 3
 Paranormal: 4
 Restricted Resources (Criminal): 2
 Restricted Resources (Paranorma): 2

CONTACTS

Military: 2 (Major)
 Intelligence: 2 (Major)
 Criminal: 3 (Deep Infiltration)
 Paranormal: 3 (Deep Infiltration)

PULLING STRINGS

Accomplices: All members can obtain accomplices, and if no member of the group has the Criminal Sphere of Influence, then the Fixer can contact another member who does. This person will request the accomplices, and their arrival is delayed by 24 hours. Otherwise, this Pulling String operates as described in the Core Rulebook (p. 80).

Counterculture Friends: Access is available to all members. Otherwise, this Pulling String operates as described in the Core Rulebook (p. 85).

Criminal Resources: Access is available only to members with the Criminal Sphere of Influence. Otherwise, this Pulling String operates as described in the Core Rulebook (p. 85).

Psi-Labs: While Directorate X has no facility per se, it has created spots around the world where the focus is on teaching and improving all members. These facilities range from private homes to abandoned warehouses. Any member can attempt to gain entrance into one of these labs by having her Director place a request on her behalf. If the character fails a Willpower and Bureaucracy Task, the Director feels that she is not ready to go or refuses for some other reason.

Psychotrons: This is available only to members who have been with Directorate X for more than two years and have proven their loyalty to the satisfaction of their Directors. Otherwise, this Pulling String operates as described in the Core Rulebook (p. 94).

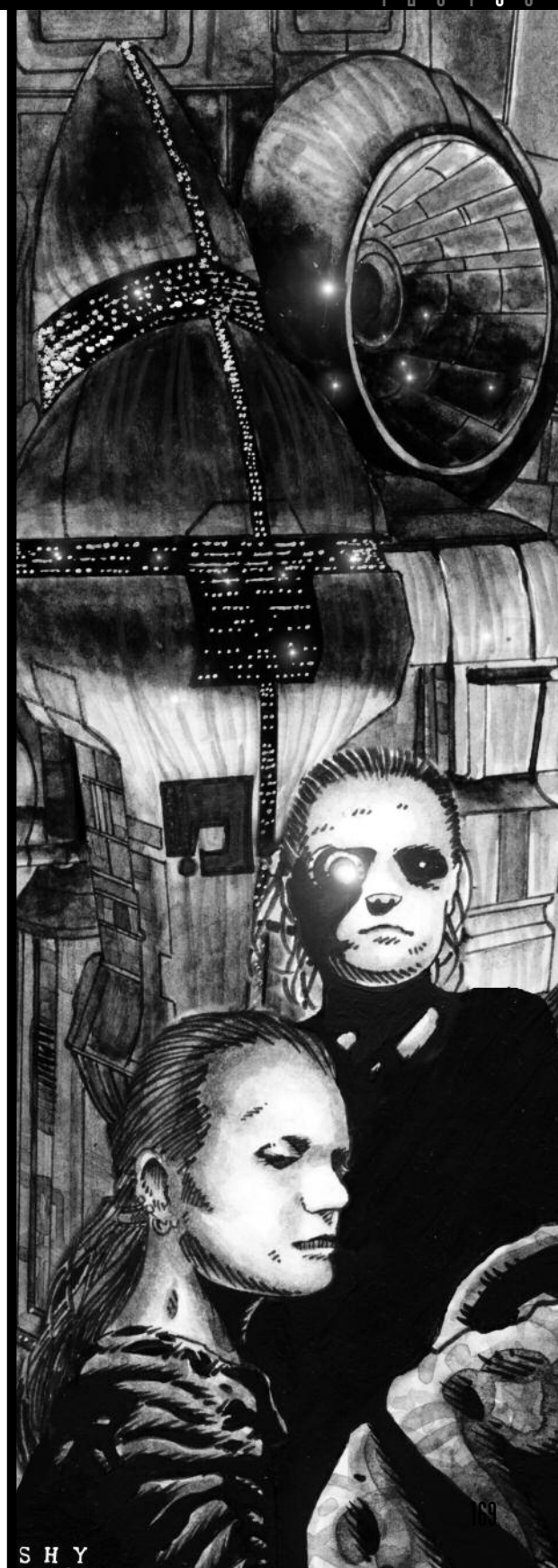
resources per month by succeeding at a Willpower and Bureaucracy Task (modified by Influence (Paranormal) Quality). Thanks to criminal circles, resources obtained allow specific members to request up to 3RP of criminal resources per month by succeeding at a Willpower and Bureaucracy Task (modified by Influence (Criminal) Quality). Directorate X has a few odds and ends related to military and intelligence areas, usually leftovers from old contacts or the results of finally cashing in on information decades out of date. This allows select members the ability to request 3RP per month of military or intelligence resources by succeeding at a Willpower and Bureaucracy Task (modified by Influence (Military or Intelligence) Quality) for each type requested. Directorate X has no resources in the science and research, law, or civilian fields.

KNOWLEDGE

Directorate X has deeply infiltrated several criminal organizations, allowing it to obtain obscure knowledge in the underworld. In paranormal circles, Directorate X is careful to keep a low profile, but with its expansion to infiltrate all areas of the globe, specific effort has been directed at getting its fingers into as many research projects, experimental teams, and theoretical discussions as possible. Directorate X has a wide range of contacts through not only the military but also in intelligence fields. These contacts provide a variety of information, depending on the agencies accessed. Directorate X has no knowledge about the science and research, law, or civilian fields.

FINAL COMMENTS

Overall, Directorate X is a struggling group of intense psychics who are willing to do anything to reach their goal of eliminating the Greys from Earth. They are hard pressed for resources and members, and have become sloppy in their recruitment in order to increase numbers. They are capable of being ruthless and traitors are dealt with quickly and harshly. This group has a lot weighing in the balance and could be a powerful ally if someone could win the trust of its members, but this is a tall order given their level of paranoia and distrust.





THE FOREVER

OVERVIEW

One of the most enigmatic and possibly one of the oldest magical groups, the Forever is an organization of immortals and near immortals. The origins of the Forever are lost in history. Even before humans gained freedom from their Atlantean masters, a few humans had mastered the difficult and complicated magical rituals to extend life and maintain health. While the rest of humanity aged and died, these individuals lived on, continuing to learn and to accumulate wisdom and experience. In time, these immortals and those who followed them grew apart from the rest of humanity. Some became eccentric and reclusive, or committed suicide as loneliness and boredom sapped their will to live. Some sought out each other's company. The Forever was born out of one such gathering of immortals.

Because of the supreme importance placed on continued existence, the first rule of the Forever is never to kill or seriously harm another immortal. Any immortal found guilty of such an action is killed. So as not to break their own rules, the Forever have the murderer killed by normal humans. In the history of the Forever, only three members have ever broken this rule, resulting in two arranged murders. In the third case, the member ritualistically committed suicide in the presence of two fellow members after one of his jokes went too far and resulted in an accidental death. Because of the importance placed on maintaining the secrecy of the Forever, any members who threaten that secrecy are dealt with harshly. For example, members who become corrupted are immediately brought in for questioning. Typically, these individuals are cured using the formidable resources of the organization, but those who cannot be cured, or who refuse treatment and cannot be captured, are killed.

Membership is extremely exclusive—only individuals who have developed some form of personal immortality or life extension may join. Some members recruit promising young students and teach them some form of magical or alchemical life extension, often after an apprenticeship of a few decades. The Forever is one of the most eclectic magical groups known. The membership consists of a diverse group of alchemists and Taoist, Caribbean, and ceremonial magicians, along with a smaller number of shamans. Most members use their abilities primarily to ensure their own continued prosperity and survival and are as careful about the magic they cast as they are about every other activity.



George

STRUCTURE AND DEMOGRAPHICS

The Forever is a loosely organized group with a rough hierarchy based on age; some of the oldest members are more than 2,000 years old. Members come from all over the globe, but most are from the settled urban regions of the world. The Forever is largely a mutual-aid organization composed of people who share a drive to live forever and managed to achieve their desire. Members periodically appoint themselves as managers or guardians of the Forever. These individuals keep track of the organization's resources and actively work to prevent its discovery. As long as the managers do their job effectively, their positions are not challenged. If they prove incompetent, they are asked to step down.

Any mortal who discovers the existence of the organization and asks to join is carefully watched. If the person proves both trustworthy and sincere in her desire to live forever, an immortal will usually take her on as an assistant. After several decades of service, such people are granted the opportunity to achieve immortality. If they prove untrustworthy or incompetent, they are killed, or portions of their memories are erased. Nonhumans have a much more difficult time. A few ghosts have been allowed to join, but only those who are truly exceptional individuals. Infused are never admitted. The Forever realize that even the sanest Infused will eventually succumb to madness as the decades and centuries pass, and Infused are usually killed if encountered.

Many of the older members have had some contact with the Atlanteans, whom they call the "Eternal Ones." Members of the Forever deeply distrust the Eternal Ones, both because they are Voids and because of legends about how the Eternal Ones once ruled humanity. Eternal Ones and members of the Forever largely avoid each other, but there have been occasional conflicts. In some instances, a few of the Forgotten, ignorant of their true nature, have asked to join the Forever. These requests are usually granted, in part because such beings are useful allies against the Eternal Ones. Most members of the Forever understand that the Forgotten are Eternal Ones with their memories stripped away and make it a practice to inform any Forgotten who wish to join of this fact. However, since Forgotten are incapable of learning magic, they are looked down upon by many members and tend to be regarded as lesser beings by some.

Starting in the mid-19th century some Eternal Ones began implanting nanotechnology in humans. While most of these humans are loyal servants of the Eternal Ones, a few have managed to obtain the technology by nefarious means or as a reward for a short term of service. Since humans who receive Blood Surgeons become ageless and immortal, there are now several dozen such individuals, including a few who are over 150 years old. Humans who gain immortality through nanotechnology are given the opportunity to join the Forever. Most who join begin to learn magic, because magical ability and age are the two primary measures of status in this organization. Today the Forever has more members than ever, with a membership of around 1,400 humans and 17 ghosts.

PROFILE

The Forever is primarily a mutual assistance organization dedicated to aiding members, though the most important goal is to guard the safety of its members. While some members are pacifists and seek nonviolent means to resolve possible threats, others regard ordinary humans as little more than interesting distractions and will calmly destroy them if necessary.

Members of the Forever have access to extensive knowledge due to the large collections kept by many members. Such collections are made available to each other on a regular basis. The mere logistics of moving items around the globe often means that there is some difficulty in transporting goods. Similarly, although the Forever have a vast amount of knowledge in the form of historical texts, they have a more difficult time obtaining knowledge through the use of personal contacts unless it is second- or third-hand through their assistants or junior members.

Since most members are over a hundred years old and some are more than a thousand years old, threats are often interpreted quite broadly, and long-term foresight is extremely common. Some immortals will rapidly deal with a threat posed by a social movement that might possibly become dangerous in two or three decades. Anything which might cause massive death or social upheaval is considered a threat because such events could indirectly harm the members. As a consequence, their motivations are difficult to understand or comprehend, and many seem capricious at best. In this, they sometimes may be confused with the Atlanteans, who work independently and for reasons known only to themselves.

Generally, members of the Forever have some kind of natural curiosity, especially if they are over 300 years of age. It is understood in immortal circles that to live past the age of 300 is indicative of truly long-term survival, since at that point the member has watched enough history pass to have learned to be apart from the world. During the first 100 years, most of the Forever endure the deaths of all of their closest friends and relatives. In the second century, an immortal must learn to find something that interests her or intrigues her, beyond the pursuit of companionship. Most humans who live more than a few centuries become deeply obsessed with a small number of pastimes and only worry about other events which directly impact their lives, rarely involving themselves with others.

Threats to human sovereignty on Earth, whether from aliens, demons, or the Infused, are seen as a threat to immortals. While members of the Forever have some knowledge of the Eternal Ones, they do not know of their alien origin, guessing that these other immortals are an offshoot of early humanity. They have some information about the Pilosi but believe them to have become extinct many centuries ago. If some of the Forever are still in contact with the Pilosi, they are not telling anyone, even fellow members. Several members of the Forever have made contact with the Saurian Dreamspeakers but know only that they are an obscure religious sect that has a number of magicians. None realizes that the Dreamspeakers are not human.



In the 20th century, Earth has been visited by both the Saurians and the Greys. Some members are aware of such activities but not of their true nature or extent. Some believe they are aliens, others theorize that they are some new form of Incarnate. Like everything else, some members see the strange incidents as a threat to be rapidly dealt with, while others counsel that these problems have been going on for less than a century and will likely vanish in a few decades. Even so, an increasing number of members has begun to investigate these incidents. They know that some humans are working with the aliens but have not fully distinguished Aegis from NDD, or any number of other human secret societies.

ACTIVITIES

The Forever, with its expertise garnered over the centuries, makes it possible for certain people to simply disappear. Prior to the 20th century, vanishing was extremely easy for anyone with the price of a ticket to another country, or even another state. Beginning in the last decades of the 19th century, however, improved record keeping and shared information have made disappearing increasingly difficult. A number of the Forever worked to become specialists in creating this “disappearing act” using documents and records. They discovered it was not only possible to disappear themselves, but that they could make others disappear as well. In time, it became a distinct advantage to have such impersonal records and increasing geographic mobility, since it was harder for a person to be truly noticed by the immigration clerks.

Following the stock market crash in 1929 and the upheaval of two World Wars, a number of the Forever experienced serious setbacks in their fortunes. Used to having access to great wealth, they began to cast about for ways to rebuild their fortunes. Soon, a number of the members of the Forever began providing new identities for wealthy people who wished to disappear and have new lives. Since most members of the Forever use these same services every few decades to conceal their immortality, the network was already in place.

They will happily help anyone disappear, provided she can pay \$1,000,000 in cash. In return for this fee, the individual’s death is faked and a new identity provided. Since this service was started in the early 1930s, it has helped more than 400 wealthy individuals vanish. So far, none of the Forever’s disappearances have been uncovered. Everyone involved in this venture realizes that the discovery of even one disappearance could jeopardize the entire operation and might possibly put the Forever itself at risk.

The service is known as “Shuffling.” The procedure is conducted by scrambled telephone calls, blind drops, post office boxes, and emails from falsified accounts. Often the client never actually encounters a member of the Forever. The Forever carefully investigates all of its potential clients and refuses to take any case that seems too dangerous.

The Forever does occasionally make mistakes, however. In 2000, the Forever helped Janice Tanner, a wealthy Grey-human hybrid, disappear from NDD agents. Having no knowledge of such hybrids or of the true nature and extent of NDD, the Forever compounded its error by failing to exhaustively conduct all possible background checks. NDD now suspects some outside influence is behind the disappearance of Tanner, although it knows little more than that. Additionally,

one of the younger members was recently contacted by Aegis and hinted at the group's Shuffling services. As a consequence, Aegis is investigating, mostly to ensure that individuals they are observing are not Shuffled.

The Forever have other abilities, ranging from a wide variety of contacts and numerous sophisticated mundane resources to the ability to alchemically create a body which is an identical duplicate down to the genetic level. These services must be bartered for between the Forever and the potential buyer.

OUTSIDE RELATIONS

Some Aegis operatives recruited from CAPS and other occult organizations have heard stories of the Forever, but no one in Aegis has any concrete information about the group. Recently, a few members of the Forever have made limited contact with Aegis, and several members and apprentices have secretly joined Aegis. They have not revealed their true nature or affiliation to anyone, however. Actively infiltrating the Forever would be a difficult and dangerous task, but some members of the Forever do seek out skilled magicians to serve as apprentices, so this is a possibility. Aegis, using its contacts in CAPS, has made contact with several of these magicians as well as a few of the Forever's younger members. While the true nature and extent of the

Forever and Aegis remain closely guarded secrets, both sides have exchanged useful information, and this tentative alliance is likely to continue. All such contact is done without either the knowledge or permission of any of the more senior members.

The Forever is unlikely to formally ally itself with any mortal organization. It shares a number of common interests with Aegis, and individual members of the Forever may be convinced to work with Aegis. If Aegis agents attempt to expose the true nature of the organization or begin to uncover the identities of its members, the agents involved will be dealt with as harshly as anyone else who threatens the group's secrecy. Members of the Forever could become potent allies or dangerous enemies, and it is possible for some members to be working with Aegis while others actively work to keep Aegis from uncovering their secrets.

With respect to NDD, the Forever might also be willing to work with it, but NDD's relative lack of magical knowledge and respect for the supernatural tends to place it in an inferior position to Aegis, or indeed to any organization that values magic. Overall, the Forever does not operate as a single entity, and each member interprets every situation as she sees fit, so any individual member might become involved with a variety of organizations.

THE FOREVER

CHARACTERISTICS

- Criminal Syndicate: Individual
- Curiosity Seekers: Individual
- Financially Motivated: Territorial
- Magic Circles: Universal
- Philosophical Movements: Individual
- Research Institution: Individual

PROFILE

- Group Identity: Shadow
- Leaders' Identities: Shadow
- Members' Identities: Shadow
- Group Goals: Covert
- Structure: Self-Governed
- Territory: Single Entity (Global)
- Membership Size: Large
- Membership Loyalty: Mixed

INFLUENCE

- Intelligence: 1
- Science & Research: 3
- Criminal: 3
- Paranormal: 5
- Civilian: 4
- Restricted Resources (Intelligence): 2
- Restricted Resources (Criminal): 2

CONTACTS

- Intelligence: 1 (Minor)
- Science & Research: 2 (Major)
- Criminal: 1 (Minor)
- Paranormal: 3 (Deep Infiltration)
- Civilian: 2 (Major)

PULLING STRINGS

Cleansing Retreats, Ear to the Ground, Library, Pool Access, Safe House, Translators



THE HAND OF MOLOCH

HISTORY

The Hand of Moloch began as a countermeasure against enemy actions in the dark jungles of Vietnam during the American-Vietnamese conflict. For a time, the Vietcong forces displayed extraordinary effectiveness that could only be based on superior information gathering and impossible maneuvering. The shadow players in the halls of the Pentagon had an idea of what was going on, and thus a project was born from minds of those many would call mad. Project Subtle Flame began to gather men with the strongest wills, deepest faiths, and toughest psyches. The goal of the program was to train 200 men in the basics of the occult to counter the Vietcong sorcerers who were believed to be thwarting the U.S. war effort.

The men were broken into small isolated teams. The operational aspect of Project Subtle Flame, Operation Napalm Supplement, was a success, and while the war effort continued to be a losing battle, the VC occultists lost their edge over the U.S. military forces. Many horrors were witnessed by the men in the operation, and many who didn't die became Corrupted. After they left Operation Napalm Supplement, some sought to delve more deeply into the occult and gain the aid of the dark entities they'd called upon to help them. The government was ignorant of these men's secret pacts, one of which was with a dark spirit named Moloch, a pagan god of flame and destruction who had helped during the conflict by causing enemies to burst into flame.

MOTIVES

Since the formation of the Hand of Moloch, most of the original leaders have passed to the other side. Only one man, Robert McDonald, was left behind. McDonald's force of personality has brought a new breed of leadership into the cult, and its numbers have grown. This is particularly frightening as he has yet to retire and is still a general in the U.S. Army. McDonald hates the government and what it did during the war, and revels in causing disorder against those who try to control, who try to "own." One universal bond among members is following the call of Moloch, who promises to bring redemption and defeat of all opposition through its holy flame. Studying the occult binds some members together as they

search for a ritual to bring forth Moloch in physical form, but most of the cultists are unaware of this research. Most of the lower-level members are more interested in using Army surplus for terrorism in the name of their personal "savior," Moloch. They fervently believe that if enough carnage is caused, the world will be prepared for Moloch's coming.

The Hand has a good deal of occult power, which is boosted by human sacrifices. While the specific number is not known, McDonald believes that after a certain number of violent deaths (sacrifices), Moloch will "come forth" into our world, where he will crush the enemies of the Hand and usher in a new age of strength for the United States. No longer will the country be run by a partisan democracy, but instead it will become united under Moloch's hand. From there the world will tremble, and Moloch will conquer nation after nation. Again, McDonald doesn't have the details of this process, but is making sure that Moloch's followers are ready when the time comes.

There are rumors among the cult's lieutenants that McDonald was actually corrupted at some point in his past and has developed an insane desire to rule (becoming a God-King Forsaken, in Queens Tome terminology), although this has not been verified. If true, McDonald has the potential to be one of the most successful Forsaken in a long time. It has also been rumored that Nicole Allen, SunTech CEO and one of the Hand's leaders, is a Psychic Void and is not involved much in the supernatural aspects of the cult. Further, it is not clear if she even fully believes in Moloch's coming. What this says about the relationship between McDonald and Allen is unknown, but it is clear that Scott Graham, the third of the group's leaders, has more than a few doubts about Allen's loyalty. At this point, however, no one in the cult is questioning McDonald's acceptance of her leadership.

NOTORIETY

The Hand obviously cannot withstand too much scrutiny due to the illegality of most of its actions, and thus it is hidden from public view. It is clear that organizations such as the Montague Club and CAPS are aware of the cult's existence, but they have been unable to penetrate anything but the outermost layers of the conspiracy. The leaders of the cult are likewise hidden, although they are public figures themselves. Robert McDonald is a low-key general in charge of a logistics program for the U.S. Army. Scott Graham is a midlevel agent of the ATF, and he leads a sizeable strike team that handles firearms traffic in Washington, D.C. Nicole Allen is the CEO and owner of SunTech Industries, a high-tech weapons firm. None of these individuals is known outside of the cult as Hand members, but inside the group all are known as the chief executors of Moloch's will. Members of the Hand of Moloch have infiltrated other government and civilian agencies with the goal of overthrowing the government from the inside when the time comes for Moloch to take over. Cult members will not reveal their association, as they know the penalty for such treason is far worse than death.

LEADERSHIP AND MEMBERS

Robert McDonald has spent years in the Army searching for other black projects, using Project Subtle Flame as a springboard for his investigations. This has given him exceptional blackmail defenses against those who might try to stop his efforts. He has discovered evidence of another conspiracy much larger than his in the U.S. Army (NDD), and has used that knowledge to gain resources from NDD in exchange for his silence about the group and his cooperation on certain projects. Despite NDD's best efforts, it has not been able to eradicate McDonald's influence, and over the years the NDD-Hand "understanding" has come to be viewed by some as tradition. McDonald's main activity since the end of the Vietnam War has been developing the Logistics Development and Refinement Project (LDRP), which studies patterns of supply movement and troop support. This project has been used to arrange for military hardware to fall into the hands of the cult. The project has also been McDonald's test bed for his plans to stage a revolution. A number of experimental projections have been created for the Hand's take-over of the world, to take place as soon as Moloch can be brought forth.

Scott Graham is the youngest of the three leaders and is considered by some in the ATF to be a prodigy. His leadership skills and physical condition are excellent, and he has risen through the ranks quickly. For all of his skill, however, Graham is resentful of authority and wants to be the top man in charge of Moloch's military. McDonald has kept a close eye on Graham and is convinced that Graham considers him almost a father figure. On the other hand, Graham's opinion of Nicole Allen is less than favorable. He feels she lacks the fire that Moloch wants from his worshipers. Graham's biggest failings are his overzealousness, his desire to accelerate the coming of Moloch, and that he can be too aggressive for his own good. Graham has been exhaustively studying the occult under McDonald and his knowledge in that area makes him valuable, but the fine line Graham walks may cost him his position (or more) in the future.

Nicole Allen is the newest member of the Hand's leadership, but she is perhaps the most ruthless. She turned SunTech into a formidable weapons contracting company in a short amount of time and successfully designs weapons and equipment for both military troops and civilian security companies. It is no coincidence that a lot of the Army's LDRP test runs have used "surplus" from SunTech, or that the ATF has been slightly better equipped recently, at least in the Washington, D.C. area. One interesting aspect of SunTech's other business is the strong headway it has made in AI technology. The corporation is creating automated weapons platforms with sophisticated targeting and recognition computers, to help minimize risk to armed security or military forces. All of SunTech's processors have back doors, however, which allow custom transmitters to access the platforms remotely. One of McDonald's big pushes is for the Army to purchase large amounts of SunTech hardware and then seize control of the weapons when they are being used to defend against the Hand. What Allen gains from this is an insider to give her business large government contracts, thus profiting her and the Hand. While earning profits for her company is an important motivation, and bringing the U.S. government to its knees is an interesting project, Allen's true goals are hidden, and her steely visage rarely reveals her thoughts even to Robert McDonald.



The truth about Allen is that she is in fact one of the Forgotten (an Atlantean cast aside by her kind; see **The Extraterrestrials Sourcebook** (p. 33), and through her two hundred years of living among human society, she has come to believe she is something of a demigod. While producing instrumental research and development in the computer industry since the 1950's, she realized her affinity for computers was perhaps not natural but a gift, much like her longevity. While doing military contract work during the Vietnam War, she visited the country and encountered rumors that fluttered about Operation Napalm Supplement. She began her own research at that point into the occult and realized that she appeared to be too "disconnected" to get a handle on practicing magic. She continued her research throughout the next few decades, and in the 1980's, after her new company SunTech became a major success, she pieced together enough of the puzzle to contact Robert McDonald. While Allen withheld information about her "superior" nature, her expert knowledge of the occult and powerful business contacts made it clear that a working relationship would be incredibly profitable for both the Hand of Moloch and SunTech.

The leaders of the Hand use lieutenants to carry out orders and direct the rank and file. Due to the volatile personalities of some members, the leaders maintain absolute control and keep unauthorized terrorist actions from bringing the organization to its knees. Members are screened thoroughly before joining and are allowed to attend only "mock" rituals. Members who begin to see that these rituals are a screen are brought further into the group and learn more about the group's true goals. The lowest members are kept as cannon fodder, while the most observant members become lieutenants. All are steadfastly loyal, however, as stories of Moloch's benefits are told early on. Examples are made of traitors, the penalty for treason being immolation. This weeding process has so far kept the cult's almost 2,000 members from being compromised.

LOCATIONS

The Hand is primarily located on the East Coast of the United States, with its prime power center in Washington, D.C. The cult is seeking to expand to the West Coast, particularly California; with a stronghold on both coasts, revolution will be simple (according to McDonald's complex schemes).

RESOURCES

The Hand of Moloch has a sizable quantity of occult knowledge, but it also has access to a wide variety of military hardware. This combination makes the cult very dangerous. Military resources find their way into the hands of lieutenants leading special terror actions, but the lower members often have to settle for equipment from criminal contacts or that comes from ATF (confiscated from criminals). While science is not a focus of the Hand, SunTech does provide a conduit for procuring research equipment with little risk of it being traced. All research must be authorized with the leaders of the cult,

regardless. While the Hand does not know much about Earth's alien visitors, its magical resources are sizable and available to members who have proven responsible with such power. Though resources in the paranormal are above average, contacts in the same area are weak. The heads of the cult are paranoid and somewhat megalomaniacal, and have been unwilling to share their views or research with many contacts. Military and law enforcement sectors have been bolstered, and many contacts in these Spheres of Influence have been promised roles in the new regime as Moloch's enforcers. SunTech, however, has relied on more subtle methods to gain contacts in the Civilian and Science and Research sectors.

SunTech has been reporting stolen goods and misquoting inventory statements for some time. In reality, criminal groups and Hand members are given these new technologies for testing purposes. The most common of these "street releases" is the SunTech Hand Flamer. While not marked with serial numbers or logos, these hand-held flame-throwers are clearly designed by SunTech, and the corporation has reported a large shipment of them stolen. McDonald hopes to find an enchantment that will cause all deaths at the hand of these devices to act as sacrifices to Moloch. For now, they contribute to the lawlessness of society and provide good justification for Graham's elite antigun unit.

ACTIVITIES

One terrorist action conducted by Hand members was the Oklahoma city bombing, which contributed many souls to bringing forth Moloch, but at the cost of almost compromising the cult's security. A rogue cult member orchestrated the whole scenario and planned it out, but McDonald never approved the operation. As a result, the instigator of the action was burned alive as a sacrifice to Moloch (and an example of the punishment for disobedience), and a patsy was found to take the blame. The dangerous aspect of the scenario started with Graham somehow learning about the bombing and warning the ATF agents stationed in the Alfred P. Murrah Federal Building to stay away on the day of the incident. The subsequent investigation required a large number of resources to cover up, and Graham is still living down the mistake in judgment to McDonald and Allen.

While it will be some time before the Hand of Moloch brings forth its patron god, the cult is actively pursuing preparations for his coming. To this end the group is recruiting new members and reorganizing in anticipation of the swell in numbers. McDonald is aware of the double-edged sword that expansion represents, in that the centralized leadership the Hand now maintains may have to be sacrificed for a more hierarchical structure. McDonald has been devoting resources from LDRP to analyze the situation and capitalize on it in the best way possible, but all of the cult leaders are nervous about the change. On the other hand, there is no other way to prepare for the end times and the leap must be taken.

Graham, on the other hand, has been fervently planning his own schemes to further his personal idea of Moloch's plan. These schemes involve the mass murder of more than one hundred people, using a sample of nerve gas procured by other law enforcement agencies and delivered to Graham as a favor. The crazed cult leader is attempting to arrange a massive ritual which will collect the energy of the giant sacrifice and summon Moloch. McDonald and Allen have no clue about the situation, and if carried out as planned the result will be disastrous for the Hand of Moloch. The missing gas has been discovered already, and government agents are investigating its disappearance; if linked to Scott Graham, it could reveal his involvement in the Hand and subsequently lead to McDonald and Allen. Worse,

the ritual Graham wants to attempt is a hack, a modification of a summoning ritual that won't work without the sacrifices being burned alive. The use of nerve gas will completely alter the nature of the summoning, and the result is unforeseeable. Whatever would be summoned would be powerful and, worse, uncontrolled, and could be a very difficult adversary to defeat. If Graham goes through with the ritual and can't cover his mistake, the Hand of Moloch will undergo a radical power shift as Graham is eliminated and another is recruited to fill the power vacuum. Further, some entity may be loosed on the world, and the Hand would be forced to address the situation.

THE HAND OF MOLOCH

CHARACTERISTICS

Anarchist: Universal
 Cults: Universal
 Magic Circles: Territorial
 Paramilitary: Territorial

PROFILE

Group Identity: Covert
 Leaders' Identities: Covert
 Members' Identities: Covert
 Group Goals: Normal

Structure: Universal
 Territory: Single Entity (Large Territory)
 Membership Size: Large
 Membership Loyalty: Dedicated

INFLUENCE

Military: 3
 Law: 3
 Paranormal: 3
 Civilian: 4
 Restricted Resources (Military): 2
 Restricted Resources (Law): 1

CONTACTS

Military: 3 (Deep Infiltration)
 Law: 3 (Deep Infiltration)
 Paranormal: 1 (Minor)
 Civilian: 3 (Deep Infiltration)

PULLING STRINGS

Asset Forfeiture, Corporate Espionage, DARPA Labs, Laboratory, Library, Military Stores, Search and Seizure



THE INQUISITION

MOTIVES

This group, jokingly referred to by its members as “The Inquisition,” focuses on obtaining information on politicians and higher-level administrators in order to keep them from abusing their power and authority. As such, it is composed of a number of political officials and is currently headed by a select group of five U.S. senators. The group’s existence is not publicized, and neither are its goals or membership. Its purpose is to regularly monitor key leaders and decision-makers to determine if they are being unduly influenced by “elements harmful to the American Way of Life.” The leaders of the group also regularly encourage each other to perform audits of their own interactions and to examine ways they are being influenced. This group is still in formation, and the five key members have been meeting together for only the past three months.

The single underlying, universal characteristic in this organization is to investigate influence on key lawmakers and important individuals in government. All of the members are involved in some kind of investigatory activity, and all contribute to these activities with equal effort. All of the members have some connection to political parties, and as such the group has access to many of the Strings political parties employ, but may only rarely use them, for fear of detection. Some of the members have joined this group in order to be a police force for the government, while others have joined because they feel that the public should be aware of the underhanded dealings of its lawmakers.

PROFILE

The general public knows nothing of this organization. Other organizations with similar goals may wonder if a group of high-powered watchdogs exists, or may hope that such a cabal exists, but the Inquisition has been extremely careful about not disclosing its existence. Part of the reason this group is so successful in remaining covert is that it is so very small.

There is no record of the leaders’ identities. This is because the group does not record individual names of either leaders or

members. They instead refer to each other by code names. Members of the group actively disavow any ties to the organization should the question ever come up and are given random segments of different investigations to increase security.

Since the Inquisition is currently so small, it operates with a simple universal power structure—the leadership has direct control over individual members. This group operates as a single unit and attempts to cover a fairly large area. The leaders are currently working at expanding the membership to achieve countrywide coverage, but they are cognizant of the risk of too much growth too soon. Because they operate in Washington, D.C. and have access to multiple segments of the country through political connections, they are considered to operate within a large territory.

The group currently has five leaders, each one in charge of five “senatorial aides,” and a total of 30 members. Because the group is relatively newly formed, the loyalty type can only be considered mixed. For the most part, individuals are dedicated and there is consensus that the group must remain a secret, but the extent to which individual members will apply themselves and give of their time and resources varies widely.

At this stage of development, membership is by direct invitation only. The invitation is made only when there is consensus among the five leaders and when an extensive background check has been completed on the potential member. If, following an interview, it is decided not to continue with the invitation, the interviewee is simply given a gopher position in the Senate or some other clerical patronage job.

RESOURCES

The organization has good resources within the intelligence field and allows its members full access to these resources to maximize their ability to perform investigations. While the group has access to resources in the media, these resources are not extensive. This group has access to resources in both the military and law Spheres of Influence, but, again, these resources are fairly limited. Also, they are not shared widely within the group, because the group does not want to draw any attention.

This group’s lifeblood is the knowledge that it gathers, and the Inquisition has fingers in every pie when it comes to local government and the media to obtain important information for its investigations. Members are careful to collect information in a seemingly random fashion or to inundate contacts with requests, so the information obtained cannot be traced back to the group. The group also has information sources within the legal and intelligence fields and relies on them to gather data that may not be publicized. The organization has some connections in the military, but these are not as reliable or as well versed as contacts in other areas. The leaders are beginning to see a gap in their knowledge coverage and are planning to extend themselves as soon as they are able.



FINAL COMMENTS

This group profile is unique because it is still in formation. The key leaders agree on their goals, but some dispute regarding methods has arisen. Differences have been papered over at present while the organization builds its resource base. In time, however, this dissention will need to be addressed, or the group will splinter or self-destruct. If this group does manage to solidify around a group of goals and methods, it may start to ask some very nosy questions about where certain government officials spend their time and what goes on in certain black budget projects. A few well placed questions may put them in position to reveal information that others would very much like kept quiet. Once the Inquisition or its activities come to the attention of Aegis and NDD, its fate may be taken out of its own hands.

THE INQUISITION

CHARACTERISTICS

Enforcers: Individual
 Information Liberation: Individual
 Investigation: Universal
 Political Parties: Territorial

PROFILE

Group Identity: Covert
 Leaders' Identities: Covert
 Members' Identities: Covert
 Group Goals: Covert

Structure: Universal
 Territory: Single Entity (Large Territory)
 Membership Size: Small
 Membership Loyalty: Mixed

INFLUENCE

Military: 1
 Intelligence: 3
 Law: 1
 Civilian: 2
 Restricted Resources (Civilian): 3

CONTACTS

Military: 1 (Minor)
 Intelligence: 2 (Major)
 Law: 2 (Major)
 Civilian: 3 (Deep Infiltration)

PULLING STRINGS

Intel Files, News Archive



ORDO TEMPLI ORIENTIS

HISTORY

In late 1898, young Aleister Crowley joined the Victorian Age's most prominent occult society, the Hermetic Order of the Golden Dawn. Eighteen months later he was expelled, on grounds of breaking the order's rules concerning magical invocations. In truth, Crowley had discovered the manipulation of the order by mysterious "Secret Chiefs" (the Atlanteans) and voiced his opposition to it. Throughout the next two decades, he increased his occult knowledge and magical repertoire. In 1920 he became head of the Ordo Templi Orientis, and although he never learned the truth about the Atlanteans' extraterrestrial origin, he devoted all his order's resources to hunting for and systematically destroying any Atlantean influence in the Western world. Crowley died in 1947 and the public forgot about the order. Hidden in obscurity, it continued its work, and its members continue hunting for Atlantean involvement.

MOTIVES

The modern order is the embodiment of Crowley's philosophy and ascribes to his motto: "Do What Thou Wilt Shall be the Whole of the Law." While the order is deeply spiritual and dedicated to promoting spiritual evolution and to ridding humanity of the manipulative influence of the Atlanteans, it is also very hedonistic. Freedom of the spirit can be achieved only through following every whim of the flesh. The strong will survive this process and the weak will perish. For this reason, members of the order are willing to sacrifice their lives in the battle against the "Secret Chiefs," as well as actively support and participate in slave trade, drug trafficking and all manner of unsavory vices. They have no scruples and do not hesitate to achieve their goals through criminal means.

Most members keep in mind that their main goal is to lead humanity to ascension, but to many the sex and drugs, the fellowship, the magical knowledge and the power are almost as important. Of course, some go too far and become criminals or psychotic, unable to deal with the psychological toll of this unlimited freedom. Some also dislike the slow pace at which spiritual enlightenment of the masses is sought. These anarchistic minds take matters into their own hands and try to speed things up with large-scale rituals and appropriately large blood

sacrifices. If matters get out of hand or if a member begins to endanger the group, the higher levels of the Ordo Templi Orientis quickly and efficiently deal with the troublemaker.

MEMBERS

In general, the public does not know about the Ordo Templi Orientis, but its existence is not exactly secret. The order is based in London and has various holdings throughout the British Isles. Its stated goal is the spreading of enlightenment through Crowley's teachings. Few members join the order directly. The OTO uses many different front organizations and groups (e.g., university fraternities and sororities, liberal-minded gentlemen's clubs, groups active in the British New Age and BDSM scene, and small criminal organizations with an occult slant). Members of these groups are selected according to their suitability, but also because of their influence and wealth. They function as menial workers in less important projects or as dupes and cannon fodder in magical battles. These members have an Influence (OTO) Quality of 1.

Those who seem to be more promising are initiated into a second layer of false fronts: a fake occult lodge, a local green table conspiracy, a small New Age cult or a magical criminal syndicate. Initiates are slowly introduced to Crowley's teachings, both the hedonism and the theosophical philosophy behind it. These groups have a similar function to the outer ones, but may be involved in slightly more important projects. These members have an Influence (OTO) Quality of 2.

Members whose interests go beyond the flesh may be initiated into the higher levels. They will be invited to join the Ordo Templi Orientis itself. It is structured in strictly hierarchical Masonic levels. Initiates are told about the order's mission to revolutionize world consciousness and to bring the fight to those who suppress spiritual freedom. They are also given access to real magical training and take part in important operations of the order. These members enjoy the resources and influence of the order for their own good and know of the darker criminal activities. These members have an Influence (OTO) Quality of 3 or 4.

Only the most trusted initiates are introduced to the "Order of the White Lady of the Crescent Moon." Only they are fully informed about the mysterious "Secret Chiefs" and their dark designs. They are also told of the order's findings about other alien entities active on Earth, entities seen as malevolent spiritual presences detrimental to human evolution. Certain groups, such as the Montague Club and the Titanidae, are identified as servants of these fiends and as mortal enemies of the order. All core members have the same rights and duties within the order. While no member may give orders to another, working against the general consent will be punished. Membership can be terminated only by death. All these members have an Influence (OTO) Quality of 5.

More than 2,000 members belong to the outer and another 700 to the inner front groups. Only about 200 persons are initi-

ates of the OTO itself, with most members in the lower Masonic orders and fewer and fewer in each hierarchically higher level. Only 13 persons belong to the Order of the White Lady of the Crescent Moon. Members of all levels must be extremely loyal, as treason will always be punished harshly. All members can be considered dedicated, the core members even fanatical.

The order operates out of a large but difficult-to-find building in Soho. From there most of the first- and second-level front groups are controlled. Most members are scattered throughout the British Isles. Some members also live in mainland Europe and a few in former British colonies in the East or in the Americas. Members are spread throughout all strata of society,

and many are in influential positions, from small criminal gangs and the clubbing scene to universities, civic clubs, organized churches and even the government.

RESOURCES

While the order has people with influence in academic institutions, it is not overly interested in science, considering it a modern fad and not fit to explain the mysteries of the universe. The order also has criminal connections but shies away from being overtly involved in illegal activities. Its resources in these areas are minimal and access is limited. Various dealings of the order make minor contacts in these areas a must, though.

ORDO TEMPLI ORIENTIS

CHARACTERISTICS

- Anarchist: Individual
- Antiparanormal Group: Individual
- Cult: Universal
- Curiosity Seekers: Territorial
- Criminal Syndicate: Individual
- Financially Motivated: Individual
- Magic Circle: Territorial
- Philosophical Movement: Territorial

PROFILE

- Group Identity: Normal
- Leaders' Identities: Shadow
- Members' Identities: Covert
- Group Goals: Enlightenment (Normal)
- Group Goals: Change society and gain knowledge, resources, and power (Covert)
- Group Goals: Rid humanity of Atlantean manipulation (Shadow)
- Structure: Territorial
- Territory: Multiple Entity (Country)
- Membership Size: Large
- Membership Loyalty: Dedicated

INFLUENCE

- Science & Research: 1
- Criminal: 1
- Paranormal: 4
- Civilian: 3
- Restricted Resources (Paranormal): 3
- Restricted Resources (Criminal): 2

CONTACTS

- Intelligence: 1 (Minor)
- Science & Research: 1 (Minor)
- Criminal: 1 (Minor)
- Paranormal: 4 (Control)
- Civilian: 2 (Major)

PULLING STRINGS

Fanatical Support (available to Influence (OTO) 1), SPR Library (available to Influence (OTO) 2), Demon Lore (available to Influence (OTO) 3), Pool Access (available to Influence (OTO) 4), Library (available to Influence (OTO) 5)



The order has always thought itself above the dealings of the general public. Though journalists are disliked by the higher ranks, an exhaustive network of contacts is entertained, and through infiltration of universities, many contacts with the British intelligence community have been fostered.

Throughout the century the order has been aware of the rising importance of money and has used its influence and magical might to increase its wealth. Today it can call on millions of dollars and has contacts in banking, business, and stock markets all over the world. It is very miserly with this wealth, though, and will part with it only if it is deemed necessary.

The order keeps several magnificent occult libraries and has collected many powerful magical rituals and items. The leadership is not afraid to use these resources, but it is very restrictive in sharing it with the members. The order also has more than just infiltrated the British occult movement; in many areas it more or less controls it.



THE PRINCETON ENGINEERING ANOMALIES RESEARCH (PEAR) LABORATORIES

OVERVIEW

The Princeton Engineering Anomalies Research Laboratories are home to the most intensive psi-warfare research currently going on in the United States. In other areas, working with psychokinesis, PEAR Labs' psychics can bring down drones with a thought and disable powerful mainframes. PEAR Labs are essentially under complete Aegis control. At one point or another, all those who remain at the facility are made aware of Aegis' existence and recruited; in only one case over the past ten years has a "lifer" rejected involvement with Aegis. For the most part, however, members believe they work for a secret Department of Defense project.

MEMBERS

PEAR Labs' staff members are united by one commonality: All individuals have some form of psychic power. Those who have the honor of teaching tend to have some ability with psychokinesis, but they also have other psychic backgrounds as well. Students at PEAR Labs are encouraged to develop as many psychic talents as possible, to empower them across a variety of situations. Due to the nature of the psychic community, most have some contact with the psychic under-

ground, but they never acknowledge their affiliation with PEAR Labs and mentally block their association so it will not be detected by other psychics.

Individuals engage in research to understand psychokinesis and improve trainees' performance. They often have affiliations with other research institutes, but perform all of their psychic research in-house. Those participating in psi-warfare training are also put through a rigorous physical training program. This paramilitary training includes infiltration of enemy territory, survival under adverse conditions, and operation of standard military-issue equipment, including weaponry. Everyone at PEAR Labs knows they have the ability to make an important contribution to the next generation of warfare and work diligently to meet this goal.

A single governing group rules the small organization and assigns tasks to teachers and trainees consistent with the group's needs. PEAR Labs operates in a very small facility in Princeton, New Jersey, and is very localized. Some training missions take them to remote locations, and Aegis calls on their expertise from time to time, but otherwise they remain in-house, performing their research.

Three leaders (one instructor, one researcher, and one advanced trainee) currently head PEAR Labs. The remainder of the 34 members include 11 students, 6 instructors, and 17 researchers. All those involved with PEAR Labs are absolutely and completely loyal, and will contribute in any fashion necessary to further their goals. Membership is by invitation only, which typically follows a rigorous training process and years of studying. They have not recruited any additional personnel for the past seven months. The leaders are all full members of Aegis and highly placed in that organization. The rank and file believe that they work for a secret Department of Defense project and are very security conscious. They are kept unaware of the nature of Aegis and its missions until their loyalty and commitment are confirmed for ten years. At that time they are approached and recruited by Aegis, and usually transferred out of PEAR shortly thereafter.

PROFILE

The general public knows nothing of PEAR Labs, and its existence is obscured by a number of research fronts. Thus, it is difficult to tell where the group's work begins and another's takes over. Aegis takes great pains to keep things quiet, and

THE PRINCETON ENGINEERING ANOMALIES RESEARCH (PEAR) LABORATORIES

CHARACTERISTICS

- Paramilitary: Universal
- Psychic Networks: Universal
- Research Institutions: Universal

INFLUENCE

- Military: 3
- Science & Research: 4
- Paranormal: 5

PROFILE

- Group Identity: Covert
- Leaders' Identities: Covert
- Members' Identities: Covert
- Group Goals: Covert
- Structure: Universal
- Territory: Single Entity (Localized)
- Membership Size: Small
- Membership Loyalty: Absolute

CONTACTS

- Military: 2 (Major)
- Science & Research: 2 (Major)
- Paranormal: 2 (Major)

PULLING STRINGS

Classified Databases, Military Training Facilities, PEAR Labs, Psi Labs, Satellite Surveillance (Standard), Workshop

the leaders and members take their secrecy very seriously. The staff know the leaders by first name only, and Aegis' Internal Security Service is the only organization that keeps complete records relating to both leadership and members. For most purposes, individuals at PEAR Labs are more likely to recognize one of their compatriots' psychic "fingerprint" or "aura" as an identifier than any name. The amount of time spent in psychic contact with each other serves to reinforce this type of identification.

Individuals who work and train at PEAR Labs will not acknowledge their affiliation under any circumstances, but they do recognize other members and know their relative places in the organization. PEAR Labs' primary goal is to develop a cadre of trained psi-soldiers who can infiltrate enemy territory and disable enemy equipment and technology through the use of psychokinesis. PEAR Labs consist of the individuals who participate in this intensive training and those who train them. All individuals directly involved with PEAR Labs know about the primary goal, and the only other individuals who are informed about it are select Aegis agents (on a "need to know" basis) and Aegis Prime. On a few occasions, Aegis has prevailed upon PEAR Labs' expertise or personnel for global missions, but the members are not made aware that they are working for Aegis. Also, Aegis frequently consults with PEAR Labs researchers on psychokinesis; without question, they have no equal in this specialty.

RESOURCES

Trainees, researchers, and instructors alike have access to a wide range of resources. PEAR Labs has an astounding collection of equipment relating to psychic research, from both paranormal and traditional research fields. These items are granted to anyone who makes the request, unless another individual desperately needs the equipment. Some of the most obscure items are sitting around in storerooms at the facility. If members need items that are not currently in PEAR Labs' possession, they will make a valiant attempt to obtain them as quickly as possible. Because it is necessary to train individuals to a minimal level in military operations, a fair amount of military hardware is also made available, but this is authorized only for training operations and in the event of a remote training session or test.

When it comes to procuring knowledge about psychic research and related information, PEAR Labs has major contacts in both scientific and paranormal fields, and most individuals have a fair chance at obtaining information from those contacts. There are also a few contacts in the military, but the leadership uses them sparingly. PEAR Labs generates the bulk of its information through its own research and experimentation. Asking questions of outside sources always risks raising curiosity.

DAILY OPERATIONS

Most staff commute to the PEAR facility from their homes in or near Princeton, but at least five individuals are constantly in a state of readiness, residing at the lab in a well appointed bunk room. Some also stay overnight at the lab if working on very sensitive or volatile projects that need careful attention or intensive labor. Staff members generally work, either in research, training, or administration from 8 am to 6 pm Monday through Saturday, but this varies depending on ongoing projects and training rotations.

Due to the demanding nature of these positions, all but two of the PEAR Labs staff have no romantic involvement. Indeed, several of the staff have no connections with family or friends whatsoever and consider PEAR Labs to be all the family they have. This unswerving, personal dedication makes for the perfect agent for any war. Students are encouraged to develop intellectual and physical pursuits that they can share with fellow trainees, and at times funding is set aside for such needs. PEAR Labs staff are not very well paid, but so far no one has complained about this issue. They have enough money for food, clothing, and shelter. Any special requests, if reasonable, are granted by reshuffling some budget lines.



PUPPET: PEOPLE UNITED FOR THE PROTECTION OF PEACEFUL EXTRA TERRESTRIALS

OVERVIEW

People United for the Protection of Peaceful Extra Terrestrials (PUPPET) is a public organization interested in learning about and making peaceful contact with alien races. Once it has conclusive evidence in the form of downed craft, alien corpses, and eyewitness accounts, it wishes to "blow the lid" off the government cover-up and show just how badly abused extraterrestrials really are. While PUPPET's assets are spread through civilian and non-federal agencies, the goal of the group is to hunt down whatever snippets of information the government fails to cover up. This is done by monitoring criminal channels, media networks, and the scientific community. Whenever incidents arise that warrant investigation, small teams are formed with media equipment to observe, record, and if possible procure alien activities and artifacts, while avoiding the government operatives covering them up.

HISTORY

PUPPET was formed approximately thirty years ago during the heyday of the Cold War, although by whom is not clear. It was obvious to them that extraterrestrials existed on Earth and were not being properly represented. The idea caught on, and soon a core group of approximately twenty people started hunting for others who shared their views. Investigative journalism and police detective work turned up the most solid leads to new members. Thus PUPPET began infiltrating these areas, where today it holds its strongest grip.

MOTIVES

The foremost goal of PUPPET members is to establish peaceful relations with extraterrestrials. They are convinced that forces at work in the government are trying to keep the aliens oppressed and hidden from the public, trying to further their own agendas. The American people are being kept from experiencing the utopia that could be created with interspecies cooperation, and whoever is keeping the truth hidden must be stopped. When enough information is gathered, the truth will be exposed. This will encourage peaceful diplomatic relations between the government and the extraterrestrials, since the government will have to comply with what its constituents want. The politicians who do not cooperate will be blitzed by a PUPPET-sponsored media campaign. However, there is some dissention on how much evidence is required before the story is revealed. Some groups want to do so immediately and others want to wait for a more solid case. Along these same lines, members of PUPPET have varying views on researching extraterrestrial involvement on Earth. Some believe that research is critical to compiling a strong case against the government cover-up, while others believe that alien artifacts are all that is needed to show the citizens the truth.

MEMBERS

PUPPET is a public organization and is constantly looking for sympathizers. Curiously enough, a sizable number of abductees believe that cooperating with the aliens would stop the epidemic of abductions that occur in the United States. Conspiracy theorists are also willing to join PUPPET, just to expose government actions. The primary leaders of PUPPET do not advertise their positions, partly out of paranoia and partly out of humility. The members of PUPPET have grass-roots origins, and the organization's leaders do not want to adhere to a hierarchical structure like the government's. While being part of PUPPET requires active recruiting, meetings and investigation, a stigma is attached to being part of an organization of "believers." Therefore, while members do not hide their identities, PUPPET groups do not have public rosters either.

PUPPET's goals are to help humanity enter peaceful relations with the extraterrestrials whom they know are on Earth and the government is hiding. The way it intends to do this is by exposing the government's ruthless oppression of our otherworldly visitors with evidence retrieved from crash sites and given to it by sympathizers in the government. So far, PUPPET is biding its time and building its case. What PUPPET's leaders have not told the main membership is that they have several artifacts which they know are of alien origin.



The leaders of PUPPET do not enforce rigid policies on its members; a level of trust is required and maintained in the group. PUPPET is split into six groups, with a North and South “committee” for each of the West Coast, Midwest, and East Coast. PUPPET’s leaders keep in touch with the various groups throughout the country, and a lot of communication goes on through Internet forums. Dead ends are weeded out, while discoveries and positive leads are reported and distributed to the other committees. The pop culture surrounding aliens in the last ten years has really boosted membership. Fifteen years ago, membership was under 100, but today’s membership is nearing 750. Roswell’s 50th anniversary alone brought in fifty new members.

Agents in PUPPET are constantly on the lookout for potential new recruits, but many are screened out due to lack of credibility. Background checks are almost always conducted, and every effort is made to verify that personal experience, logic, and discretion are strong characteristics. Once it is verified that a recruit is mentally stable and can keep a secret, she is inducted into the group for a trial period. After successfully completing two or three investigations, recruits are usually given official membership. While this process is not very secure, it also does not risk much more than public information, and PUPPET needs manpower and resources more than secrecy on almost every front.

PUPPET: PEOPLE UNITED FOR THE PROTECTION OF PEACEFUL EXTRA TERRESTRIALS

CHARACTERISTICS

Alien Collaborators: Universal
 Information Liberation: Territorial
 Investigation: Universal
 Research Institutions: Territorial

PROFILE

Group Identity: Public
 Leaders’ Identities: Normal
 Members’ Identities: Normal
 Group Goals: Public

Structure: Territorial
 Territory: Multiple Entity (Country)
 Membership Size: Medium
 Membership Loyalty: Dedicated

INFLUENCE

Intelligence: 1
 Science & Research: 1
 Law: 2
 Paranormal: 3
 Restricted Resources (Paranormal): 3

CONTACTS

Intelligence: 1 (Minor)
 Science & Research: 1 (Minor)
 Law: 1 (Minor)
 Paranormal: 2 (Major)

PULLING STRINGS

AREA 15

1-POINT PULLING STRING

Named as a self-mocking parody of “Area 51,” Area 15s are a series of facilities maintained and run by PUPPET. Numerous facilities are spread throughout the country, and each one consists of a runway, a hidden hanger, at least two aircraft workshops, and a good quality lab. Besides being connected to PUPPET, these facilities are “lent” out to any group supportive of aliens that makes a request through the right channels. These facilities are usually used to study the odd bits of alien technology that have been recovered over the years. To book a week’s time requires successful Intelligence and Bureaucracy Tasks, modified by the agent’s Influence Quality, and D6(3) hours notice. These areas are intended to be short term boltholes or command centers until more permanent locations or solutions can be obtained.

Even though the organization does not have a rigid hierarchy, PUPPET is a close-knit group. The members know that they have to work together both to expose and defend against the conspiracy. A lot of members dedicate their time to reading up on possible “contacts” and looking for new recruits. Almost all members are willing to give up their livelihoods for the sake of the cause, even though most are not willing to give up their lives. Some of the more extreme members are willing to martyr themselves to let the truth be known, however.

RESOURCES

If PUPPET focuses its resources anywhere, it is in the arena of investigation. If there is anything agents clamor for it is a clear photo, video, or taped confession. To that end, all agents have access to resources from intelligence contacts across the country. PUPPET teams conducting investigations are supposed to have at least one skilled photographer or cameraman.

While PUPPET scrounges for the truth about our alien visitors, it generally ignores the supernatural. Even though agents come across supernatural phenomena, they are not concerned with those. As a result, no occult or psychic resources are available to PUPPET members. A few resources stemming from alien crash sites are listed below, but PUPPET’s leadership currently believes they are far too valuable to release to agents for use. This keeps the organization’s paranormal resources to a minimum; obviously PUPPET is trying to change this. A long-term goal is to gain control of something valuable of alien origin to attract the “visitors’” attention, to open lines of communication. So far that goal has yet to be met.

Resources obtained by the law enforcement sector of PUPPET’s membership are a useful defense. The group has no other real access to offensive or defensive capability. A Kevlar vest and a semiauto pistol allow agents a modicum of force when it comes to competing against fully equipped government agents. Resources from this Sol are primarily available in urban areas. While a wide variety of scientists provide equipment for analysis of alien paraphernalia, none of these sources provides the highest quality and most expensive pieces. Many PUPPET contacts in the science field are academic outcasts (see Drawback, p. 62 of the core rulebook), which limits their access to high-quality science resources, but whatever resources can be procured are available to everyone.

PUPPET attracts parapsychologists looking for answers to the questions posed by the stars. These members and contacts have not only revealed some explanations for UFOlogy events, they have also given some insight into the supernatural. For the most part, PUPPET obtains information through paranormal contacts. The intelligence field holds the juiciest contacts for PUPPET, as many individuals would love to get their hands on a breaking story about a government cover-up of massive proportions. If PUPPET obtains valuable information, members usually try to make this information known to the public. On the other hand, CSICOP itself often runs interference by targeting PUPPET-sponsored articles for debunking.

PUPPET has access to some odd resources, including a large fragment of a biological, coral-like ship that is in its possession; its alien nature still defies analysis. Another “artifact” is a preserved limb of a reptilian alien, which PUPPET fears would be deemed a fake if aired on TV or published in the papers. Its opposable thumb leaves no question, however. At one time, PUPPET had an complete corpse of one of the enigmatic “Greys”, but a well organized team of government agents infiltrated the storage area and stole it. This has not only heightened the paranoia of PUPPET’s leadership, but also forced it to increase its resources devoted to background checks and internal security. The one thing they know for sure is that the conspiracy is still going strong, and they have to fight ever harder to stop it.

Of special note is “Area 15,” PUPPET’s network of facilities used for analysis and storage of alien artifacts. These sites are dotted across the country and are well disguised, often appearing as an old runway and run-down barn. Inside, however, are equipment and resources that have been built over the years with PUPPET’s civilian and science contacts. Several mid-sized research firms have provided equipment for labs, while a construction company run by a sympathizer took the contract to maintain the actual facilities (and keep them hidden). Security is an important consideration in Area 15 sites, but PUPPET is usually willing to risk other alien collaborators using “15s” in exchange for information they gather. While only the most influential members of other groups can use the facilities for more than a week or two, the arrangement has so far proven beneficial for all parties.





RCS: THE ROYAL CRYPTOZOOLOGICAL SOCIETY

HISTORY

The Royal Cryptozoological Society (established 1859) is just one of many similar clubs, although it is better funded than most. MI-13, the famous "Bureau 13" of British Intelligence, is aware of the purpose and investigations of this group. While it is considered to be an annoyance at times, when contacted correctly through old school channels, it can be a valuable source of information. Indeed, one or two members have even been recruited into active roles in MI-13.

Richard Page was born a telepath. During his studies at Oxford in the early 1930's, the Special Intelligence Service approached him as a promising patriot. Alerted by reports that Germany might be preparing for another war and was infiltrating English society at various levels, they asked him to discover the link between Jennifer Tillbury's Gentlemen's Explorer Club and German agents. They feared that the Germans were trying to worm their way into the British weapons industry.

While Germany had indeed sent agents to infiltrate the GEC, their purpose was only to use the GEC as an inconspicuous cover to prepare for the reacquisition of colonies. Page alerted Tillbury to the danger and thus earned her trust. In fact, through charm and judicious use of his telepathic abilities, Page quickly moved to the forefront of the organization and by 1935 became Tillbury's assumed successor. Taking advantage of this situation, the SIS asked Page to organize and conduct espionage missions abroad under the cover of cryptozoological expeditions. Page agreed and had some valuable successes in the Far East. In this time, he created links with various criminal organizations, which the SIS sought to use against Japanese and German forces in Africa and the Far East, especially drug and arms smugglers and paramilitary groups.

After the war, Page used his influence with the government to gain the royal charter for the society. Page still worked occasionally for the SIS, but cryptozoology had truly captured his imagination, and he worked hard to create a scientific organization that would solve these mysteries.

Over time Page and his closest associates discovered various unsettling clues and items. Originally, while interested in the paranormal under scientific circumstances, the society disregarded tales about aliens and the occult as fairy tales, garbled accounts of some scientific truth at best. But Atlantean remains and evidence of the occult eventually convinced them.

Most important was the discovery of an occult conspiracy around many hairy hominids in the late 1950's and early 1960's. These supernatural forces thwarted the proof or even capture of such hominids several times. It was agreed to keep these discoveries secret, not least because they feared losing what scientific credibility they had slowly gained.

In 1975, the investigation into strange coral reefs offshore near Costa Rica with reputedly hallucinogenic or even telepathic powers brought them to the attention of a Grey gestalt. Fearing discovery and the loss of an important coral area, the Greys eventually fought back in one of the first concentrated uses of the metahumans. After being informed about the madness and death of several members, Page traveled to Costa Rica to investigate. He had briefly encountered a Grey gestalt's telepathic presence before, but had discounted it as the unpleasant hallucinatory side effects of telepathy. This time, he dug more deeply and encountered psychic resistance.

Page found himself unable to counter the Greys' and metahumans' attacks and suffered greatly. Unfortunately for his assailants, the psychoactive coral of the nearby reef reflected Page's suffering back to the minds of the Greys. Frightened by this effect, the gestalt canceled the attack and fled in panic. Before the psychic trauma subsided, one of their number had succumbed.

While that Grey died from shock, Page survived but was forever changed. His telepathic powers had been greatly boosted, and he had incorporated part of the dead Grey's personality. Due to his own psychic sensitivity, Page had since his childhood been frightened of Seepage activity. He had turned to science to overcome this fear. Cryptozoology had appealed to him, because it seemed to offer a way to "explain away" the magical. The evidence he had collected of the supernatural during his years as president of the RCS had disturbed him greatly. Now he was confronted with the presence of telepathically powerful aliens on Earth and with the fear and loathing of the Seepage incorporated from the Grey's personality.

Upon his return to England and a long recovery from illness, he covered up all evidence of alien activity and the supernatural in the RCS. He used his influence in British intelligence, his old school ties to the university, the almost limitless funds of the RCS, and his connections to various international drug smugglers, arms traders, insurgence groups, and guerrilla armies to create an elite cadre of hunters. These hunters are dedicated to the eradication of the supernatural, be it of alien or of terrestrial origin.

Page set up a board of directors in 1977, all of them under his psychic influence, and retired. Later he faked his own death to concentrate completely on his crusade. In 1981, the RCS managed to capture a Piloni, and experiments soon proved Page's suspicion. These creatures were supernaturally empowered. But when he discovered that they were not magical themselves, but only channel and manipulate energies around them, he decided to capture as many as possible and start cross-breeding them with humans. In this way he hoped to create a breed of powerful warriors to use against the threat of the supernatural.

When Page perceived his death close at hand, he collected several psychics to him. With the help of the Grey coral he had begun to cultivate and a captured Piloni, he created an immensely powerful gestalt, to which he entrusted his soul. Richard Page died, as did his memories and personality, but his fear and hatred of the supernatural combined with the Grey's loathing of the Seepage was imposed on this gestalt of psychics. The ritual was so strong and corruptive that it created a strange form of Purifier Prophet Infused. This Infused gestalt thoroughly dominates the six psychics, who in turn control both the RCS (through the board) and Page's Underground Army.

MOTIVES

Among members of the RCS, two beliefs are consistently held: the importance of searching for the obscure and the bizarre, and fascination with conducting research on these oddities. Among different branches of the RCS, emphasis is often placed on investigation to prove or refute certain hypotheses, but some branches merely seek in order to sate their own curiosity. Other branches appear to be polarized, with some emphasizing community and civic work in an effort to promote a positive public image, while others eschew these efforts and use criminal syndicates to further their own efforts. More radical branches specialize in paramilitary efforts, which they use to hunt down, trap, or kill targets identified by their superiors. Finally, some small sections of the RCS are run under the guise of a cult, usually focusing on only a singular element of the overall RCS goals. These sections are usually fanatical and explore only their specific aspect of research or investigation.

PROFILE

The public is aware of the existence of the RCS and believes that it exists to search for new species, usually in very obscure parts of the globe. Leaders in the upper echelon are made aware of the RCS's hidden agenda to breed Piloni-human hybrids, with the intent to wage war on the Seepage and its phenomena. Lower-level leaders and regular members know about different types of goals, depending on their branch. This results in some members believing that the RCS's goal is to discover new species while others think the RCS's goal is to cover up knowledge of the supernatural and aliens. Higher-level members know about the goal to infiltrate organizations such

as Aegis and MI-13, and still other members believe their goal is to become involved in paramilitary groups. No one other than the six psychics is aware of the Piloni-human breeding project.

The RCS is structured like a pyramid, with a single central figure at the top who gives directions to a set of subordinates, who then send commands down the line. Each of the leaders who has direct contact with the central leader has responsibility for a specific branch of the RCS, either investigation of aliens, investigation of the supernatural manifestations, maintaining a positive front to the public, securing resources, etc. The RCS has members from across the globe, although it is nominally stationed in London. It currently has 500 members who have varying degrees of loyalty, usually depending on their position in the hierarchy, such that the higher members are almost fanatically loyal, while those at the bottom of the pyramid are merely dedicated.

RESOURCES

The RCS obtains most of its resources from civilian sources, either by soliciting donations from the general public or obtaining monetary contributions from individuals within the group who have access to banking facilities. Because the RCS ostensibly studies new species, it has a large array of scientific equipment at its disposal that is used to perform research on these undiscovered creatures. The RCS also has access to equipment through criminal channels, although it works hard to keep this quiet so as not to sully its reputation in the public eye. Similarly, the group has been able to obtain some military equipment since a number of its members are in branches of the service, but it keeps these connections quiet as well. Finally, the members have some resources in the paranormal field, but this is not the norm. They obtain a nominal amount of equipment from the intelligence/investigation field, partly because this type of equipment is usually poorly tasked for their type of research and investigation.

RCS: THE ROYAL CRYPTOZOOLOGICAL SOCIETY

The information presented here supersedes that presented in the Paranormal Sourcebook

CHARACTERISTICS

Civic Organization: Territorial
 Criminal Syndicate: Territorial
 Cult: Individual
 Curiosity Seekers: Universal
 Investigation: Territorial
 Paramilitary: Territorial
 Research Institution: Universal

INFLUENCE

Military: 1
 Intelligence: 1
 Science & Research: 4
 Criminal: 2
 Paranormal: 2
 Civilian: 4
 Restricted Resources (Paranormal): 2

PROFILE

Group Identity: Normal
 Leaders' Identity: Covert
 Members' Identity: Covert
 Group Goals: Covert

Structure: Pyramid
 Territory: Multiple Entity (Global)
 Membership Size: Medium
 Membership Loyalty: Mixed

CONTACTS

Intelligence: 1 (Minor)
 Science & Research: 1 (Minor)
 Criminal: 2 (Major)
 Paranormal: 1 (Minor)
 Civilian: 2 (Major)

PULLING STRINGS

Academic Espionage*, Cheaper Vehicles, Ear to the Ground, Expedition Funding*, Library, Mount Expeditions, Travel Connections (*See *The Paranormal Sourcebook*)

- 1859 Sir Henry Bastable founds the Gentlemen's Explorer Club.
 - 1881 Bastable dies; stewardship of the Club passes to his son David.
 - 1909 David Bastable disappears during a journey deep into the Congo in search of the Mokele-Mbembe. His share in the Gentlemen's Club passes to his niece, Jennifer Tillbury.
 - 1938 Tillbury turns over control of the Gentlemen's Club to Richard Page. Tillbury also creates a trust fund for the club's financial security that includes several million pounds' worth of stock.
 - 1950 Richard Page secures a royal charter for the Gentlemen's Club, changing the name to the Royal Cryptozoological Society.
- Page retires, setting up a board of directors to manage RCS's affairs.

KNOWLEDGE

Because of its widespread involvement in criminal syndicates, the RCS obtains a wealth of knowledge through illegal channels from smugglers, gun-runners, and other individuals of disrepute. Second only to this avenue, it has contacts in a number of intelligence agencies, including Aegis and MI-13, and uses these contacts judiciously, usually to obtain information about movement of aliens and supernatural phenomena that are covered up to avoid release to the general public. Finally, RCS has a smattering of contacts in the sciences, the media, and the psychic and magical fields. The members typically use these contacts as a last resource, since they are often unreliable and difficult to contact, especially considering that they are located around the globe.

SECRETS

Several breeding stations are scattered all over the world. One is on a retired giant oil-drilling rig owned by one of RCS's companies. Others are on farms or beneath abandoned industrial sites. The Pilosi have discovered who is preying on them and have started building an underground railway, designed to free the captive creatures from these breeding sites. RCS's Seepage freedom fighters have had some trouble from these Pilosi, especially from Selkies against the drilling rig.

RCS's secret army has also several times run afoul of the Montague Club. This has brought it to the attention of NDD. Developments here are fluid. RCS may well become the second-worst nightmare for NDD after Aegis, since it has an incredible financial pull and could well endanger the military-industrial complex backing NDD. Through the infiltration of the British intelligence community and access to terrorists and guerrillas, RCS could wreak considerable havoc without becoming a target itself.

RCS's most serious enemy, astonishingly, are the Titanidae, who are so far the only ones who have discovered its secret. They view the Pilosi-human breeding program as abhorrent and have decided that RCS is an instrument of the Olympians and a threat to humanity. A fierce magical war throughout England and France between the RCS's soldiers and the followers of the Flamen Europae has ensued.





THE ARCHONATE

HISTORY

Relative to many conspiracies, the Archonate is young, being born of the 1987 "Black Monday" stock market crash in which the Dow Jones Industrial shed 22.6% of its value in one day. Three people came together, concerned by their diminished place in the financial world, wondering if perhaps there were answers outside of Wall Street. The figure now known as *Archon Basileus* became convinced that the answer lay with psychic potential, and he invested a large sum of his resources assembling a group that would be able to predict the direction of the markets. The *Polemarch* used his contacts in the military to get a hold of a "Prototype Alloy" developed for next generation aircraft (in reality wreckage of the 1947 Roswell crash) needing it to stay on the edge of technology. Lastly the *Eponymos Archon* was certain that there was valuable knowledge in the ancient world and financed a number of expeditions. When the three of them gathered the next year, all had managed to make significant progress. Realizing that by pooling their resources in these supernatural areas of inquiry they could all benefit, they came together under the banner of the Archonate, named after the ancient greek rulers. In the years since they have expanded their membership and areas of inquiry, until now they have a network that spans the globe.

MOTIVES

The motives of the Archonate are simple: To use the paranormal and supernatural to create profit for the members of the council. The only thing more important is the preservation of the council's anonymity. Individually the people they employ in various laboratories, think-tanks and universities may have specific goals as related to their projects, but there is no overarching ideological goal for the organization.

MEMBERS

The members of the Archonate are divided into three groups. First are the Archons themselves, the twelve member council, each a fantastically wealthy and successful person in their own right. They are led by the three founders known as *Archon Basileus*, *Eponymos Archon* and *Polemarch*. Work on any project is divided. A think tank in Canada could be developing ideas for using alien technology as part of a new military aircraft, while the actual systems are developed in the European Union, and the contract to build them goes to an American Company. In this way the organization is kept safe from discovery from enterprising individuals. Currently in addition to the twelve member council the Archonate is employing approximately 75-80 researchers in various organizations.

RESOURCES

The resources held by the Archonate are highly varied in various Criminal, Civilian and Paranormal circles. Using the council's business connections it is possible to access almost any piece of scientific device required. Furthermore, it is trivial to place leverage on civilian or paranormal leaders, offering them a great deal in return for their assistance on projects. The council refuses to place any leverage on Military or Intelligence sectors as the public fallout from being exposed on those projects would be significantly greater than muscling in on a few academics.

Submitted by Kickstarter Backer: William McCormick

THE ARCHONATE

CHARACTERISTICS

Academic Institutions: Territorial
 Civic Organizations: Territorial
 Criminal Syndicate: Individual
 Financially Motivated: Universal
 Research Institutions: Territorial

PROFILE

Group Identity: Normal
 Leaders' Identities: Covert
 Members' Identities: Covert
 Group Goals: Covert

Structure: Universal
 Territory: Single Entity (Global)
 Membership Size: Small
 Membership Loyalty: Dedicated

INFLUENCE

Science & Research: 4
 Criminal: 2
 Paranormal: 3
 Civilian: 3
 Restricted Resources (Science & Research): 2
 Restricted Resources (Paranormal): 1

CONTACTS

Science & Research: 4
 Criminal: 1
 Paranormal: 2
 Civilian: 3

PULLING STRINGS

Attorney, Funding 3, Grants, Laboratory, Pool Data, Translators

THE CHOWDHURY GROUP (PVT) LTD.

HISTORY

The Chowdhury Group is a legacy company, the product of nearly 80 years of Chowdhury business acumen, market stubbornness, and a hint of inadvertent Atlantean help. The conglomerate grew from moderate interests in pharmaceuticals and shipping into a true multinational with interests in a wide range of consumer products and services. The current President and

CEO of the Kolkata-based company is Ramesh Chowdhury, an accomplished businessman and shrewd occult scholar. While not supernaturally powerful, Ramesh Chowdhury makes up for any shortfalls when dealing with extraterrestrials or the occult with a fabulous expense account and a well-supported team of trouble-shooters.

The Group's connection to the paranormal and Atlanteans can be traced to a curious book acquired centuries ago by a British colonial manager. The manager, just about to depart British-controlled India due to a family catastrophe, hastily sold the odd book to the Chowdhury family. The book, it was later discovered, was a companion piece to the famed Voynich Manuscript. The Chowdhury Companion, as it would become called within the company's Inner Circle, included a rudimentary cipher that revealed some of the secrets of the Voynich Manuscript – and with it, the botanical and pharmaceutical history of the Atlantean homeworld. Armed with deciphered biogenetic coordinates, instructions on making hyper-effective medicines, and the hints of a dead world, the Chowdhury Group went from comfortably wealthy to fabulously wealthy. Though they do not know it, the Chowdhury Group now holds one of the last two remaining texts of a long-dead Atlantean dialect – a dialect most Atlanteans don't even recall. With this knowledge comes access to the hidden reality of the world and the insights into a biotechnology discipline well beyond anything humanity can currently preform on its own.

The core of what makes the translated versions of the Voynich Manuscript and the Chowdhury Companion work for the human body is that the books identify, describe, and analyze the utility of a series of amino acids that occurred naturally on the Atlantean homeworld. More than half of the amino acids described in the books are chiral and compatible with Earth-based life. When Chowdhury Group biochemists investigated the amino acids and subsequent Atlantean drugs and medicines, they were astounded. The information in the two books helped the biochemists make key deductions and non-intuitive assumptions about the function of life that would have otherwise required generations of intensive research and advances in scientific thought.

Despite decades of analysis and cryptography, only a relatively small portion of both books have been deciphered. The nature of the Companion's cipher remains a mystery. The fact that it can bridge two completely unrelated languages is nothing short of miraculous, and while the Group's occult and academic researchers have a number of theories, they don't really know how most of the discoveries work. In fact, only a few within the Inner Circle have an inkling of the extraterrestrial nature of the books. Most within the Group assume the books are either from an antediluvian age of forgotten Earth history, or divine gifts. The biomedical and pharmaceutical discoveries prompted by the books are also mysteries. The researchers and scientists can follow the instructions from the books, but when they try to understand the nature of some of the equations, conventional mathematics and science fail. The reality is that the advanced understanding of the universe the Atlanteans held when the book was drafted still outstrips the most avant-garde scientific thought on Earth. The alien nature of the subjects in the books also serves to obfuscate the fundamental principles behind the discoveries.

Thus far, the Group has flown under the radar of the Atlanteans. That likely won't last much longer. The eccentric original author of the books is alive and well on Earth, but thus far unaware



of their existence. As much an artist and a scholar, the author wrote the books, rather than transcribe them on digital media, as a magnum opus to his life's work. When and if he discovers the Manuscript and the Companion on Earth, he will aggressively seek to reacquire them.

MOTIVES

The Chowdhury Group wants to make even more money from the secrets within the Companion. It wants to keep its cipher a secret, but also wants to exploit the hints and mysteries it uncovers. The Group wants to protect the original Voynich Manuscript at all costs. The fact that the Group does not own the book, and Yale University isn't selling, is a sore point. Thus, the Group pays well-armed, but discreet mercenaries to watch over the Voynich Manuscript and its environs 24/7.

MEMBERS

The Group employs the best and the brightest the civilian world has to offer. If someone has a skill desired by the Group, it will offer mind-bogglingly impressive salaries or retainers to

employ the expert. While it prefers to use its own assets and employees, the Group hires freelancers at times, especially when tracking down leads revealed in the Manuscript or the Companion. However, the Inner Circle will only reveal the nature of their occult interests to those within the company.

RESOURCES

The Group is a wildly-profitable business conglomerate with the resources of a true multinational. Alongside the public face of the company, the secret inner-circle of occultists, researchers, functionaries, and mercenaries are all armed with the best equipment and training money can buy. The Group has deciphered a number of revolutionary Atlantean bio-medical processes – everything from fast-acting cell regenerative cream to wildly unpredictable anagathics – and is willing to use those medicines on its people or as leverage for high-stakes bartering.

Submitted by Kickstarter Backer: Chris Gunning

THE CHOWDHURY GROUP (PVT) LTD.

CHARACTERISTICS

Criminal Syndicate (Individual)
Financially Motivated (Universal)
Investigation (Territorial)
Research Institution (Territorial)

PROFILE

Group Identity: Normal
Leader Identities: Covert
Member Identity: Normal
Goals: Covert

Power Structure: Universal
Territory Configuration: Single Entity (Global)
Membership Size: Large (the Group employs more than 8,000 people, though only a few are part of the inner research/investigation circle)
Loyalty: Dedicated

INFLUENCE

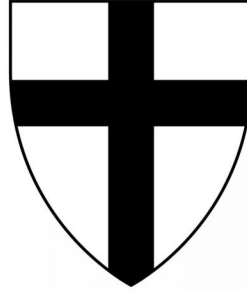
Science & Research: 3
Law: 2
Criminal: 1
Paranormal: 1
Civilian: 4

CONTACTS

Science & Research: 3
Law: 2
Criminal: 2
Paranormal: 1
Civilian: 4

PULLING STRINGS

Attorney 1, Funding 4, Hidden Cures (maintained in secret labs) 1, Laboratory 1, Mobility 1, Paranormal Library 1, Species Identification (with access to the Companion and Manuscript) 1, Translators 1



THE ORDER

Denn du bist was du isst

-Rammstein

The organization that became the Order began as a pair of Knights of the Orden der Brüder vom Deutschen Haus St. Mariens in Jerusalem, more commonly called the Teutonic Knights. Long ago a group of Teutonic Knights had gone out to battle pagans. Two of the knights became separated from their brethren. These knights were injured and lost when they came upon a small village near what is now Kaliningrad.

The village leader was a shaman and a cannibal. Although he considered killing the knights instead he introduced them to magic and his culinary stylings. The knights would hide all evidence of the village and recruit some of their brothers. The Order slowly and carefully expanded its power base. When Grand Master Albrecht dissolved the Teutonic Knights and created the state of Prussia, several members became German nobles. The conspiracy took the short name of the knightly order as their own.

Over the centuries the Order has expanded to other countries and created layers of secrecy to hide its practices from the world.

MOTIVES

The Order exists to protect the leaders and advance their agenda and to a lesser extent do the same for the common members. The leaders generally have individual goals, as a group they are power hungry and sometimes just hungry. The inner circle views themselves as superior to other sentient. People are tools or food, only occasionally recruits.

MEMBERS

The Order is divided into three tiers. The lowest level has little to no idea about the upper levels. It consists of a variety of members ranging from business people to criminals. This level has several front groups, not all of them aware of each other. They act as a mutual aid society for the members also some assistance flows down from the upper levels (successful pawns are more useful). Unfortunately for the bottom level their real purpose is as a tool and buffer for the upper levels.

The second tier believes they are the Order. They work to advance the Order's and individual's power. The majority of members are after occult power and knowledge but exact goals differ. Some want success, some are hedonists, and some are occult scholars. The exact goals of members do not matter as long as they maintain the Order's goals first. Members are selected on what they can bring to the Order. Magical and psychic abilities are particularly valued. The Order recruits from around the world, but a bias to the upper class and certain old Prussian blood lines still exists.

The first tier is the true Order. Some members believe that sufficient power, occult or otherwise will lead to promotion to the inner circle, but actual selection is rare and largely due to the whims of the current leaders. They will groom potential recruits for years before the recruit is told any of the Order's history or eating habits. The Order will aid and protect members to a large extent, even some of the lowest members can benefit from this. This larges ends if any threat, no matter how small, to the leadership is perceived. The leaders are ruthless in ways only magic using cannibals can be. The weakest of them is a least a prolific murderer, others are centuries old and monsters in every sense of the word.

RESOURCES

The Order has extensive occult libraries as well as knowledgeable members. Despite the mystical power of the Order, the more mundane assets should not be underestimated. The Order is very wealthy. It has ties to many old families of the world and was involved in the earliest days of trade and banking. The ties to crime are just as old. Characters can suddenly find they are being sued in several different courts while at the same time explaining to their boss and the press about the mysterious large deposit made to their bank account. Not to mention what politicians are willing to do for the right contribution.

Submitted by Kickstarter Backer: Derrick Smith

THE ORDER

CHARACTERISTICS

Criminal Syndicate: Territorial
 Magic Circle: Territorial
 Paramilitary: Individual
 Philosophical Movement: Territorial

PROFILE

Group Identity: Covert
 Leaders Identities: Shadow
 Members Identity: Covert
 Goals: Covert/Shadow

Structure: Territorial
 Multiple Entities (Global)
 Size: Large
 Loyalty: Dedicated

INFLUENCE

Law: 1
 Criminal: 3
 Paranormal: 2
 Civilian: 3

CONTACTS

Criminal: 3
 Paranormal: 2
 Civilian: 2

PULLING STRINGS

Accomplices, Criminal Resources, Library, Occult Library, Supernatural Lore



THE PAC

HISTORY

In 1977, an analyst nobody noticed within the NSA began to piece together information, forming a small but revealing exposé into the activities of agencies such as the Watch, Aegis, and the NDD. He transmitted the data to a financial news reporter. The reporter forwarded the information to an executive of an oil company. The analyst and the reporter were silenced. The executive was not.

The executive coordinated with fellow executives of multiple major corporations, discovering the corporate financial backing of the NDD, the private sector funding the Directorate's top secret research facilities. They hired some "specialists" and quietly exerted pressure on the NDD backers, waiting for the dogs to come sniffing. The result was a nightmare of minor public disclosures and actual network by agents of the "unknown corporate conspiracy."

From then on agents of "the PAC" have sometimes hounded Aegis, the NDD, and other organizations' agents with no fear of turning the public's eye onto shadowy matters, agents who resist bribery, coercion, and intimidation. The organization, as a while, has committed acts of market manipulation to "bias" the markets against the NDD's backers. While these operations are limited (to avoid visibility), they strain the relationship with the NDD.

The PAC maintains a corporate-like structure, making their organization almost painfully efficient. The PAC's leadership is patient and opportunistic, viewing itself as a form of insurgency. Overall, the PAC is the kind of enemy any covert agency dreads.

The organization had no name, and to this day does not. The standing policy within the organization is that no member will refer to it by any proper name or nickname. Referring to "the group" or "the organization" is a borderline case. The NDD calls them the "SpookyPAC," while Aegis dubbed them "the PAC." This furthers their own agenda, since the name others use for them is a clue to who the speakers are. They are called "the PAC" hereafter.

MOTIVES

The PAC seeks to wipe out all traces of shadow government from the United States, and to put an end to the "civil war of shadow governments." While they see themselves as the "white hats" doing public good, they aren't naive about what they do, and are ready to sacrifice themselves and others for their cause. That said, they prefer to sacrifice their enemies instead of themselves.

MEMBERS

The PAC's leadership is a covert consortium of executives of multiple businesses who are afraid of what might happen to them if shadow government becomes the government. Their permanent agents are people with special skills and the willingness to fight for their vision of the United States. These agents have lives paid in full by the PAC. Their lives are comfortable, their families cared for and protected, and their favorite charities receive regular donations. They are all but immune to bribery. The fact that everything gets taken away if they betray the PAC makes it unlikely they can be intimidated or coerced by threats.

bribery. The fact that everything gets taken away if they betray the PAC makes it unlikely they can be intimidated or coerced by threats.

RESOURCES

The PAC has one thing in excess – money. They have a great deal of money siphoned through line items in dozens of corporate spreadsheets. Their working capital source rivals that of DARPA. Practically any request for financial assistance goes heeded. "Graft" is a specific line item in fiscal estimates, planned for, expected, and tacitly approved. The PAC's accountants do go over the records and will take corrective measures if the spending becomes excessive, but "excessive" usually means "blatantly obvious" or "spent improperly."

Otherwise, the most specialized resources they can manage are corporate data resources and travel accommodations. Some of the corporations involved in the PAC are defense and intelligence corporations, but defense and intelligence resources are difficult to commandeer without drawing attention. They restrain themselves to proprietary regional data and

"backward" satellite surveillance of a kind most major corporations can claim.

To make up for those shortcomings, they have outlets for leaking virtually anything they discover into the news. Make it worse, they are reserved enough to wait until the evidence is solid. They can also use the news media to spin facts, manipulate public awareness, and generally do all the things corporate marketing can do. Agents also gain access to some of the best lawyers in the country or even the world. If a trial for their actions leads to more exposure for shadow government, the PAC will make sure the media gets involved for as long as it takes shadow government to silence the agent. If an agent gets into less substantial legal trouble, that agent typically still gets a good attorney.

In terms of information resource, there are a great many holes in the PAC's understanding of the world at large. However, they know more than enough to be dangerous, and they're sufficiently ignorant to be indiscriminate.

Submitted by Kickstarter Backer: Edmund Wilfong

THE PAC

CHARACTERISTICS

- Civic Organization: Territorial
- Financially Motivated: Territorial
- Investigation: Universal
- Mutual Protection: Universal

PROFILE

- Group Identity: Shadow
- Leaders' Identity: Covert
- Members' Identity: Covert
- Group Goals: Covert

- Structure: Territorial
- Territory: Multiple Entity (Country, with Global reach)
- Membership Size: Large (around 2,000 to 2,500 people)
- Membership Loyalty: Dedicated

INFLUENCE

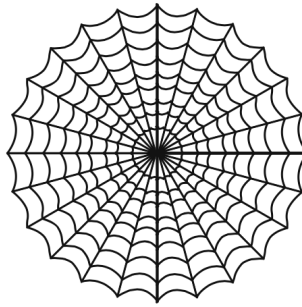
- Science & Research: 2
- Law: 1
- Civilian: 4

CONTACTS

- Intelligence: 2
- Law: 1
- Paranormal: 3
- Civilian: 3

PULLING STRINGS

Attorney, Ear to the Ground, Front Page News, Funding 4, Mobility, Satellite Surveillance: Standard



THE WEB

Nobody actually knows what the company is called, they call it "The Web" as it has the symbol of a spider web on its door – no name just the symbol. The web seems to be a public relations firm that handles scandals, helping to cover them up. However, a disturbing number their clients come to them after somebody simply finds out about their 'problem'. It would seem they have a nice little scam going. Somebody finds out a juicy piece of info and they begin to blackmail the person. Sometimes they give in and sometimes they don't. If they don't, chances are they go to The Web to cover it up. The secrets people are blackmailed over are only known by one or two people...

The Web is actually the latest front for a conspiracy of psychics trying to take over the world. They don't want to be the people in charge; they just want to be the ones pulling the strings. They use their psychic powers to uncover secrets and send people in to do the actual blackmail. If the 'client' gives in or goes to The Web they win. So the conspiracy progresses step by step to global domination. Inevitably they encounter other conspiracies and when they do they back off and begin working on subverting that conspiracy as well.

So far their plan is succeeding, albeit slowly. They have acquired a great deal of money and political influence, if not control. They may not be able to make things happen with a snap of their fingers but they can usually arrange for problems to be removed eventually. People get reassigned, downsized, retire, get subverted to the cause or simply quit in disgust. It may take them years but eventually they will find the right lever that will enable them to get what they want. So far anyway.

Each psychic member has a number of non-psychics that they 'rule' over; though they do try to keep the psychics close enough to communicate with each other in a psychic network. There really isn't a way for them to be as effective as they are without them. However these non-psychics don't know anything about the conspiracies true nature. In fact they are lead to believe that psychic abilities are a manifestation of right behaviour! In other words if they obey their psychic leader, with the help of meditative techniques, that they will awaken their own psychic powers and move up in the conspiracy. The leaders have humanities best interests at heart and always act in ways to improve humanities potential. It's a complete lie ofcourse, except when it works...

HISTORY

The Web is actually a very old conspiracy; in fact it is one of the oldest. A long time ago a group of psychics got together and realised that with their powers they could rule over their inferiors, the non-psychics. It worked for a while but eventually their little empire was overthrown and it nearly destroyed their group. Thus their almost paranoid need to remain hidden – if they were open then they would be destroyed. They have moved slowly because the number of psychics that haven't been recruited to Aegis or the Directorate has always been small and thus their ability to manipulate limited. Until now that is, there has been a marked increase in the number of psychics worldwide and they have been scrambling to recruit as many as they can to their cause. In fact a number of the new recruits chafe at the necessity to remain hidden and sometimes act more openly than their superiors would like.

They have been known to recruit a Forsaken by mistake. This works for a while but then the Forsaken begin to act in ways inexcusable, even to the Web. They experiment on humans; they create a cult personality and risk exposure, etc. The usual process is that the leaders come in and destroy the Forsaken and whatever else they were doing. They will take any research and they will make it look like it wasn't done by psychics – by another conspiracy if necessary. Many conspiracies have a cell structure so they know for instance that an Aegis cell can't rule out the possibility of another Aegis cell having done it. Or they could 'convince' somebody else to take the fall and then eliminate them at their convenience. They one thing they do not ever do is get another conspiracy to clean up their mess. That way risks exposure – even if it is minimal.

ALIEN KNOWLEDGE

It is certain that the Web and the Greys know about each other. Both have an interest in what makes psychics tick – and make no mistake the web has expended a lot of resources try-

ing to figure out what makes a psychic *psychic*. Interactions between the two are likely limited to information exchanges and non-interference. However they do know they are alien and since their goal is not to eliminate psychics they don't care about anything else. As far as the other aliens go.

LEADERS

There are thirteen leaders of the conspiracy. Ten of these were part of the original group, from a time before they were known as The Web. The other three are relatively recent recruits, at least in immortal terms.

Submitted by Kickstarter Backer: John Lambert

THE WEB

CHARACTERISTICS

- Psychic Network: Universal
- Civic Organisations: Territorial
- Cults: Individual
- Mutual Protection: Universal
- Political Parties: Territorial
- Psychic Networks: Territorial
- Research Institutions: Territorial

PROFILE

- Group Identity: Shadow
- Leader Identities: Shadow
- Member Identities: Shadow
- Group Goals: Covert
- Structure: Universal
- Territory: Single Entity (Global)
- Membership size: medium (mostly 'support')
- Membership Loyalty: Mixed

INFLUENCE

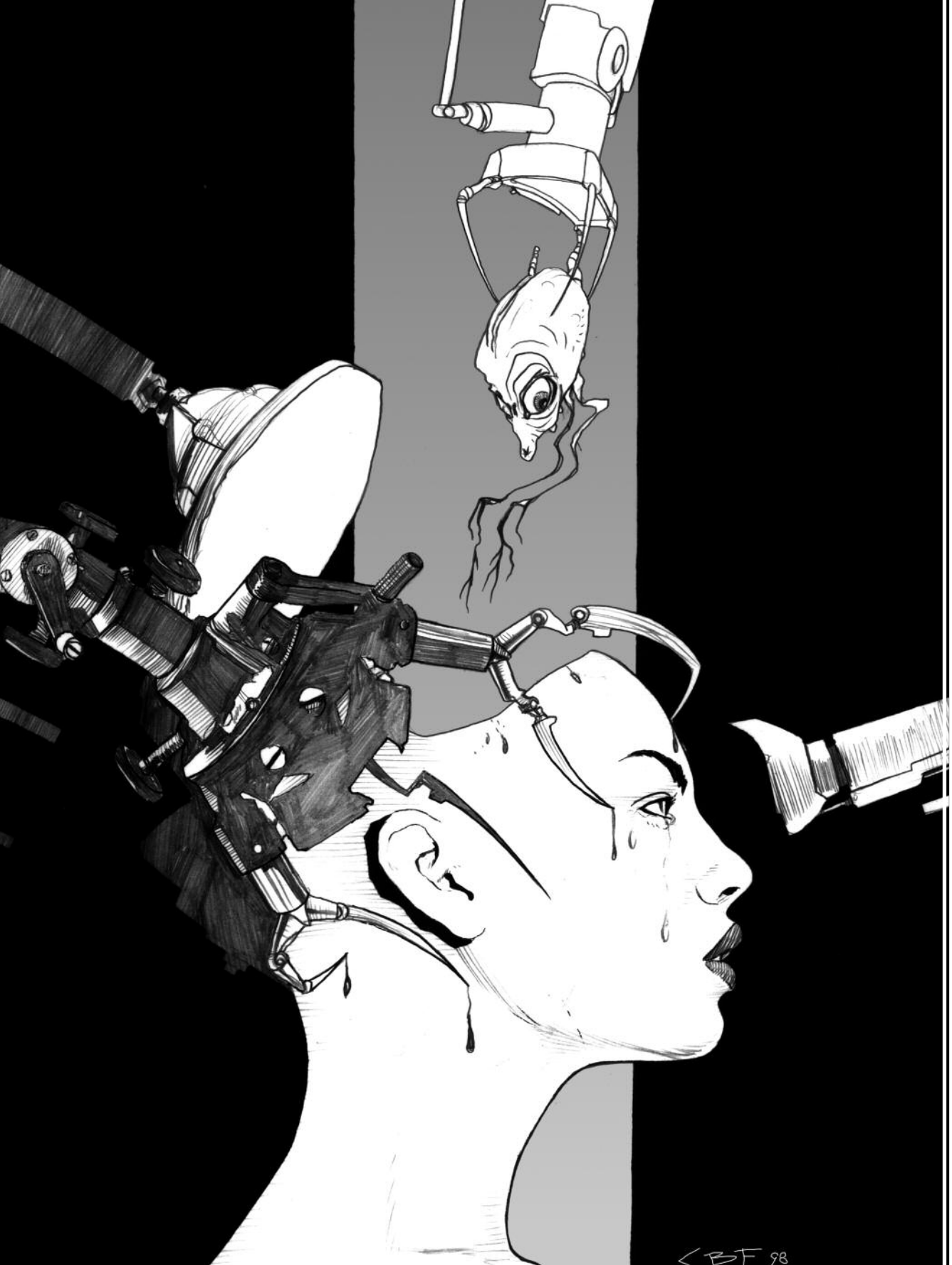
- Intelligence: 1
- Science & Research: 3
- Law: 3
- Criminal: 1
- Paranormal: 4
- Civilian: 4

CONTACTS

- Military: 1
- Intelligence: 2
- Science & Research: 3
- Law: 3
- Criminal: 1
- Paranormal: 4
- Civilian: 4

PULLING STRINGS

Accomplices, City Hall Archives, Ear to the Ground, Experimental Psi Drugs, Front Page News, MHIC-EDOM, Mind Control Drugs, Psi Labs



THE TRUTH IS STRANGER THAN FICTION

Chapter Six

The Future

Is Now

THE REAL

REGIS PRIME AND HERMES

It seems initially strange that Aegis' roots were with a select group of scientists and a Presidential aide, and Aegis struggled from its conception against its larger and government-approved rivals at the "Black Book." These individuals spent two years in hiding, cautiously finding others sympathetic to their cause to form the basis of the original Aegis Prime. Luckily, some in the government and military who were aware of NDD thought its tactic of treaties was selling humanity to the aliens, and offered to support Aegis in its ideals.

While Aegis Prime was finding its feet, Howe had other plans in mind. With the assistance of his Atlantean contacts, HERMES was born in 1952. Initially HERMES was a secure data-sharing tool to unite the Cells with little threat of exposure. But Howe had other plans for HERMES. Although the Saurian fleet would not return in force until 2063, that was more than 100 years away. Aegis needed to survive, and Aegis Prime needed to survive. As the founders of Aegis suffered from the rigors of old age, HERMES would become the receptacle for their knowledge, their personalities, and their memories.

As Aegis grew, Aegis Prime grew old, but HERMES' network expanded. Jennifer Norton (an Atlantean planted into Aegis by Louis Howe, the Atlantean "Guardian" within Aegis Prime), the force behind the finalization of the Aurora Project in 1984, enhanced the direct mind-to-computer links that were the Pilot Interface Control System and allowed Aegis Prime to communicate directly with the HERMES network. It now meant that as members of the original Aegis Prime grew too old to continue their work, they could effectively live forever. Their bodies were kept in a state of suspension, while their brains were connected to HERMES.

Norton discovered a problem, though. The first member of Aegis Prime to be hooked up in such a way quickly became bored and lethargic, and finally lost his mental capacities. HERMES may have been a useful tool to aid Aegis cells in their data retrieval and communications, but to keep a mind occupied required more stimuli. With the approval of Howe (the only member of Aegis Prime to know of Norton's Atlantean origins), Norton incorporated some elements of her own computers into HERMES, allowing a fully immersive virtual reality within which these important individuals could continue their existence. The Atlanteans had long since mastered the fully realized VR as entertainment, stimulus, and education while traveling the vast distances of space, so this was an easy integration for Norton, one that would have tremendous ramifications for the future of Aegis.

ARTIFICIAL INTELLIGENCE

Some of these added Atlantean elements plugged into the growing HERMES mainframe were the artificial intelligence capabilities the Atlanteans have long been familiar with. Norton knew part of the VR experience required the computers to interpret and react to the immersee's actions and environment, an ability that would have taken years to program. Knowing the urgency, these functions were passed on to a small AI that Norton installed in HERMES. The AI connected with HERMES directly, and the HERMES intelligence was born. Guided by the minds of the Aegis Prime members already connected to the computer, HERMES could calculate, reason, and theorize the best tactics in the war against the alien menace, assigning tasks to specific Cells. Of course, to the average agent, this appeared as a simple message on his uplink, such as "+++ investigate disturbance in your area +++ location Wabash and Lake +++ possible Grey activity +++ approach with caution +++", so the Cells themselves were unaware of Aegis Prime's new abilities.

WAR GAMES

Howe never lost sight of Aegis' main agenda: to prepare for the coming Saurian invasion. Learning of this virtual reality within which the founders of Aegis were immersed, he quizzed Norton on its potential. If the VR could simulate the normal world, within which Prime was familiar and used to living, could a VR be programmed to simulate the Saurian threat, to be used as a training exercise for agents?

Assembling a vast HERMES terminal in a research facility deep within Area 51, the experiment code-named Project Epimenides created a virtual version of the real world. This "normal" version of our reality could be manipulated and accelerated to predict future events. To create a world as realistic as possible, all of HERMES' data was fed into the system, as well as the detailed maps from the NRO and a complete census of the known U.S. population, recreated from both these data and from samples taken during vaccinations. In 2001, the project went live with its first team of volunteers.

Existing separately from HERMES is a complete alternate reality, a computer simulation of the United States, that can enact any invasion scenario, any possible future it can imagine. The data learned from these simulations can then be fed back to HERMES to assist in its tactical planning.

Aegis agents with suitable skills and training were sent into the simulation to witness the potential future first-hand, to engage in the simulations of what an invasion could be like, and to emerge from that reality reporting their encounters and experiences. At least, that was the plan

PROJECT EPIMENIDES

Norton was no stranger to the use of Greek names for Aegis and HERMES and thought it only fitting to name this project after a Greek seer and philosopher, Epimenides of Knossos. Epimenides was said to have fallen asleep in a cave sacred to Zeus for fifty-seven years. When he awoke, he had gained the gift of prophecy. Norton considered this apt, as the project hoped to allow Aegis to see the future and prepare for the events to come.

Epimenides is also famous for a paradox. He stated, "All Cretans are liars," but he himself was a Cretan, so his statement must be false as he was a liar, which validates the statement as true, and so on.

PSYCHIC INTERVENTION

In order to accurately predict the future outcome of an invasion by Saurian forces, a download of the data from THOTH was suggested, and years of psychic predictions and visions were filtered into the equation. Five of CAPS' top psychics were recruited for an extended precognition experiment while attached to the Project Epimenides computer. Something went wrong, however. The psychics could not detach themselves from the simulation and could not communicate with the real world. They remain trapped in the simulation, their bodies maintained by scientists in the research facility, while their minds experience the false reality.

Other agents have been sent into the simulation. Some have also become trapped, unable to find the built-in exits from the program, whereas others have returned to tell the scientists what is going on in the simulation, though they have been stunned and shocked by their encounters. Sometimes escapees who have spent too much time in the sim have difficulty interacting with the real world.

USING PROJECT EPIMENIDES

The project is just one way to take the *Conspiracy X* game into a new direction. Within the simulation, the world appears as our reality. Objects can be touched, food can be tasted, and damage can be felt. What the simulation portrays for the agents involved is entirely up to the Chronicler, though we give a few suggestions below.

ACCESSING THE SIMULATION

In order for the agents to access the simulation within Project Epimenides, the characters will require the Pilot Interface Control System Nanotech (see p. 225 of *Conspiracy X*) or the Neural Link Nanotech (see p. 52 of *The Extraterrestrials Sourcebook*). This allows the simulation to interact with the agent's brain directly.

Once connected, the agent will be unable to leave the simulation without finding a glitch or "back door" (see below). Disconnecting physically from the system is very dangerous, and anyone forcibly unplugged from the computer suffers D10 x 5(25) Life Points of damage, as well as having to pass a Difficult Willpower Test. Success results





in the agent waking from the semicomatose state, but he gains D4(2) points worth of mental Drawbacks. Failure means he remains in a coma for D6(3) weeks and will require another Difficult Willpower Test at the end of this time to wake. This continues until the agent wakes, or dies. In this state, medical personnel at Aegis tend to the agent's physical needs. When the agent finally wakes, he receives the same D4(2) points of mental Drawbacks as before.

Using a glitch or back door is the only safe route out of the sim.

MENTAL SELF-IMAGE

In the simulation, agents usually look as they do in reality. Sometimes this is a mirrored version of what people expect to see, but it is usually what the agents *think* they look like. If their mental images of themselves are based mostly on their appearance in the mirror, their appearance in the simulation will be reversed.

Often, the image is a slightly idealized version: a slightly slimmer, more athletic version, without the scars, blemishes, or defects that people like to ignore in themselves. Sometimes the character's image of himself is more negative, if he particularly hates something about himself, but with the correct mental training this can be rectified.

Injuries and physical disabilities can sometimes be ignored in the simulation. If the agent's Willpower is higher than the points of his physical disability Drawbacks, and if the agent is aware of the simulation, the Drawback can be ignored. For example, someone with a missing leg (a 3-point Drawback) who is aware of the simulation and has a Willpower of 4 can act normally, with both legs. He'll lose no points from the negation of the Drawback, as the leg will still be missing when he awakes from the simulation.

Aegis has discovered that many agents heavily injured in the course of battling aliens or the supernatural will volunteer for the Epimenides Project, to continue the fight to the best of their ability in an environment where their injuries do not impair them. Even agents comatose from conflict or injury have been known to be able to act normally in the sim.

INTERACTION IN THE SIMULATION

In the sim, the characters may do everything as they would in the real world. Their memories of their physical senses and abilities limit their simulation counterparts. All of their skills and attributes remain the same. In some cases, however, agents who have become accustomed to the virtual world can augment their abilities through sheer Willpower. With a successful Difficult Willpower Test, they may add their Willpower to any Task or Test, at the Chronicler's discretion.

Not only can the mind influence the body in the simulation, the simulation can also influence the mind, usually in a negative way. Physical damage received in the simulation is so real to the brain that the damage to the physical body is real. Psychosomatic wounds appear on the body, and any damage incurred in the sim is taken from the agent's Life Points in the real world as well. Dying in the simulation results in such a shock to the brain that the agent will die in the real world too.

BENDING THE RULES

Some agents have become so accustomed to the simulation that they can bend the parameters of the program. Some can heal injuries through concentration alone; others have found how the program is constructed and can walk through fences and walls or to completely different areas entirely. In order to tweak the laws of physics, agents have to know the way the computer simulation works. A successful Computers and Willpower Task is required to recognize the programming in the system and focus on the code to be changed. A Difficult Willpower Test is then required to force the agent's will onto the code and bend the reality to suit.

The actual effects are up to the Chronicler, but in general the Success Levels of such concentration will determine how much "bending" is done. For example, to heal an injured comrade in the sim, the agent can concentrate on the digital version of the agent and repair the damage, usually D6(3) for every Success Level in the Willpower Test.

Finding a hole in the reality and moving through it requires the same recognition Task, but the Success Levels of the Willpower Test determine how well the agent moves through it and where he comes out. A single Success will usually result in the agent moving into the next room through the wall, possibly taking minor damage from the strain on the body passing through the wall. Three or more Successes could mean that the agent has found a loophole in the programming and can travel not only to the next room, but possibly to any room in the city. Of course, once there, the agent will need to repeat the Tasks and Tests to find a way back, and then it may not be to the same location (depending upon the Success Levels or the Chronicler's discretion).

If the Chronicler is using Aegis Nanotech (see p. 51), agents within the sim may display even more enhanced powers. A strange effect of the nanotech within the sim means that feats such as leaping, wall running, bullet time, etc. will all be doubly effective. Some agents prefer not to show off these abilities, to avoid unwanted attention, but being able to leap 70 feet into the air and then run up the side of a building may be a very handy means of escape!

BACK DOORS

With most computer programs, the simulation has back doors that enable agents to escape the sim altogether. These can be hard to find, but depending upon the setting, people with the right contacts may be able to get the agents out or to a location of a known escape route.

Usually, these "back doors" look similar to the chairs used to initially bring the agent into the sim, reclining medical chairs similar to those found in a dentist's office. Once the rather cumbersome headgear is in place and the device activated, symbolically the simulation ejects the agent back into reality. Within the simulation, the character vanishes entirely, disappearing in a mass of code. The agent is then able to wake in Aegis' med-

ical facility, where hundreds of agents are currently experiencing the sim. Medical technicians will give the agent a thorough medical before R&D questions the agent extensively in a lengthy debriefing to aid in Aegis' predictions of the coming invasion.

GLITCHES AS PRECOGNITION

Agents with psi abilities may use them as normal within the simulation, although the effects may not be as predictable as the real world. Using psychic abilities within the sim automatically suffer a -2 penalty to any Tasks, though the Strength of the abilities are effectively +2. This reflects the agent's need to differentiate between trying to use the abilities to effect the sim or sensing the outside world in reality.

The psychics who remain trapped within the sim have been known to send cryptic messages to the outside world through telepathic flashes, telekinetically typed messages on computer screens, and other such strange occurrences.

Preognitive visions in the past memory of the agent will automatically be downloaded into the sim and used to create a more accurate predication.

INVOLVING THE CAST MEMBERS

If the Chronicler wishes to use the simulation and this project in his *Conspiracy X* campaign, the reason the agents are recruited must be considered. As mentioned before, some agents may be physically unable to continue active field duty and are given the option to join the fight in the sim. Some agents may have to be removed from reality for security reasons, and others have been mentally scarred beyond public interaction by MKULTRA reprogramming gone awry or other unfortunate incidents.

Sometimes the agents selected for the sim have been chosen by Aegis purely for the skills they can bring to the wargaming. If they are successful in the sim, this skill set could be sought out in future recruits, or existing agents could be trained to suit.

Another way to integrate the players into the sim is to not tell them about it at all. Have them be in the simulation from the first session, unaware that a reality lies behind the events they experience. It can be a nasty trick, a little like the movies *The Matrix* or *Dark City*, but strange events may tip off the agents that things are not as they seem, and that the conspiracy is not just one of alien cover-up, but a conspiracy of reality.

INSIDE THE SIMULATION

The future is not set in stone. It is fluid, constantly changing, to such an extent that some areas of the simulation may be in another time period altogether. Whatever the simulation portrays, it is recommended that it be limited to the time period between the present and the first few years of the Saurian invasion.

VIRTUAL CHARACTERS

Of course, not everyone in the simulation is actually a person in the real world. Most of the people inhabiting the simulation are computer-generated virtual characters, created by census records, surveillance photos, DNA samples secretly taken during inoculations, satellite imaging, and government records. These virtual characters think and act in a similar way to their real-world inspiration, but their intelligence and abilities are greatly limited.

In game terms, Supporting Cast members usually have basic Attributes of 2 and average skills (between one to three depending on their occupations). A doctor will still be proficient and able to do his job, and a taxi driver will know his way around well. The computer wants to maintain the feeling that everyone is real and able to continue in their lives, continuing the suspension of belief. These characters are completely unaware of the simulation and the outside world, and will be unable to help the Cast if confronted on these matters.

THE POSSIBLE FUTURES

The future is not set; the present is always changing things so that no future is definite. The simulation has looked at the most likely outcomes and predicted a number of possible futures. Of course, none of these are definite, and any surprise event not foreseen in any premonitions will upset these scenarios completely.

The Chronicler may choose any of these scenarios as the simulation in their campaign or create one of his own. Another option is multiple “war zones” where all of the scenarios are running in various locations, and the agents may change from one to another just by walking through a door or getting on a train.

SCENARIO 1: EXTINCTION

2071. The aliens are here.

Flashes of red, green, and blue illuminate the night sky, drowning out the stars. A fireball cuts through the sky as it descends in a graceful arc, a spacecraft shot down, burning on re-entry. A war is being waged up there, strangely alien and remote. The night is quiet, but everyone huddles around their news screens, watching for information about the war. Infosite, OpPage, VirtualChat, all boiling with news reports. It is the end of the world.

For months we've been hearing about the coming aliens. They were first detected by the orbit of Neptune or Uranus, one of the distant planets of our system. We tried to contact them peacefully, and our attempts were met with violence. A great fleet was assembled and fought them in interplanetary space. It was supposed to be a vic-

tory, but the casualties were high and every battle brought the aliens closer and closer to Earth. Now they are so close we can see the energy discharges in the night.

There are footsteps. My roommate. "They've landed! The lizards have landed!" he shouts. "In Seattle, the Needle's burning up on the live feed. They're in Mexico, too! You should come back to the shelter and see."

A ship sweeps by, close enough to be seen by the naked eye. A crescent-shaped black mass blotting the stars with its bulk. It soars past and energy stabs down into the city. Explosions rock our building and a distant fireball rises, as I watch the end of the world.

The year is 2072, and the Saurian races have escaped the singularity and returned in force. Humanity has advanced to the stars but hasn't been able to explore very far; the Saurian re-emergence has put a stop to that. Instead of advancing and developing, humanity has had to focus on survival. Using various precog sources, the history that led to the imminent fall of humanity progressed as follows.

2000–2015: Economic chaos, pollution, climate change, and civil unrest gave this period the name “The Hopeless Years.” Climate change brought about severe droughts, forest fires to significant areas of Earth's forests and jungles, and erratic storms, hurricanes, and flooding.

2015–2020: Technological development in nanotechnology and fusion changed the face of the world. India solved the problem of using fusion to create energy and became one of the world's leading powers overnight. Fossil fuels were rejected in favor of electric cars, and fusion brought power for agriculture and industry to areas that could not afford it before. Nanotech was developed in the U.S. and Europe in the early 2020's, allowing cheap and easy construction, instant healthcare, and the end to famine.

2021–2030: The standard of living rose, the fields of robotics and artificial intelligence improved the quality of life of the population, and the world united to tackle environmental problems. This was also the beginning of the Unbirth Plague: Fertility rates plummeted until by mid-2020's, the Earth's population stabilized at 6.5 billion. By 2029, reports indicated that the population was actually in decline, dropping by 40 million per year. Children became precious, scarce resources.

2032–2034: The India War. After India signed treaties to share technology with China, the Chinese tried to wrest markets from India, sending India into a recession. A militant religious movement grew in strength, led by the self-proclaimed avatar of the deity Indra (possibly an Atlantean) who influenced the military, and a conflict raged between China, India, and Myanmar (formerly Burma) [[it's been called Myanmar since 1989; why bring this up?]]. Ten million died in the conflict; New Delhi, Beijing and three other cities were devastated by nuclear

weapons; and the U.S. revealed a network of SDI satellites to the world as it intercepted a full-scale nuclear exchange between the Asian countries with satellite beam weapons.

2035–2050: The “Savior Virus” was discovered in 2038, not curing the Unbirth Plague but mitigating its effects. A lunar colony was established, and another was developed on Mars. WorldNet, the global communications network, became the dominant force in all forms of entertainment, communication, and transactions. The paranormal world of psychics and magicians was more accepted by society, aiding police and private companies, but the practitioners were still a rarity and seldom seen, though this would change after the invasion.

2060–2070: A new recession occurred in the U.S. for no logical reason. Taxes were raised and benefits were cut, and the money seemed to disappear. Other countries followed suit. U.S. Senator William Dupont announced on WorldNet in 2067 that a secret military base had been built on the moon and a fleet of spacecraft was being readied to counter an alien invasion. Of course, at the time, this was ridiculed, until UFO sightings reached an all-time high in 2069.

2070–2071: The President announced the coming of the alien fleet, and humanity had eleven months to prepare. Revelations of the Saurian presence on Earth were exposed, captured aliens were displayed on WorldNet, and the world waited. Scientists revealed they were Earthly in origin, similar to ancient dinosaurs, while others proclaimed the whole deal a hoax. Battle satellites were launched, U.S. armed forces started training thousands of volunteers, and an elite paramilitary force was assembled, called “Aegis strike teams.” “The Purge” began, a planetwide manhunt for infiltrating alien intruders, and the government’s deals with “tame dinos” came to light before the first space conflict. In Europe, a radical religious movement called the Priory of Zion rose in France, Belgium, and parts of the Netherlands. They controlled the governments of these countries, and the theocracy ruled through the will of an armed mob led by supernaturally powered individuals. They mobilized millions into a “holy army” to combat the Saurian invaders.

April 7, 2071: Earthfall. The Saurians arrived after destroying the Earth fleet, sending a barrage of thousands of asteroids, destroying the hearts of most major cities. Fifty million died in the meteor shower, allowing the Saurian ships to occupy vast areas. Most of the Middle East, Africa, and Southeast Asia were seized with minimal resistance. The Oterai occupied Washington, Montana, Idaho, Wyoming, and the Dakotas. The Akerang landed in Mexico. Uninterested in what was there now, the Saurians were returning to their ancestral lands, driven by instinct. Western Europe was spared direct invasion, but a conflict with the Croll in Eastern Europe and the Middle East raged. To add to the chaos, Grey ships were spotted toward the end of 2071, sweeping over Los Angeles, striking down tens of thousands with psionic weaponry.

In this setting, it really is a world at war. Alien ships patrol the skies. The Earth Fleet has been destroyed, and space is a no-man’s-land where none dare to tread. The population has been massively reduced by the Unbirth Plague, war, and now the invasion. Aegis and NDD have reached a truce, joined by the “Third Group”, though in the real world, Aegis has no idea who or why this has occurred. The



agents will most likely become part of the Aegis Strike Teams that are engaging the enemy in various missions.

The future in this scenario is one of a harsh military environment. ASTs consist of soldiers linked to a neural transmitting version of HERMES while they engage in reconnaissance, sabotage, assassinations and raids on alien territories. They are the military arm of humanity, the strongest hope humanity has against the invaders.

Occupied territories resonate with images of WWII, the cities continue as normal, but with alien craft and troops occupying every corner. Cells of resistance "partisan" groups operate independently, communicating through the WorldNet, committing insurgent acts of terrorism and rebellion. Such partisans are often rounded up into camps; no one is safe from loose lips and collaborators.

THE EXTINCTION SCENARIO AND ITS SOURCES

This scenario is based on the very possible future of the *Conspiracy X* setting as planned for the *Extinction Roleplaying Game*, just as *WitchCraft* has a possible future in the *Armageddon RPG*. For Chroniclers who wish to run an extensive campaign in this setting, the *Extinction RPG* is recommended, though elements of *Armageddon* could easily be used in its stead with some material from the *All Tomorrow's Zombies* setting for *All Flesh Must Be Eaten*.

NEW WEAPONS AND STATS

Being a future setting, the technology involved in this scenario is more advanced than we have today. Common weaponry is detailed below.

MAWS

The Multipurpose Assault Weapon System uses a compressed gas canister as a propellant, fueling a two-barreled system (8 mm above, 25 mm below) to fire flechette or electromagnetically charged rounds (to penetrate Saurian force fields). The lower barrel fires grenades or other small missiles (as Grenade Launcher, Underbarrel on p. 130 of *Conspiracy X*). When using electromagnetic rounds, halve the effectiveness of Saurian field generators (in Mode II). *Range*: 10/70/200/800/1200; *Damage*: D8 x 5(20); *Cap*: 40; *EV*: 2

MARK I COMBAT SUIT

This is a Morphwear bodysuit covered in segmented composite plates. Matched with a visorless helmet, with images fed to the wearer through fiber-optic sensors, this can withstand most 20th-century projectile weapons. This is standard issue for an Aegis strike team. Regardless of Strength, this imposes medium encumbrance. *AV*: (D4 x 8) + 35, *EV*: 20



PACS-61

The Powered Armor Combat System is the next level of combat body armor. A large metallic suit, weighing 250 lbs (without the wearer), this is powered by an electrical battery that allows 24 hours of continual use. The plating is strong enough to withstand anything up to a tank shell, and advanced (and rare) versions of the suit are also equipped with an electromagnetic force field (as the Saurian Field Generator, Mode I only). Wearers must have the Pilot Interface Control System nanotech and the Pilot (Powered Armor) skill. The suit is armed with two MAWS. Regardless of Strength, this imposes heavy encumbrance, despite powered assistance. *AV*: (D6 x 8) + 75, *EV*: 30 (when worn), 250 if carried!

M9A3 POWELL HOVER TANK

The new generation of Main Battle Tank, and the latest to employ hover technology. This 80-ton tank can travel up to 100 mph, hovering a few feet above the ground, allowing it to traverse the harshest terrain. It is too heavy for many bridges but can ford rivers up to 20 feet deep by hovering over the surface.

Weight: 80 tons, *Speed*: 100 mph, *Range*: 400 miles, *Acc*: 20 mph, *Toughness*: 6, *Handling*: 3, *Crew*: 3, *AV*: 350, *DC*: 750, *Main Cannon*: *Range*: 300/1,000/2,500/3,500/5,000, *Damage*: D10 x 50 (250)

F-500 FIGHTER

The main fighter against the Saurian craft is based largely on the Gna-Tall's, a crescent-shaped ship armed with plasma weaponry.

Weight: 20,000; *Speed*: 2,700; *Acc*: 240; *Range*: Unlimited; *Toughness*: 5; *Handling*: 6; *DC*: 500; *AV*: 20; *Accuracy*: 6; *Crew*: 2. *Missiles*: Plasma, *Range*: 10 miles, *Damage*: D6 x 25(75)/D6 x 10(30)/D6 x 5(15).

SCENARIO 2: THE SOURCE

2012. Dulce Base Underground Bunker 7.

It's found us. Hiding in the caves like vermin, running for the shadows when the lights go on. It's all we could do when the things started coming. Luckily, our one-time enemies at Aegis had dedicated some of their time to researching the paranormal, and we had little choice but to bury the hatchet so to speak. Their psychics and ritualists were able to mount limited defenses against the Source, but it'll only hold it back for so long.

Now we hide in the caves, while the creatures roam the surface. Creatures from our own nightmares. The Greys helped the Static, as they call it, so strong now that the few who were down here in the base are unable to teleport away. Now they use their psychic strength to protect us all, but contact with the Static is having a horrible effect on them. It is only a matter of time before they fail and our worst fears descend upon us.

In just a few years time, events that have been recorded in HERMES have led the world into a dark future, where the Seepage has become a physical presence, rolling across the land like a plague. Seepage is so high, the whole of the surface has become SL4+, with only small pockets where people can survive. Even then, they are plagued by creatures, manifestations, phenomena, and corruption.

Moscow, 1968

The events that spiraled out of control to dominate the world started with an explosion at Project Rasputin's research facility hidden within Moscow. The center of the blast was a powerful psychic who'd been hiding in Siberia but had been tracked down by Rasputin agents and brought in to aid with research. Vlas Sedova had been left isolated in Siberia a little too long and, after extensive and torturous experiments, he slowly went insane and lost control of his rapidly growing powers. The blast was so potent that the local Seepage Levels went off the scale, and with his death it created a Locus more powerful than ever recorded. The Seepage became sentient, concentrated, and physically manifested. As research teams investigated the aftermath, initial reports documented something described as "free floating, metamorphic silver fluid." After many attempts, the Seepage was "captured", locked into a specimen jar, and held within the glass with powerful wards and psychic energies. The jar, dubbed *Psychogennyy Utechka Sosud*, was one of the prize possessions of Project Rasputin.

For years the "Sosud" was investigated by Project Rasputin, which gradually uncovered what had happened. The mental imprint of this tormented psychic was bound into the Seepage's matrix. So potent was his ego that he refused to die, even when his body failed him in the blast. His psyche acted as a catalyst that gave the Seepage a sentient personality to build upon. Rasputin scientists were amazed at the discovery, using the research to assist in their revolutionary psychotronic developments.

With the fall of the Soviet Union, however, the jar went mysteriously missing, circulating throughout Eastern Europe on the black market. It was rumored that a number of collectors of esoterica had kept the



jar for a number of years before gradually going insane, staring at the ever-moving silver liquid. It showed them visions of the future, the past, and their worst fears.

PRAGUE, 2009

In Prague, it happened again. This time, the results were more catastrophic. Something stirred in the psychic energies of the highly superstitious area, and the Seepage Levels went off the charts.

It started as spontaneous manifestations. Local news reported incidents of vampires descending upon the townsfolk. The howling in the hills became stronger, strange creatures sprang from the sewage system, and tentacles reached from opened drains before reports of dragons came in, circling the tallest buildings. Madness had come to Eastern Europe, and little could be done to stop it.

The army was sent in, blasting dragons from the skies with artillery, while ogres and trolls stormed into the infantry, picking up tanks and dashing them to the ground.

THE SOURCE

The Seepage levels in the area became so strong, another spontaneous event happened, only seen once before in Moscow. The Seepage became sentient, spreading to the city and feeding off of the populace. The Seepage in this area fed and grew, becoming the center of the phenomenon that quickly engulfed countries, a phenomenon known as The Source. The center manifested itself physically again, a rolling mass that resembled liquid mercury.

The armies were in constant retreat while The Source spread. The tendrils reached to neighboring towns, terrorizing the population with creatures and phenomena and absorbing the Seepage they released from the fear. As the people died of fright, The Source grew. The military cordoned off the country, trying to keep The Source contained, but they failed. There was little they could do; bullets and artillery may knock dragons out of the sky, or decimate trolls and vampires, but The Source could not be stopped. It was like firing bullets into jelly. The Source spread at an exponential rate in its hunger to grow and reach to the stars.

NOW, 2012

Europe quickly fell to The Source; millions were killed from pure fear as their darkest nightmares became reality before them. Those who survived snapped to almost instant corruption. From the air, Earth looked as if it had grown a silver mold, a cancerous growth of liquid energy that had taken over a quarter of the world. Worldwide, Seepage Levels have reached a dangerous state. Very few places in the world are as low as SL 2 or 3; most of the planet (where The Source hasn't completely smothered) is SL 4 or 5. Manifestations and phenomena happen constantly, and anyone who ventures outside risks corruption.

With the growing Seepage, the Greys fled the planet. Some were trapped in Dulce base, unable to teleport through the interference of the Seepage. It was these few Gestalts who would prove, ironically, to be the saviors of the last of humanity, creating psychic barriers to protect the underground base from the Seepage above.

Agents from both Aegis and NDD have holed up here, in the rabbit warren of the Dulce underground base. Aegis was contacted by an insider at NDD as the situation worsened, and CAPS and MKULTRA personnel were called in, creating the last hope for humanity. As the surface became more and more inhospitable, teams were sent to the surface to look for survivors, armed with Psinks or warding rituals. The last survivors were brought to the base for debriefing and to help build a new life underground.

MYTHICAL THREATS

This is a world where fantastic creatures are alive, summoned and created by the Seepage. Dragons fly the night skies, trolls lurk in packs in underpasses, and vampires stalk the streets. Chroniclers wishing to populate the surface with creatures for any team brave enough should use any creature from *WitchCraft*, *All Flesh Must Be Eaten* or *Terra Primate* for inspiration. For weaponry of the time, use those from Scenario 1: Extinction. The PACS-61 Powered Armor would be armed with warding rituals, or piloted by Psinks, for the most effective combination against the Source.

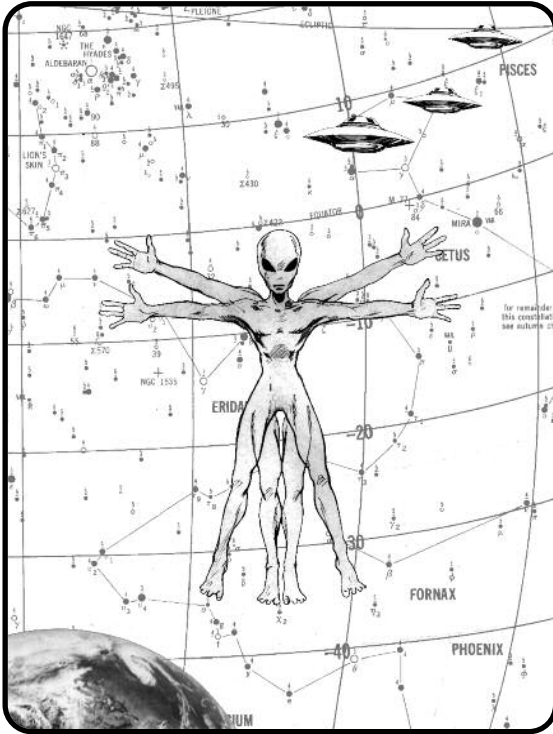
SCENARIO 3: GREY DAWN

The world is perfect. Welcome to a future of complete perfection. Gone are hunger, hatred, violence, aggression, and jealousy. People work because they want to aid society, not to earn more for petty consumerism. This is the perfect future, as everyone has all they want.

This is the reward we have for surviving such harsh times; the last decade was filled with disease and hardship. But we survived, we rebuilt after the fires, and rebuilt better, stronger, and cleaner than before.

This is Utopia, though there are rumors of those who are unhappy with our idyllic existence. There are tales of those who live beneath our streets, demanding unhealthy lifestyles and unsafe thoughts. They still pollute our world, but we will stamp them out.

This is far from the disastrous futures predicted by most of the seers. This is a veritable utopia, but something just doesn't sit well. Society is dominated by docile and "perfect" people; all of them enjoy their lives, quibble about nothing, and are productive members of society.



2005: THE UNBIRTH PLAGUE

For some reason, the population growth slowed. Starting in 2005, it was hardly noticed. Couples just weren't getting pregnant. It wasn't a unilateral problem, however. Some couples were still having children, and these were treasured and well cared for. Medical researchers were unable to discern what the cause of the population decrease was. Many panicked, thinking this was the end of the world. Rioting, arson, and depression flooded the world, and the few who could give birth (around 100,000) were quickly herded into protective care, surrounded by the military.

In truth, the "Unbirth Plague", as in Scenario 1: Extinction, is a product of Grey engineering. They have found a way to produce sterility in normal humans, allowing the Metahumans to be the only people who can procreate. They figure this drastic action will result in a drop in the Static-producing humans, leaving a planet occupied solely by "safe" Metahumans, giving off no Static and easy to manipulate psychically.

2012: UTOPIA BORN

Within the safety of the military encampment, the first of the Metahuman cities was created: an idyllic and beautiful place, protected from the disease and rioting that continued outside. It would just be a matter of time and patience before the population died out, but it wouldn't be fast enough for the Greys. The Static was worse than ever, and human suffering and panic seemed to produce even more. Something drastic had to be done, and quickly.

Manipulation placed Metahumans in positions of power across the country. Urban pacification became the order of the day; suicide kits became readily available and government sanctioned for those unwilling to suffer the violence and poverty any longer. The Metahuman scientists also developed a new brand of "antidepressant", the reverse of psi drugs, that calmed psychic emanations. In some cases, users were actually reduced to Voids, or even Psinks, which eased Static production dramatically. With the state of the world as it was, these "antidepressants" were made readily available to all and free of charge.

2022: UTOPIA RULES

Within ten years, the population had been calmed. Static production had been reduced significantly. The population would die out within the next 80 years, leaving the Metahumans to have the planet to themselves. The only thing that would stop them were the insurgents who knew the Metahumans for what they were, and were plotting their demise.

Now

Aegis operatives still work for the organization, but Aegis has lost all funding with the collapse of the government. Pulling Strings bring only information, food, and ammunition. The Cells are reduced to guerrilla strikes against the Metahuman complex, patrolled by the military. Their only hope is to discover the drug that is sedating the world and pacifying their psychic abilities, and to reverse the Unbirth Plague. They need to break in, steal samples of the drugs and records of the plague, and get them to their base under Area 51 to reverse-engineer a cure.

EQUIPMENT

With the fall of society, technology outside the Utopian state is very much the same as it is today. The military guarding the complex are equipped with more advanced weaponry, and body armor similar to an Aegis Strike Team from Scenario 1, so the guerrilla teams will have their work cut out for them. Their best hope will be to recruit a Focus or two, to really throw the Greys and Metahumans into disarray.

What of the Atlanteans or the coming Saurian fleet? Could it be that humanity's only hope is to team up with the Atlanteans, yet again, to have equipment and the means suitable to face the Metahuman population? Once the Metahumans have been dealt with, the planet will still be in disarray, just ripe picking for the coming Saurian fleet

OTHER SCENARIOS

Chroniclers should feel free to create their own scenarios for the VR setting. Any inspiration can be used, from *The Matrix* to *Silent Hill*. The choices are endless. The only thing that is certain is that Aegis and NDD will be involved and one or the other will be the key to saving humanity from alien or paranormal threat.



APPENDIX I: AEGIS PROFESSIONS

INTRODUCTION

The *Conspiracy X* core rulebook introduced the professions that Aegis agents can work for as part of their “day job”. However, the background of these agencies, and how they interact with each other is important to the setting and deserves some additional explanation, especially in light of the restructuring of the government due to the Homeland Security act.

This appendix is divided into the parent organizations.

Aegis: CAPS, Groom Dry Lake (The Ranch), Project CYGNET, Project MKULTRA, Project MOONDUST, Project RASPUTIN.

Department of Defense: US Air Force, US Army, Defense Intelligence Agency, Defense Technical Information Center, National Security Agency, US Navy.

Department of Homeland Security: Immigration and Customs Enforcement, US Secret Service.

Department of Justice: Bureau of Alcohol Tobacco and Firearms, Drug Enforcement Agency, Federal Bureau of Investigation, Federal Bureau of Prisons, US Marshals Service.

Department of State: Bureau of Diplomatic Security, Bureau of Intelligence Research.

Other: Central Intelligence Agency, Department of Energy, Office of Energy Research, Department of Health and Human Services, Center for Disease Control and Prevention, National Aeronautics and Space Administration.

Also presented is the Department of Treasury. Although this department is no longer important to Aegis, Chroniclers who wish to set their story before the events of 9/11 may need to refer to this department as the parent agency to some departments that have since moved.

The restructuring of the US government by the Homeland Security Act has resulted in multiple shifts in various phases. The information presented is correct at the time of writing, although if you’re determined to have an accurate representation of the departments used, it may be worth checking on the department’s websites to ensure the information is up to date.

The Profession Packages from the corebook have been represented within each department for ease of reference. Chroniclers may be aware that some players may wish to purchase their skills prior to their Profession Package. This allows the bonus to the skill to be worth more than the value of the package allows. Chroniclers may allow this if they think the packages are too expensive, or enforce the purchase of a package first in the character creation sequence.

AEGIS

The conspiracy that was to take the name Aegis began in 1947 when the former members of the Watch's Operation Dove gathered with a few others and formed the "master" Cell. Worried and frightened by the events at Roswell, they dedicated themselves to protecting humanity from the depredations of alien visitors, supernatural threats and the machinations of evil conspirators. They would form a secret bulwark standing between innocent citizens and the nightmares hiding in the shadows. The members of the small cabal decided to call themselves Aegis, after Zeus' magic shield in Greek mythology.

For the next couple of years, Aegis Prime reviewed its membership, consolidated its power, weeded out the security leaks that lead to the disaster at Roswell, and installed strict security measures. During this time, it was decided that Aegis needed to grow simply to keep track of alien and conspiratorial activities. A centralized organization was rejected as too cumbersome, inefficient and insecure. Aegis' mission would be used to attract those who believed in protecting humanity, and who were self-motivated and flexible in their operations. As much as possible, the individual Cells would instigate and complete their missions as independent entities. In sum, Aegis Prime decided to implement a traditional Cell-structured conspiracy. In 1949, Aegis Prime began instituting this plan by creating high-level child Cells in a number of military and intelligence organizations, concentrating on the U.S. Air Force and CIA. The Cells would each be run by a separate member of Aegis Prime, and none would know any details about the others, except that other Cells existed. These Cells would in turn recruit one or more child Cells and a national organization would be created.

In 1952, Aegis Prime responded to the obvious security leak which lead to the creation of the MJ-12 document by constructing a principal base of operations at the Ranch on the Nellis Bombing and Gunnery Range in Nevada. The previous hard copy communication system was dismantled in favor of a more secure electronic one. An enormous computer system and database, HERMES, was established to form the central link in Aegis communications. Since that time, Aegis Prime and its successive generations of child Cells have spread throughout the U.S. government and beyond.

As discussed, Aegis operatives work primarily on their own or in small Cells without strict or substantial direction from "above." Indeed, Aegis is structured so that Cell members know as little as possible about those above them in the organization. By 1954, however, Aegis Prime had established a rudimentary central structure based around its operations at the Ranch. Each Aegis Prime member was given authority to formulate virtual HERMES-based committees devoted to various aspects of Aegis' business. These committees rise, fall and are modified at the whim of the individual members of Aegis Prime. They have been devoted to various subjects including HERMES administration, recruitment and training, research and development,

internal security, operation protocols and HERMES data collation and analysis.

At the same time, Aegis Prime began to exert expanded and particularly strong influence on several secretive programs and facilities: the Center for Advanced Phenomenological Studies (CAPS), the Groom Dry Lake Research Facility (the Ranch), Project MKULTRA, Project MOONDUST, and Project RASPUTIN. These extremely covert agencies were assigned the most sensitive projects and the most trusted personnel. These are the men and women who form the front line in the war against alien, supernatural and conspiratorial threats. As a result of their work and access, these personnel are closely watched by the Internal Security Section (ISS) and eliminated at the first sign of a security breach. The central operatives know that a conspiracy such as Aegis must occasionally sacrifice a limb to save the body, and that the rigors of war allow no other alternative.

Aegis' mission is to investigate and combat the threat posed to mankind by alien and supernatural forces. Operatives are authorized to employ all means necessary to accomplish this goal. Bloodshed is to be minimized for obvious security reasons, and innocents are to be protected whenever such actions do not compromise the security of Aegis agents or the accomplishment of its goals. By no means, however, should Aegis operatives be considered as knights errant, traveling about righting wrongs and rescuing non-combatants in distress. Aegis agents do what must be done to battle a relentless, overwhelming, and nearly incomprehensible enemy. People die in war, and if a non-combatant must be sacrificed to save a soldier, so be it. There are times when operatives must place themselves in danger, but no soldier should be endangered unless absolutely necessary. Talented and experienced Aegis personnel are precious and difficult to replace.

CENTER FOR ADVANCED PHENOMENOLOGICAL STUDIES (CAPS)

With the close of World War II, and the events at Roswell, the remnants of the Watch that made up Aegis shifted focus to alien activity and research. For many years, occultism and supernatural research were treated as distinctly second-class topics. With the exception of one member of Aegis Prime, interest in the supernatural was almost entirely absent.

In the mid-1960s, however, a series of events occurred which forced Aegis Prime to reassess its priorities. Starting in 1966, a number of Aegis Cells were slaughtered or disappeared. Those agents that were found appeared to have been torn apart by wild animals. The destroyed Cells were all tied by extended, remote and normally secure channels to the Cell involved in the Kennedy assassination. At first suspecting the mysterious entity or entities that interfered with the Kennedy assassination, Aegis Prime launched an intensive internal search for a mole. In late 1966, however, the one member of Aegis Prime who retained

some interest in the supernatural received a surprise visit at home from a powerful occultist, Peter Henry Westmane. Westmane confronted the Aegis Prime member with a detailed description of Aegis' current situation and problems. As the Aegis Prime member was preparing to signal his bodyguards to shoot this stranger, Westmane indicated that he and his mystic society had been allies of the Watch in the past, and believed it was their duty to come to Aegis' aid.

Whether he was charmed by Westmane's personality, convinced by his reasoning, or simply desperate enough to accept his help, the Aegis Prime member assigned Westmane some mundane combat/espionage specialists and sent him to track down the murderers. So began Aegis' first counter-attack in the Aegis/Montague Club war. By late 1967, Westmane had successfully closed the security leak and neutralized the most active and dangerous of the opposition Montague Club cabals.

Aegis Prime was now significantly aware of the power and threat they had been overlooking and quickly moved to address this deficiency. They offered to build and fund a research facility for Westmane on the Nellis Range. This offer had the dual purpose of enabling Aegis Prime to keep close watch on Westmane and his coterie. Although obviously aware of Aegis Prime dual motives, Westmane accepted and founded Aegis' Center for Advanced Phenomenological Studies (CAPS).

Westmane recruited a number of his disciples and most trusted occult associates. A few of these men and women were brought directly into Aegis. The others simply enjoyed the privilege of studying at the Center, and were granted top secret clearances. Over the years, CAPS has become a premier parapsychology and occult research organization, and has catalogued a large number of generally successful rituals.

CENTER FOR ADVANCED PHENOMENOLOGICAL STUDIES FIELD

EXPLORER

10-POINT PROFESSION QUALITY (6/4)

The CAPS Field Explorer is, in many ways, a highly specialized field researcher for archaeology and anthropology. As such, he has a smattering of skills to enable him to perform research and to investigate the validity of that research in the field.

Skills: Occult Knowledge +1, Research/Investigation +1, Science (Parapsychology) +1

Qualities/Drawbacks: Influence (Paranormal) 1, Resources 1, Status 1, Obligation 3

Pulling Strings: Corruption Treatment, Occult Library, Pool Data

CENTER FOR ADVANCED PHENOMENOLOGICAL STUDIES OCCULTIST

12-POINT PROFESSION QUALITY (6/6)

The CAPS Occultist devotes his life to learning the secret of Seepage and how to manipulate it using powerful rituals. Occultists follow varying beliefs about the nature of the supernatural, but they all have unflinching curiosity about these phenomena.

Skills: Occult Knowledge +2, Research/Investigation +1, Rituals (of one Type) +1

Qualities/Drawbacks: Influence (Paranormal) 1, Resources 1, Status 1, Obligation 3

Pulling Strings: Corruption Treatment, Occult Library, Pool Data

CENTER FOR ADVANCED PHENOMENOLOGICAL STUDIES

PARAPSYCHOLOGIST

10-POINT PROFESSION QUALITY (6/4)

The paranormal scientists and researchers affiliated with CAPS are exposed to everything from supernatural beasts to the subtle power of psychics to the devastating ways of rituals. These individuals examine the supernatural world to gain a greater understanding of how it impacts everyday events. They may have some facility with rituals or psychic ability, or they may not.

Skills: Occult Knowledge +1, Research/Investigation +1, Science (Parapsychology) +1

Qualities/Drawbacks: Influence (Science and Research) 1, Resources 1, Status 1, Obligation 3. The player may also wish to purchase the Supernatural Focus or Psychic Quality

Pulling Strings: Corruption Treatment, Occult Library, Pool Data

CENTER FOR ADVANCED PHENOMENOLOGICAL STUDIES PSYCHIC

15-POINT PROFESSION QUALITY (11/4)

CAPS psychics are especially adept at understanding and adapting to psi energy. These abilities make it possible for them to enter others' minds, to read emotional auras, and to gather impressions about distant times and locations.

Skills: Occult Knowledge +1, Research/Investigation +1, Science (Parapsychology) +1

Qualities/Drawbacks: Influence (Paranormal) 1, Psychic, Resources 1, Status 1, Obligation 3

Pulling Strings: Corruption Treatment, Occult Library, Pool Data

GROOM LAKE RESEARCH FACILITY (THE RANCH)

The Ranch was established as an Aegis base of operations in 1952 on the Nellis Bombing and Gunnery Range in Nevada. What was little more than a backwater air force facility became a top-notch, state-of-the-art complex. Over the years, Aegis has diverted military and other funds into the Ranch to maintain its status as the best operation headquarters technologically possible. A number of different Cells operate at the base, in a variety of different areas. A few of these personnel know about some of the others; many are unaware of any other part of the conspiracy. This increases security and keeps operatives on their toes.

Groom Lake operates like a standard military base and a few of the commanders just do their jobs, and report to their super-

riors. Soldiers, scientists, technicians and politicians with the proper clearances come and go and have access to the regular operations, and specially staged portions of the base. On the other hand, plenty of room is available at the sprawling complex for isolated laboratories, test facilities, shooting ranges and electronically locked offices. These are where the Aegis operatives perform their duties.

Once in a while, the highly classified activity involving extra-terrestrial technology and supernatural research leaks out, and an "outsider" becomes privy to Aegis secrets. These unfortunate witnesses are recruited into the organization, or eliminated as a threat. This does not necessarily mean that they are immediately killed – that would raise the possibility of an investigation and further security compromises. Usually, an unsuitable or unwilling witness is "debriefed" by ISS using MKULTRA techniques and thus remembers little of what she saw. As an added security measure, these personnel remain "listed" with the Internal Security Section. Should it prove necessary, the ISS can act quickly to discredit and ruin them.

The professions focus almost exclusively on the alien threat. Separate sections, facilities and complexes on the sprawling Nellis Range address psychic and supernatural activities. The pilots that test-fly alien aircraft are almost always part of Aegis Cells, as it is very difficult to hide alien technology in a spacecraft. Scientists and researchers at the Ranch become part of Aegis Cells if their work is valuable and sensitive enough. Both serve crucial functions expanding Aegis' knowledge of alien technology and physiology.

RANCH SCIENTIST/TECHNICIAN

14-POINT PROFESSION QUALITY (11/3)

These individuals are charged with creating, manufacturing, repairing, and constantly debugging all the latest state-of-the-art technology that is developed on the Ranch. They generally have some kind of specialization related to a specific technological field, but a number of scientists also engage in cross-training to expedite research and to formulate cross-divisional hypotheses.

Skills: Computers +1, Electronics +1, Science (Type) +1

Qualities/Drawbacks: Influence (Science and Research) 1, Resources 1, Status 1, Obligation 3

Pulling Strings: Alien Technology, Lab/Workshop, Mobility, No Trace, Ranch Analysis, Specialized Aircraft (Aurora)

RANCH TEST PILOT

17-POINT PROFESSION QUALITY (12/5)

Nearly every piece of technology constructed and tested on the Ranch has something to do with aeronautics. The test pilots are the hot dogs of the sky, pilots crazy enough to fly things that are not traditional aircraft. Without these guys the advances into stealth flight might not have succeeded.

Skills: Computers +1, Electronics +1, Piloting (Aurora) +1, Piloting (Jets) +2. The Piloting (Aurora) skill covers craft, including the Aurora, that may be reverse-engineered from alien tech and therefore may not behave in the same way as regular jet aircraft

Qualities/Drawbacks: Influence (Military) 1, Military Rank 3, Resources 1, Obligation 3

Pulling Strings: Alien Technology, Mobility, No Trace, Ranch Analysis, Specialized Aircraft (Aurora)

PROJECT CYGNET

Project CYGNET is an operation that specializes in remote viewing and psi-warfare. From the very beginning, Aegis watched the research at Stanford Research Institute closely and anxiously awaited the opportunity to recruit the best psychics from it. They similarly watched the Fort Mead unit and awaited the opportunity to use these incredible new psychics for their own purposes. Project CYGNET was created as a cover for recruitment of psychic talent, and as a means of keeping them under the same command structure without drawing undue suspicion.

Initially only psychics were recruited into CYGNET, but when the charter was changed to provide for Project GRAYBEARD and psi-research, scientists and parapsychologists were brought in. Because of Aegis' decision to recruit all members of CYGNET, these new professionals had to be recruited as well. This led to some unfortunate incidents and a pair of researchers refused to join and had to be eliminated for security reasons.

Recruitment was originally from the ranks of psychics found at SRI or the Fort Mead unit. However, with the termination of those two units, CYGNET has been forced to search out psychics on its own from the government services and mainstream parapsychological experiments. This has led to a far more diverse range of backgrounds for recent recruits, and has helped build

a stronger base of psychics and researchers. In recent years, non-psychics who showed a strong aptitude have been recruited to be trained and their powers developed entirely in-house.

CYGNET remote viewers are some of the best in the world. Each one is personally trained by the Committee, and is given both psychic and practical instruction to ensure all CYGNET agents are as useful as possible to their assigned Cells. CYGNET operatives also may be called upon by the Committee at any time to task sites related to another Cell's operations.

CYGNET remote viewers will typically be attached to a government intelligence organization, conducting top secret reconnaissance. Agencies regularly employing remote viewers include: CDC, CIA, DEA, FBI, ATF, NASA, NSA, DIA, Secret Service, and all three branches of the military (Office of Naval Intelligence, Air Force Intelligence and Army Intelligence and Security Command). On the other hand, almost every legitimate agency may be considered a candidate for CYGNET attachment. At the same time, the psychic will be assigned to an Aegis Cell that either has contacts already in that agency or needs contacts within that agency.

PROJECT GRAYBEARD

In the last decade, CYGNET has gone operational in a big way in the form of Project GRAYBEARD. The goal of this project is to bring psi into the battlefield and make it a new tool for warfare. The project specifically works to develop Telepathy, Domination, Telekinesis and Teleportation. While GRAYBEARD has not achieved all of its goals, it has been very successful in creating a number of psychic operatives.

Like CYGNET agents, GRAYBEARD operatives are usually attached to active government intelligence organizations. Agencies regularly employing GRAYBEARD operatives include: CIA, DEA, Secret Service and the Navy (Office of Naval Intelligence). Again, any legitimate government agency may have a GRAYBEARD operative in its ranks. GRAYBEARD operatives are also assigned to Aegis Cells that have infiltrated or desire to infiltrate those organizations.

THOTH

THOTH is a supercomputer accessible only by Project CYGNET members. THOTH is programmed to sift through all available databases to correlate and analyze information gained from CYGNET remote viewers and other psychics. Because of phenomena such as time dilation, a psychic's data might be years or even centuries out of date. By cross-referencing all its databases, THOTH is able to find the most likely event, person or place related to the information fed into it. While it presents a range of possibilities, THOTH has been instrumental in increasing the utility and accuracy of psychic intelligence (PSI/INT). THOTH has access to the NSA's and CIA's databases, generally available sites on the Internet, and HERMES, but only for purposes of identifying remotely viewed locations. THOTH is accessed through specially encoded HERMES links.

CYGNET REMOTE VIEWER

16-POINT PROFESSION QUALITY (13/3)

Remote Viewers are highly trained psychics with powers that are prized in the intelligence world. They are called upon to provide advance intel for other agencies, spy on secret locations, and listen in on conversations half a world away. All CYGNET Professions must choose a second agency as their assignment. The following are not eligible as assigned agencies: CAPS, Project MKULTRA, and Project RASPUTIN.

Skills: Notice +2, Surveillance +1

Qualities/Drawbacks: Influence (Intelligence) 1, Psychic (usually Clairvoyance), Resources 1, Status 1, Obligation 2

Due to the stresses on the psychic's mind, it is common that he will have an Emotional or Psychological Problems Drawback.

Pulling Strings: Experimental Psi Drugs, Funding (+1 Level), Psi Labs. He also has access to the THOTH system.

CYGNET SCIENTIST/PARAPSYCHOLOGIST

12-POINT PROFESSION QUALITY (8/4)

Although not psychically able, the Scientists and Parapsychologists conduct most of the research, helping the Remote Viewers with their training and investigating the psychic phenomena. All CYGNET Professions must choose a second agency as their assignment. The following are not eligible as assigned agencies: CAPS, Project MKULTRA, and Project RASPUTIN.

Skills: Occult Knowledge +1, Research/Investigation +1, Science (Parapsychology) +1

Qualities/Drawbacks: Influence (Science and Research) 1, Resources 1, and Status 1, Obligation 2

Pulling Strings: Experimental Psi Drugs, Funding (+1 Level), Psi Labs. He also has access to the THOTH system.

CYGNET - GRAYBEARD OPERATIVE

14-POINT PROFESSION QUALITY (11/3)

GRAYBEARD Operatives are field agents who are highly trained in all areas of psychic ability, specializing in fields that can be used in psi warfare.

Skills: Notice +1, Research/Investigation +1, Surveillance +1

Qualities/Drawbacks: Influence (Intelligence) 1, Psychic, Resources 1, Status 1, Emotional Problems 1, Obligation 2

Pulling Strings: Experimental Psi Drugs, Psi Labs. He also has access to the THOTH system.

In addition to standard reports that must be filed with HERMES on a regular basis, CYGNET operatives are expected to upload information gained from all psychic sources into THOTH. This allows further data and inquiries concerning the same kind of information to be cross-indexed and, more importantly, facilitates the double-checking of precognitive data for consistency. The overall goal of THOTH in this respect is to note trends in information so that Aegis might discover more reliable methods for discerning which predictions are likely to come true and which are not.

PROJECT MKULTRA

At the instigation of one of the members of Aegis Prime, the CIA commenced a secret program entitled Project Bluebird in 1950. The purpose of Project Bluebird was to advance mind control techniques through the use of drugs, hypnotism, electroshock and other questionable therapies. The project was renamed and refocused twice before it was labeled MKULTRA in 1952. During its "official" lifetime, MKULTRA was a broad-based program conducting research and testing into a variety of mind control techniques, toxins and drugs, biological weapons, and other highly dubious enterprises. The CIA's test subjects were more often than not unknowing or unwilling. In 1963, Project MKULTRA was officially terminated.

In reality, the most promising lines of research and development, including all the psychic programs, were redirected, relocated and suborned by Aegis. These research efforts are scattered about the country and not all scientists and subjects are aware of Aegis. A large group of the most sensitive projects are located at a medium-sized complex (housing several secret research teams, only some of which are MKULTRA) several miles away from the Ranch on the Nellis Range. These groups tend to specialize in the analysis of alien artifacts and psychic research. All, however, are directly monitored and controlled by Aegis affiliated personnel. Research findings are disseminated among the secret scientific teams without attribution, and a synergistic approach is encouraged. The pooled but independent research team structure has yielded impressive results in the areas of submerged personalities, psychic disciplines, psychic drugs and behavior modification. The official reports, however, show only consistently unimpressive results.

Other than creating a broad base of scientific researchers, MKULTRA has produced a number of psychically active operatives. These agents are carefully nurtured and tested to enhance their psychic capabilities. These personnel are some of the most important and valued of Aegis assets. They are subjected to a focused and intensive training regime.

Other psychically enhanced individuals grow up outside the careful grip of a MKULTRA facility. Once identified, these individuals are monitored and a subtle but determined recruitment operation is initiated. At some point, these psychics are given a direct choice to join Aegis. If they prove unwilling or

MKULTRA OPERATIVE

15-POINT PROFESSION QUALITY (12/3)

These agents have training in both spycraft and psychics, which means they are quite crafty and deadly. They usually are given a wide berth, due to their level of intensity and the frenzy with which they pursue their roles. Almost all operatives have some history of psi drugs, usually resulting in fierce addictions. MKULTRA Operatives live on the edge and are usually monitored by their superiors.

Skills: Research/Investigation +1, Stealth +1, Surveillance +1. It is also recommended that the agent purchase suitably good levels in weapons and unarmed combat skills.

Qualities/Drawbacks: Influence (Intelligence) 1, Psychic, Resources 1, Status 1, Addiction (Psi Drugs) 4, Obligation 3

Pulling Strings: Experimental Psi Drugs, MHIC-EDOM, Mind Control Drugs, Psi Labs

MKULTRA PSYCHIC

15-POINT PROFESSION QUALITY (12/3)

The standard individual in MKULTRA is a psychic, specifically trained to retrieve information using less orthodox means. These psychics often employ devices and drugs to make their tasks easier, and some individuals become reliant on these resources to function. Psychics are also constantly undergoing new types of training in attempts to develop new psychic talents.

Skills: Notice +1, Research/Investigation +1, Surveillance +1

Qualities/Drawbacks: Influence (Paranormal) 1, Psychic, Resources 1, Status 1, Addiction (Psi Drugs) 4, Obligation 3

Pulling Strings: Experimental Psi Drugs, MHIC-EDOM, Mind Control Drugs, Psi Labs

MKULTRA SCIENTIST/PARAPSYCHOLOGIST

12-POINT PROFESSION QUALITY (9/3)

These individuals are responsible for training the psychics and operatives of MKULTRA, and they work on the development and refinement of new psychic talents. They are also responsible for monitoring MKULTRA agents' talents and abilities and selecting individuals for specialized training and/or treatment.

Skills: Instruction +1, Research/Investigation +1, Science (Parapsychology) +1

Qualities/Drawbacks: Influence (Science and Research) 1, Resources 1, Status 1, Obligation 3

Pulling Strings: Experimental Psi Drugs, Mind Control Drugs, Psi Labs



MOONDUST Linguist

12-POINT PROFESSION QUALITY (9/3)

Most MOONDUST missions contain a linguist, who is responsible for surmounting any language or cryptological obstacles that the team may encounter. This individual is usually trained in a number of languages, has some ability at breaking codes, and is expected to be able to make basic interpretations of novel communications. The linguist, if adept, can be crucial for deciphering the meaning of different types of equipment and documentation, which will expedite the mission or enable mission staff to retrieve the most important elements if their situation is on the verge of being compromised.

Skills: Language (Type) +1, Research/Investigation +1, Science (Cryptography) +1

Qualities/Drawbacks: Hyperlingual 1, Influence (Science and Research) 1, Resources 1, Status 1, Obligation 2

Pulling Strings: Alien Technology, BLUE FLY Transport, Lab/Workshop

MOONDUST Ops Specialist

12-POINT PROFESSION QUALITY (10/2)

On MOONDUST missions, the Ops Specialist ensures that the team operates safely and effectively to, from, and at the crash site. The specialist is responsible for planning insertion and extraction, and for overseeing the efficient retrieval of alien craft. He is also ultimately responsible for deciding when to abort the mission or to call in for assistance from HQ.

Skills: Research/Investigation +1, Tracking +1

Qualities/Drawbacks: Influence (Military) 1, Resources 1, and Military Rank 1, Obligation 2

Pulling Strings: Alien Technology, BLUE FLY Transport, Satellite Surveillance (Intelligence)

MOONDUST Tech Specialist

14-POINT PROFESSION QUALITY (11/3)

Tech Specialists are trained to concentrate on gathering data, material, and photographs at the site and to “clean” the site for any possible public attention. The specialist’s attention to detail is what makes the retrieval so valuable and so seamless. By gathering information about the crash site, conditions of the craft, etc., it is possible to use this information to reverse-engineer some of the craft’s less operational systems, thus saving researchers valuable time.

Skills: Myth and Legend (UFOlogy) +1, Notice +1, Research/Investigation +1

Qualities/Drawbacks: Influence (Intelligence) 1, Resources 1, Status 1, Obligation 2

Pulling Strings: Alien Technology, BLUE FLY Transport, Lab/Workshop, Satellite Surveillance (Intelligence)

MOONDUST - NAIC Technician/Engineer

13-POINT PROFESSION QUALITY (10/3)

The National Air Intelligence Center (NAIC) is a scientific study group that researches and exploits any data or wreckage retrieved by the MOONDUST/BLUE FLY teams. The NAIC is a legitimate, broad-based agency entrusted with a great deal of weapons development and analysis, and is responsible for USAF computer security. The NAIC Engineer seizes whatever information can be provided by the extraction team and uses it to reverse-engineer and modify the technology retrieved.

Skills: Electronics +1, Engineer (Alien Tech) +1, Science (Physics) +1

Qualities/Drawbacks: Influence (Science and Research) 1, Resources 1, Status 1, Obligation 2

Pulling Strings: Alien Technology, BLUE FLY Transport, Funding (+2 Levels), Lab/Workshop

MOONDUST - OPERATION BLUE FLY Pilot

15-POINT PROFESSION QUALITY (12/3)

BLUE FLY pilots specialize in transport, quick response, and stealth insertion and extraction. They are prepared at a moment’s notice and are able to contribute to the overall mission by being as unobtrusive as possible, both in the air and on the ground. Many BLUE FLY pilots also fly missions related to their stated purpose, retrieval of foreign craft.

Skills: Pilot (Helicopter) +1, Pilot (Jet) +1, Stealth +1

Qualities/Drawbacks: Influence (Military) 1, Military Rank 3, Resources 1, Obligation 2

Pulling Strings: Alien Technology, BLUE FLY Transport, Specialized Aircraft

too unreliable to be trusted, they are eliminated. Ruining their reputation is not sufficient in these cases. Psychically active people are too much of a threat to Aegis security and missions. "Outsider" psychics, as non-MKULTRA psychics are called, are not subject to the rigorous MKULTRA training program and thus have more eclectic psychic abilities. On the other hand, it is rare to find an outsider psychic who possesses particularly strong psychic powers.

PROJECT MOONDUST

Responding to the public outcry over the Roswell incident, the Air Force established Project Sign in 1947. Aegis Prime was still in its infancy and, as a result, the project was open to the public, and much too thorough for its own good. Up until 1949, Project Sign issued a series of reports indicating that the technology necessary to explain the myriad of UFO sightings across the country must be alien. Once its power base had been consolidated and security reviewed, Aegis Prime moved quickly and assumed control over the research, renaming it Project Grudge. Not surprisingly, in late 1949, Project Grudge issued a final report that discounted all recorded UFO sightings and found no solid evidence for the existence of aliens.

The governmental about-face raised real public controversy, and the Air Force was again forced to commission a study on the UFO phenomenon. This 1952 program, Project Bluebook, was to be the definitive governmental statement. Aegis Prime determined that direct control of Bluebook was too risky, so it established a more secretive screening program entitled Project MOONDUST. Aegis Prime arranged that all UFO reports and "alien" downed aircraft be reviewed by MOONDUST first, and a "sanitized" version of the material was handed on to Bluebook. Through extraordinary efforts, the loyalty of the MOONDUST operatives, and no small amount of luck, this process survived until the issuance of Project Bluebook's final Condon Report in 1969. Again, not surprisingly, the Condon Report (named after the physicist heading the study group) revealed that no conclusive evidence supported the existence of alien life. Project Bluebook then closed its doors to the apparent satisfaction of the general public. MOONDUST, however, continues to this day and has become the first response team entrusted with recovery of downed UFOs, alien technology and alien subjects.

The remaining legitimate, overt portion of Project MOONDUST is called Project BLUE FLY. BLUE FLY's official duty is the retrieval of crashed foreign spacecraft, satellites, or missiles. For most of its existence, BLUE FLY was directed at fighting the Warsaw Pact, but of late it has evolved into more of a space-oriented search and rescue operation. Like the rest of MOONDUST, BLUE FLY is entirely under Aegis control.

Project MOONDUST procedures call for three to four person teams. Each operative specializes in a particular task, but all cross-train to promote mission success even in adverse condi-

tions (i.e., casualties). The Ops Specialist ensures that the team operates safely and effectively to, from and at the crash site. One or two Tech Specialists concentrate on gathering data, material and photographs at the site, and work to "clean" the site for any possible public attention. Finally, the Linguist is responsible for surmounting any language or cryptological obstacles that the team may encounter.

Other professions are included within the MOONDUST Credential. BLUE FLY pilots specialize in transport, quick response, and stealth insertion and extraction. The National Air Intelligence Center (NAIC) is a scientific study group that researches and exploits any data or wreckage retrieved by the MOONDUST/BLUE FLY teams. The NAIC is a legitimate, broad-based agency entrusted with a great deal of weapons development and analysis, and is responsible for USAF computer security.

A large contingent of MOONDUST personnel is situated at a complex several miles from the Ranch on the Nellis Range. A series of smaller teams, however, are scattered about the country and at foreign bases to allow for the quickest response time on downed space vehicles. A large portion of alien-oriented NAIC personnel are similarly located at the MOONDUST complex, but again small research facilities have been planted around the county.

PROJECT RASPUTIN

As early as 1939, Stalin authorized and funded a highly secretive group of psychic and occult researchers headed by a celebrated Russian psychic, Wolf Gregorievich Messing. Stalin was so insistent on secrecy that Messing was forced to maintain his established public persona as a performer. This group greatly aided Russia's war effort and unknowingly worked with the Watch against the Nazi occultists. At the close of the war, Messing's talents decreased and he was reassigned as a traveling showman for the Goskonsert.

Meanwhile, the paranormal group was reformulated and refocused toward psychic research. Stalin allowed only one facility to exist and a limited number of staff. The group was headed by Dr. Sergei Markova, whose 10-year old daughter Tatyana was the star subject. Stalin kept careful control over this group and demanded consistent results. Stalin also ordered the elimination of any outsiders who displayed psychic tendencies. By 1954, the senior Markova died of a heart attack due to overwork. His daughter, who had now developed into a brilliant young physicist and powerful psychic (and reputedly was a favorite of Stalin's), took over the project. Stalin humored Markova when she asked to label the group Project RASPUTIN.

In 1958, one of Khrushchev's first official acts as Premier was to triple funding for Project RASPUTIN and focus it principally toward Cold War spy activities. By this time, Markova's groundbreaking team had developed rudimentary psychotrons (psychic enhancing devices) and the basics of Biological Psychokinesis. Markova objected to Khrushchev's decision to

direct RASPUTIN toward spying and assassination. In the end, Markova could not move Khrushchev, and Khrushchev could not afford to eliminate Markova. RASPUTIN settled into an uneasy existence somewhere between a research group, and a psychic spy agency.

In 1977, Markova achieved her greatest triumph, presiding over the launch of the psychotron satellite Alexis, and the development of a training program for the cosmonauts who would be its operators aboard the Mir space station. A year later, Markova and key documents relating to her research disappeared. The Soviets blamed the CIA, but the U.S. government and even Aegis could not uncover those responsible.

RASPUTIN continued operations as a Soviet program until 1991. The group refined the operation and capacities of psychotrons and developed a number of other psychic disciplines similar to those researched by Project MKULTRA teams. In 1991, with the dissolution of the Soviet Union and the general breakdown of Russian government and society, Project RASPUTIN found itself unfunded and friendless. Although Aegis long suspected the existence of a Russian psychic group due to certain capabilities revealed by Russian agents during the long years of the Cold War, it was not until this time that Aegis gained precise information on the program's existence. Aegis tracked down and approached all but one of RASPUTIN's major participants. The few that refused Aegis' offer of unlimited research opportunities and a high standard of living in the U.S. were shot.

Today, RASPUTIN operates in a number of facilities across the U.S., particularly at a research complex several miles from the Ranch on the Nellis Range. These research teams and psychic subjects are not all aware of Aegis, but are monitored by Aegis Prime just like MKULTRA teams. Obviously, RASPUTIN teams are more directed toward psychotron research and development, and less focused on drug research than MKULTRA teams. Again, official reports indicate only uneven and inconclusive results.

RASPUTIN PSYCHIC AGENT

18-POINT PROFESSION QUALITY (16/2)

This individual is trained in psychic abilities, with an emphasis on psychotron use. A number of these agents were recruited in 1991 with the dissolution of the Soviet Union, and it is not uncommon for RASPUTIN agents to have connections in Eastern Europe.

Skills: Electronics +1, Science (Parapsychology) +1

Qualities/Drawbacks: Influence (Intelligence) 1, Psychic, Resources 1, Status 1, Obligation 3

Pulling Strings: Occult Library, Psi Labs, Psychotrons, Satellite Alexis

RASPUTIN SCIENTIST/PARAPSYCHOLOGIST

14-POINT PROFESSION QUALITY (11/3)

These individuals train the psychics and operatives of Project RASPUTIN, work on the development and refinement of psychic talents, and are responsible for engineering psychotrons. These researchers help bridge the gap between science and psionics, but their discoveries are closely guarded secrets, kept from the mainstream research publications at all costs.

Skills: Instruction +1, Research/Investigation +1, Science (Parapsychology) +1

Qualities/Drawbacks: Influence (Paranormal or Research) 1, Resources 1, Status 1, Obligation 3

Pulling Strings: Occult Library, Psi Labs, Psychotrons, Satellite Alexis



DEPARTMENT OF DEFENSE (DOD)

The Department of Defense (DOD) is the federal executive department charged with coordinating and supervising all activities relating to the national security. It was organized in 1949 to replace the National Military Establishment, which in turn had replaced the War Department in 1947. The Department is administrated by the Secretary of Defense, who reports directly to the President as Commander in Chief. As currently constituted, the DOD includes the Office of the Secretary of Defense, the Chairman of the Joint Chiefs of Staff and the Joint Staff, three Military Departments, nine Unified Combatant Commands, the DOD Inspector General, fifteen Defense Agencies, and nine DOD Field Activities.

The Office of the Secretary of Defense (OSD) exercises policy development, planning, resource management, fiscal, and program evaluation responsibilities. For purposes of Aegis recruitment and influence, the most important branch of the OSD is the Defense Technical Information Center within the Office of the Undersecretary of Defense for Acquisition and Technology.

The Joint Chiefs of Staff (JCS) consists of the Chairman of the Joint Chiefs of Staff; the Vice Chairman, JCS; the Chief of Staff, U.S. Army; the Chief of Naval Operations; the Chief of Staff, U.S. Air Force; and the Commandant of the Marine Corps. The JCS is supported by the Joint Staff, and constitutes the immediate military staff of the Secretary of Defense. The Chairman of the JCS is the principal military advisor to the President, the National Security Council, and the Secretary of Defense. The Chiefs of Service are the senior military officers of their respective Services and are responsible for keeping the Secretaries of the Military Departments fully informed on matters considered or acted upon by the JCS, and are military advisers to the President, the National Security Council, and the Secretary of Defense. Aegis has several deep cover operatives working in the JCS.

The Military Departments are the Departments of the Army, Navy, and Air Force (the Marine Corps is a part of the Department of the Navy). Each Military Department is separately organized under its own Secretary and functions under the authority, direction, and control of the Secretary of Defense. The Military Departments are responsible for organizing, training, supplying, and equipping forces for assignment to Unified Combatant Commands. The Unified Combatant Commands are responsible to the President and the Secretary of Defense for accomplishing the military missions assigned to them. Commanders of the Unified Combatant Commands exercise command authority over forces assigned to them as directed by the Secretary of Defense. The operational chain of command runs from the President to the Secretary of Defense to the Commanders of the Unified Combatant Commands. The Chairman of the Joint Chiefs of Staff functions within the chain of command by transmitting to the Commanders of the Unified Combatant Commands the orders of the President or the

Secretary of Defense. Unified Combatant Commands include the European Command, Pacific Command, Atlantic Command, Southern Command, Special Operations Command, Strategic Command, Central Command, Transportation Command, and Space Command. Aegis' influence and positioning within the Military Departments and the Unified Combatant Commands varies significantly. The majority of Aegis personnel are situated in the Air Force, Central Command and Space Command.

The Inspector General of the Department of Defense serves as an independent and objective official in the Department of Defense responsible for conducting, supervising, monitoring, and initiating audits, investigations, and inspections relating to programs and operations of the Department of Defense. The Inspector General's office is not significantly involved with Aegis. For purposes of Aegis recruitment and influence, the most notable of the fifteen Defense Agencies are the Defense Advanced Research Projects Agency, the Defense Finance and Accounting Service, the Defense Intelligence Agency, the National Imagery and Mapping Agency, and the National Security Agency/Central Security Service. Finally, the nine DOD Field Activities do not factor seriously in Aegis activities.

The Department of Defense is by far the largest federal department. DOD personnel perform a bewildering array of task and hold a vast range of specializations. Enterprising and knowledgeable Chroniclers could base an entire campaign within the DOD and never look outside for necessary personnel. Presented below are a number of Credentials that are most deeply involved in, and valuable to, Aegis' mission.

AIR FORCE (USAF)

By far the most infiltrated of the Services, the Air Force is matched only by NASA as a core power base for Aegis. From politicians to administrators to combatants to technicians, the Air Force supplies Aegis with countless, valuable personnel.

In 1907, the U.S. Army established an Aeronautical Division in the Signal Corps without pilots or even aircraft. The Army then asked for bids for a two-person aircraft that could fly for an hour and reach speeds of 40mph. None other than the Wright Brothers produced such a craft in 1909 and even trained the first pilots. In 1914, Congressional legislation designated the Aviation Section within the Signal Corps and 60 officers and 260 enlisted men were authorized. By the end of World War I, the Air Service was separated from the Signal Corps and boasted 195,000 men at arms. Despite its successes, the Air Service had to fight for its very existence, and its most vocal proponent, Brig. Gen. William Mitchell, was courtmartialled in 1925.

In 1926, the name was again changed, this time to the Air Corps. During the 1930s, significant advances in air technology were made, including the development of the famous B-17 bomber. Organizationally, the General Headquarters Air Force took command of the air forces from Army commanders. The newly designated Army Air Force became a semi-autonomous



USAF AIR STAFF OFFICER

16-POINT PROFESSION QUALITY (13/3)

The Air Staff is responsible for Air Force preparedness, personnel, and support. The Chief of Staff of the Air Force serves on the Joint Chiefs of Staff and advises the President and Congress on military plans and operations. Air Staff Officers hold direct influence on Air Force unit organization, planning and supply.

Skills: Bureaucracy +1, Computers +1, Instruction +1

Qualities/Drawbacks: Influence (Military) 1, Military Rank 3, Resources 1, Obligation 2

Pulling Strings: Base Clearance, Cheaper Vehicles (Military Aircraft), Military Training Facilities, Mobility, Satellite Surveillance (Intelligence)

USAF INTELLIGENCE OFFICER

17-POINT PROFESSION QUALITY (15/2)

Intelligence Officers are responsible for gathering information, both domestic and abroad, relevant to the technological advances, security measures, and personnel assignments within the USAF. The data gathered are used for threat assessment and for mission planning, as well as for more mundane issues, such as efficient use of resources and budgeting.

Skills: Electronic Surveillance +1, Surveillance +1

Qualities/Drawbacks: Influence (Intelligence) 1, Military Rank 1, Resources 1, Obligation 2

Pulling Strings: Base Clearance, DARPA Labs, Military Training Facilities, Mobility, NIMA Support, No Trace, Satellite Surveillance (Intelligence)

USAF PILOT

15-POINT PROFESSION QUALITY (12/3)

Pilots are the backbone of the USAF, and most pilots are proficient with a handful of aircraft. Many pilots choose to specialize, either in terms of mission types or aircraft. They generally keep themselves in top physical condition so they maintain optimal performance under adverse conditions.

Skills: Computers +1, Pilot (type) +2

Qualities/Drawbacks: Influence (Military) 1, Military Rank 3, Resources 1, Obligation 2

Pulling Strings: Base Clearance, Cheaper Vehicles (Military Aircraft), Military Training Facilities, Mobility, Specialized Aircraft

branch of the Army and played a large role in the Allied victory over Germany in World War II. The AAF was less instrumental in the Pacific but closed the war with the dropping of the first atomic weapons.

The U.S. armed forces were reorganized in 1947, and the U.S. Air Force was established as a separate service, equal to the Army and Navy. It was at this point that Aegis Prime first began creating Cells within the Air Force. Aegis Prime's emphasis on pushing the technological envelope and moving into space found willing adherents, and its war footing appealed to the military mentality. With covert Aegis prodding, the Air Force moved slightly away from fighter aircraft development, and more significantly into missiles, high altitudes and space. Congress followed along and during the 1950s, the balanced force concept was shelved in favor of a clear emphasis on air power.

By the end of the 1950s, the Department of Defense Reorganization Act eliminated the three services from the chain of operational command. Commanders of unified and specified commands, such as Central Command, Transportation Command, and Space Command, reported to the President and the Secretary of Defense through the Joint Chiefs of Staff. The Air Force's role was to organize, train, equip and support the combat forces of the unified and specified commands. This organizational structure has continued to this day.

Today, the Air Force is administered by the Secretary of the Air Force and the Secretariat staff. The Office of the Secretary is generally responsible for the training and operations of the Air Force but directly serves as liaison with the President and his staff, Congress and other governmental officials. With direct access to Washington power and politics, the Secretariat politicians are important to the Aegis war effort.

The Air Staff is responsible for Air Force preparedness, personnel and support. The Chief of Staff of the Air Force serves on the Joint Chiefs of Staff and advising the President and Congress on military plans and operations. With direct influence on Air Force unit organization, planning and supply, the Air Staff bureaucrats are vital to Aegis.

The field units of the Air Force are organized into eight major commands, 37 field operating units, three direct reporting units and subordinate elements. The eight major commands are Air Combat, Air Education and Training, Air Force Materiel, Air Force Space, Air Force Special Operations, Air Mobility, Pacific Air Forces and United States Air Forces in Europe. These commands are formed in descending order by numbered air forces, wings, groups, squadrons and flights. The field operating units include such diverse sections as the Air Force Command, Control, Communications and Computer Agency, Air Intelligence Agency, Air Force Medical Operations Agency. The direct reporting units are highly specialized operations like the Air Force Academy. These operations, logistics and support groups supply Aegis with combat and technical personnel.

USAF SCIENTIST/TECHNICIAN

15-POINT PROFESSION QUALITY (11/4)

USAF Technicians perform a wide range of tasks, not only related specifically to aircraft, but also for communications systems, data retrieval and analysis, weapons targeting, and mission specifications. Technicians are almost always enlisted personnel. In a few cases, civilians may be hired to provide specialty expertise.

Skills: Electronics +1, Engineer (Type) +1, Mechanic +1, System Operations (Communications) +1

Qualities/Drawbacks: Influence (Science and Research) 1, Military Rank 1, Resources 1, Obligation 1

Pulling Strings: Base Clearance, Cheaper Vehicles (Military Aircraft), DARPA Labs, Mobility, Specialized Aircraft

USAF SECRETARIAT OFFICER

18-POINT PROFESSION QUALITY (16/2)

Individuals on the Secretariat staff not only take responsibility for the training and operations of the Air Force but also for establishing liaison relationships with the President and his staff. Congressional members and other governmental officials also access the Air Force through the Secretariat.

Skills: Bureaucracy +1, Instruction +1

Qualities/Drawbacks: Influence (Military) 1, Military Rank 5, Resources 1, Obligation 2

Pulling Strings: Base Clearance, Cheaper Vehicles (Military Aircraft), Military Training Facilities, Mobility, NIMA Support, Satellite Surveillance (Intelligence)

ARMY (USA)

The U.S. Army has long been the power base of the NDD. For this reason, and because it is so important in the U.S. national defense, Aegis has devoted some effort to infiltrating this organization. These efforts have met with only partial success, and Aegis influence in the Army is limited. For the most part, Aegis draws combat and technical personnel from the Army for missions and operations. The few upper management and command personnel that Aegis has recruited are strictly used as watchers and moles reporting on Army and NDD activities.

In colonial times, armed forces were created, trained and supplied by the states in the form of militias. When a protracted campaign arose, such as the French and Indian Wars, the states gathered volunteers from the militias to form regular armies. In 1775, the Second Continental Congress voted to raise an army in similar fashion in service of the continent instead of an individual state. Thus was born the Continental Army, the

U.S. Army's predecessor. In 1789, the War Department was established to administer the bulk of the U.S. military establishment, but not until 1903 was a general staff organized within the War Department.

The practice of federal recruiting from the state militias continued to the Spanish-American War in 1898. This meant that the Army swelled in size during conflict and was decreased just as quickly afterwards when the state-recruited volunteers were discharged. Nonetheless, after each successive conflict, the regular Army grew larger until it numbered about 75,000 after the Spanish-American War. After 1815, the U.S. Military Academy at West Point supplied a cadre of professional leaders.

By the turn of the century, the state militias were replaced by the National Guard, which received federal aid and support. In 1916, the National Guard was recognized as a component of the Army subject to being called to war by the President. The four million man army raised for World War I was done mostly through conscription, and the officers were supplied by the Regular Army and the recently formed Officer's Reserve Corps.

In 1920, after rapid demobilization, legislation was passed organizing the Army into three components: the professional Regular Army, the National Guard and the Organized Reserves. World War II gave birth to the modern army. The Army was called on to fight a global war and was again filled mostly through conscription. Not only did WWII demand technical proficiency in warfare from the Army, but it required the development of a corps of logistic experts to operate the longest supply lines in the history of warfare.

The U.S. armed forces were reorganized in 1947, and the Department of Defense arose shortly thereafter. The U.S. Air Force became a separate service and the old War Department became the modern U.S. Army. The Joint Chiefs of Staff and the unified and specified commands were organized. The Army's role became one of organizing, training, equipping and supporting the combat forces of the unified and specified commands. Individual Army commanders operated their specific Army units, but overall command was transferred to a commander designated by the Joint Chiefs of Staff.

US ARMY HELICOPTER PILOT

13-POINT PROFESSION QUALITY (10/3)

Helicopter pilots are trained to maneuver their aircraft in a number of highly adverse conditions, such as poor visibility, difficult weather patterns, and enemy hostility. Pilots are generally given specific missions but are expected to improvise as needed in order to complete their assignments. Helicopter pilots provide support, extraction, and transportation for Army forces.

Skills: Mechanic +1, Notice +1, Pilot (Helicopter) +1

Qualities/Drawbacks: Influence (Military) 1, Military Rank 3, and Resources 1, Obligation 2.

Pulling Strings: Base Clearance, Cheaper Vehicles (Military), Military Training Facilities, Mobility.

US ARMY INTELLIGENCE OFFICER

15-POINT PROFESSION QUALITY (12/3)

Intelligence Officers are responsible for gathering information, both domestic and abroad, relevant to the technological advances, security measures, and personnel assignments within the US Army. The data gathered are used for threat assessment and for mission planning, as well as for more mundane issues, such as efficient use of resources and budgeting.

Skills: Research/Investigation +1, Stealth +1, Surveillance +1

Qualities/Drawbacks: Influence (Intelligence) 1, Military Rank 3, Resources 1, Obligation 2.

Pulling Strings: Base Clearance, DARPA Labs, Military Training Facilities, Mobility, NIMA Support.

US ARMY RANGER

15-POINT PROFESSION QUALITY (12/3)

Rangers represent the most elite force the U.S. Army has to offer. They are experts at stealth and maneuvering behind enemy lines. Rangers are trained to survive in all manner of settings with a minimum of resources. When operating as part of a team, each member has some kind of specialization, as well as a number of cross-trained skills.

Skills: Demolitions +1, Guns (Assault Rifle) +1, Stealth +1

Qualities/Drawbacks: Influence (Military) 1, Military Rank 1, Resources 1, Obligation 2.

Pulling Strings: Base Clearance, Cheaper Vehicles (Military), Military Training Facilities, Mobility, NIMA Support, Satellite Surveillance (Intelligence).

US ARMY TECHNICIAN

13-POINT PROFESSION QUALITY (9/4)

Army Technicians perform a wide range of tasks, including maintaining communications systems, providing for data retrieval and analysis, improving weapons targeting, and gathering mission specifications. Technicians are almost always enlisted personnel. In a few cases, civilians may be hired to provide specialty expertise.

Skills: Computers +1, Electronic Surveillance +1, Electronics +1, Mechanic +1

Qualities/Drawbacks: Influence (Science and Research) 1, Military Rank 1, Resources 1, Obligation 2.

Pulling Strings: Base Clearance, DARPA Labs, Military Training Facilities, Mobility.

DEFENSE INTELLIGENCE AGENCY (DIA)

The Defense Intelligence Agency (DIA) is a Combat Support Agency of the Department of Defense (DOD) under the direction and control of the Assistant Secretary of Defense (Command, Control, Communications, and Intelligence). The DIA is the nation's primary producer of foreign military intelligence. Further, both Aegis and the NDD have steered DIA somewhat toward the gathering of intelligence on the three alien races. Although both organizations have infiltrated the DIA – Aegis to a lesser degree than the NDD – an informal truce has arisen over the years. Thus, the DIA serves a unique role in the Aegis/NDD relations. Each conspiracy's operatives work to build a database on alien intelligence, and neither interferes with the other. Perhaps the conspirators realize that their infighting could destroy the agency, and hinder their efforts. Perhaps a loose agreement has arisen between agents based on the bartering of information. Whatever the actual details, the DIA serves as a reminder that Aegis and NDD need not be mortal enemies in all things.

Up until the late 1950s, the three Military Departments separately collected, analyzed and disseminated intelligence. This system was duplicative, costly and inefficient. In 1958, legislation addressed this problem by assigning intelligence gathering for the new unified and specified commands to the J-2 division of the new Joint Chiefs of Staff. This however did not solve the problem. After a study group was formed by President Eisenhower to make recommendations, the DIA was created in 1961. The DIA was to serve as a union of the Defense intelligence and counterintelligence communities. Over time, the disparate elements of Defense intelligence were merged into the new DIA. This was not done quickly or easily, however, as the separate services worked to preserve their operations. It was not until the 1975 that the agency fully shifted efforts from consolidating internal and external intelligence management to establishing a reputation for the production of quality intelligence data and analysis. The 1970s brought a number of internal personnel and organizational changes, continuing decreases in resources, and intense Congressional review of the intelligence community as a whole.

In the 1980s, the general shift in resources to the military benefited the DIA greatly. An operational headquarters was constructed in Washington, D.C. and many new intelligence officers were recruited and trained. It was at this time that Aegis and the Black Book began serious infiltration and operations. In the mid-1980s, the long-standing National Military Intelligence Center was upgraded and closely coordinated with the National Military Command Center to provide seamless integration of the intelligence and operations aspects of military crises. It was at this time that the DIA was designated a Combat Support Agency, and increased its cooperation with the unified and specified commands. The 1990s brought further integration of intelligence resources – the Armed Forces Medical Intelligence Center and the Missile and Space Intelligence Center were

DIA FIELD INVESTIGATOR

15-POINT PROFESSION QUALITY (12/3)

This agent gathers information about foreign military activities, either through direct infiltration of a specific country's defense system, immersion in a country's population, or use of reliable contacts in strategic positions. DIA Field Investigators typically "go to ground" for extended periods of time so as not to compromise their affiliation with the DIA, and as such they are well trained to survive on their own for months at a time.

Skills: Electronic Surveillance +1, Research/Investigation +1, Stealth +1

Qualities/Drawbacks: Contacts (Type) 1, Influence (Intelligence) 1, Resources 1, Status 1, Obligation 2

Pulling Strings: Base Clearance, DARPA Labs, NIMA Support, Satellite Surveillance (Intelligence), Stopping Investigations

DIA INTELLIGENCE ANALYST

15-POINT PROFESSION QUALITY (11/4)

Intelligence Analysts for the DIA spend most of their time crunching numbers, decoding messages, and looking for predictable patterns. They are responsible for monitoring movements of foreign military forces and noticing trends in hostile activities abroad. These individuals draw from a wide array of subjects to predict and to understand the mobilization of military forces, including psychology, political science, statistics, and engineering.

Skills: Computers +1, Notice +1, Research/Investigation +1, Science (Cryptography) +1

Qualities/Drawbacks: Influence (Intelligence) 1, Resources 1, Status 1, Obligation 1

Pulling Strings: Base Clearance, DARPA Labs, NIMA Support, Satellite Surveillance (Intelligence)



moved from the Department of the Army to the DIA. In 1995, the Defense HUMINT (human spy data) Service was created to consolidate the HUMINT activities of all services under the DIA.

Today, the DIA functions mostly as an intelligence analyst and coordinator. Intelligence field agents (spies) are employed but, oddly enough, most are Aegis and NDD agents seeking hard intelligence about aliens.

DEFENSE TECHNICAL INFORMATION CENTER (DTIC)

The Defense Technical Information Center (DTIC) is a major component of the Department of Defense Scientific and Technical Information Program within the Office of the Undersecretary of Defense for Acquisition and Technology. The DTIC is administrated by the Director of Defense Research and Engineering. For Aegis and other governmental agencies with the highest clearances, the DTIC is an easily accessible and continually growing warehouse of scientific and technical information.

DTIC - IAC ANALYST

12-POINT PROFESSION QUALITY (9/3)

Analysts collect, analyze, and distribute technical information in very narrow fields of study, some of it unclassified, and some of it at varying levels of classification. These analysts work to be at the forefront of technological developments and may even come into contact with alien technology from time to time.

Skills: Electronics +1, Research/Investigation +1, Science (choose one Type) +1

Qualities/Drawbacks: Influence (Intelligence) 1, Resources 1, Status 1, Obligation 2

Pulling Strings: DARPA Labs, Grants, Intelligence Agency Control, NIMA Support

DTIC - IAC SCIENTIST/TECHNICIAN

11-POINT PROFESSION QUALITY (8/3)

IAC personnel keep abreast of the enormous and fast-paced developments in a wide range of scientific and technical fields. They establish and maintain comprehensive knowledge bases that include historical, technical, scientific, and other data and information collected on a worldwide basis. These individuals run experiments and conduct studies to verify the feasibility of a number of technologies, including highly classified ones.

Skills: Electronics +1, Research/Investigation +1, Science (choose one Type) +1

Qualities/Drawbacks: Influence (Science and Research) 1, Resources 1, Status 1, Obligation 1

Pulling Strings: DARPA Labs, Grants, NIMA Support

The DTIC was created in 1945 to facilitate and coordinate defense-related research programs. It was merged into the Office of the Secretary of Defense when the Defense Department was created in 1949.

Today, the DTIC supplies information on planned, ongoing or completed defense-related research to U.S. government agencies and their contractors. Much of the DTIC-handled information is classified, and DTIC "customers" are carefully selected and checked. DTIC holdings include technical reports, management summaries, journal articles, DOD-sponsored patent applications, DOD-sponsored software, videos and CD-ROMS, security classification guides, command histories, independent research and development summaries and special collections, such as captured German and Japanese technical documents for World War II. The scope of DTIC's collection centers on defense-related material, but stretches into nearly every science and discipline, including biology, chemistry, energy, environmental sciences, oceanography, computer sciences, sociology, logistics and human resources.

One of the principal DTIC resources is the Information Analysis Center (IAC) program. The 12 IACs collect, analyze, synthesize, and disseminate worldwide scientific and technical information in clearly defined, specialized fields or subject areas. IACs enable client scientists to keep abreast of the enormous and fast-paced developments in a wide range of scientific and technical fields. IACs are staffed by scientists, engineers, and information specialists. They establish and maintain comprehensive knowledge bases that include historical, technical, scientific, and other data and information collected on a worldwide basis. Information collections include a wide range of unclassified, limited distribution, and classified information. These immense repositories of information are special targets of Aegis in its continuing effort to stay at the forefront of technological developments, and to decipher and analyze alien technology. IAC scientists and analysts are heavily recruited into Aegis.

NATIONAL SECURITY AGENCY (NSA)

The National Security Agency/Central Security Service (NSA/CSS) is responsible for centralized coordination, direction, and performance of highly specialized intelligence functions. The NSA was established by Presidential directive in 1952 as a separately organized agency within the Department of Defense (DOD). In this directive, President Truman designated the Secretary of Defense as Executive Agent for the signals intelligence (SIGINT) and communications security activities of the Government. The Agency was charged with an additional mission – information systems security for national security systems – in a 1984 Presidential directive, and with an operations security training mission in a 1988 Presidential directive. Under a 1986 law, NSA became a Combat Support Agency of the DOD.

The Central Security Service provides the military services a unified cryptologic organization within the Department of Defense designed to assure proper control of the planning, programming, budgeting, and expenditure of resources for cryptologic activities. In 1972, the Central Security Service (CSS) was established by Presidential memorandum in order to provide a more unified cryptologic effort within the DOD. With the establishment of the CSS, NSA underwent a major internal reorganization to become the institution it is today.

As the nation's cryptologic organization, NSA employs this country's premier codemakers and codebreakers. A high technology organization, NSA is on the very frontiers of communications and data processing. In addition, NSA is one of the most important centers of foreign language analysis and research within the government.

SIGINT is a unique discipline with a long and storied past. SIGINT's modern era dates to World War II, when the U.S. broke the Japanese military code and learned of plans to invade Midway Island. This intelligence allowed the U.S. to defeat Japan's superior fleet. The use of SIGINT is believed to have directly contributed to shortening the war by at least one year. Today, SIGINT continues to play an important role in maintaining the superpower status of the United States.

As the world becomes more technology-oriented, NSA's mission becomes increasingly challenging. This mission involves the protection of all sensitive information that is stored or sent through national security systems. NSA professionals go to extraordinary lengths to make certain that our government systems remain impenetrable.

NSA also conducts one of the U.S. Government's leading research and development programs. Some of the Agency's R&D projects have significantly advanced the state-of-the-art in both the scientific and business worlds. For example, NSA's early interest in cryptanalytic research led to the first large scale computer and the first solid state computer, predecessors to today's modern computer. NSA pioneered efforts in flexible storage capabilities, which led to the development of the tape cassette. NSA also made ground-breaking developments in semiconductor technology, and remains a world leader in this and many other fields.

It is said that NSA is one of the largest employers of mathematicians in the United States and perhaps the world. Mathematicians at NSA contribute directly to the two missions of the Agency. Some help design cipher systems that will protect the integrity of U.S. information systems; others search for weaknesses in adversaries' codes.

Technology and the world change rapidly, and great emphasis is placed on staying ahead of these changes with employee training and development programs. The establishment of the National Cryptologic School as a separate organization to address the professional development of NSA/CSS employees and assignees is indicative of the Agency's commitment to education. This school not only provides the unique training needed by the



NSA COMPUTER SCIENTIST

14-POINT PROFESSION QUALITY (8/6)

The U.S.' premier codemakers and codebreakers, NSA Computer Scientists are trained to be on the very frontier of communications and data processing. These agents design cipher systems that will protect the integrity of U.S. information systems, while searching for weaknesses in adversaries' codes.

Skills: Computer Hacking +1, Computer Programming +1, Computers +1, Electronic Surveillance +1, Electronics +1, Science (Cryptography) +1

Qualities/Drawbacks: Hyperlingual 1, Influence (Science and Research) 1, Resources 1, Status 1, Obligation 2

Pulling Strings: "Blanket" Wiretaps, "Codebreaker" Supercomputers, Computer Security Database

NSA INTELLIGENCE ANALYST

15-POINT PROFESSION QUALITY (11/4)

These agents are the field hands of the NSA, with whom they reach out and monitor and control the nation around them. Intelligence analysts provide information on individuals' and groups' backgrounds to support or refute the computer scientists' conclusions, and often they provide ancillary support for the agency.

Skills: Computer Hacking +1, Computers +1, Electronic Surveillance +1, Research/Investigation +1

Qualities/Drawbacks: Influence (Intelligence) 1, Resources 1, Status 1, Obligation 2

Pulling Strings: "Blanket" Wiretaps, Computer Security Database, NIMA Support, "No Questions Asked," Satellite Surveillance (Intelligence)

NSA workforce, but is also used as a training resource by several elements throughout the Department of Defense. NSA sponsors employees for bachelor and graduate level study at the nation's top universities and colleges and selected Agency employees attend the various war colleges of the U.S. Armed Forces.

NAVY (USN)

Neither Aegis or the NDD has devoted significant resources to infiltrating the Navy. Indeed, when either organization has tried to push recruitment into the Navy, they have met an inexplicable resistance and several significant security breaches have resulted. At present, Aegis limits itself to the naval aviators and space programs and certain special forces. Black Book has made inroads in the U.S. Marine Corps. Neither have managed a toehold in the higher political or administrative structure, or the major command groups.

The American colonialists were part of a large maritime empire, produced substantial goods for the Royal Navy and supplied many sailors for Britain. Thus, at the time of the second Continental Congress, Americans knew the importance of a naval force; the problem was resources. In 1775, the Continental Congress decided to establish a small naval force intended to attack British shipping. This force was supplemented by the granting of hundreds of letters-of-marque to privateers (legal pirates sent to attack British merchant ships). It was not intended to challenge British control of the seas.

The record of the Continental Navy was mixed. Several rousing victories against superior British forces were undermined by bitter defeats due to incompetent, highly politicized naval officers. Only after the French allied with the colonists and supplied a meaningful naval presence did the Britain's hope of victory wane. After the war, the new Congress allowed the Navy to dissipate due to monetary concerns. For almost 20 years, the U.S. had no navy.

In 1794, Congress responded to attacks by the corsairs of the Barbary coast on U.S. shipping to Europe by reestablishing a Navy. In 1798, the independent executive Department of the Navy was created. Despite several successes in limited engagements, by the War of 1812, the Navy was once again in disrepair.

Another build-up took place in the mid-1800s and the Union Navy was instrumental in bringing down the Confederacy. Again, however, the lack of funds and immediate enemies lead to the decline of the Navy and by 1880 the fleet was again useless. In the 1890s, the Monroe Doctrine took on new meaning as the U.S. began to take control of its immediate surroundings. The U.S. Navy was rebuilt and modernized. The Navy shifted roles from protecting shipping to forward projection of power. Nonetheless, the Navy was unprepared for a large scale conflict like WWI, and another massive naval building program began in 1916. The Navy essentially acted as a ferry service of U.S. soldiers and a escort service for U.S. shipping.

USN INTELLIGENCE OFFICER

16-POINT PROFESSION QUALITY (14/2)

Intelligence Officers are responsible for gathering information, both domestic and abroad, relevant to the technological advances, security measures, and personnel assignments within the U.S. Navy. The data gathered are used for threat assessment and for mission planning, as well as more mundane issues, such as efficient use of resources and budgeting.

Skills: Electronic Surveillance +1, Surveillance +1

Qualities/Drawbacks: Influence (Intelligence) 1, Military Rank 3, Resources 1, Obligation 2

Pulling Strings: Base Clearance, Cheaper Vehicles (Watercraft), Military Training Facilities, Mobility, NIMA Support, Satellite Surveillance (Intelligence)

USN NAVAL AVIATOR

16-POINT PROFESSION QUALITY (13/3)

It takes a careful combination of skills to be able to take off and land on a runway the length of a seagoing vessel, but naval aviators are adept at doing just that. Their ability to launch from an aircraft carrier makes them one of the most mobile, if short-range, forces in the world.

Skills: Piloting (Helicopter) +1, Piloting (Jets) +1, Sports (Parachuting) +1

Qualities/Drawbacks: Influence (Military) 1, Military Rank 3, Resources 1, Obligation 2

Pulling Strings: Base Clearance, Cheaper Vehicles (Watercraft & Aircraft), Military Training Facilities, Mobility, Satellite Surveillance (Intelligence)

USN SAILOR

11-POINT PROFESSION QUALITY (8/3)

Sailors comprise the backbone of naval military forces and make it possible to man great destroyers, battleships, and submarines. All sailors receive basic training before proceeding into specialties. Most sailors become proficient at serving on a specific type of ship, and some become specialists in communications, weapons systems, and navigation.

Skills: Guns (one type of ship weaponry: torpedo, artillery, missile, vulcan, etc.) +1, Piloting (Boat) +1, Piloting (one type of watercraft: submarine, battleship, etc.) +1

Qualities/Drawbacks: Influence (Military) 1, Military Rank 1, Resources 1, Obligation 2

Pulling Strings: Base Clearance, Cheaper Vehicles (Watercraft), Military Training Facilities, Mobility

USN SEAL/UNDERWATER DEMOLITIONS SPECIALIST**13-POINT PROFESSION QUALITY (8/5)**

Often considered the most elite classification of Navy personnel, SEAL teams are dispatched to operate under the cover of darkness and silence as they make their way through deep waters to arrive on distant shores or to wreak havoc with enemy vessels. These individuals develop expertise with a variety of physical skills but are also entrusted to make split-second decisions and to find ways of surviving on their own, so they must possess substantial intellect as well.

Skills: Demolitions +1, Guns (Assault Rifles) +1, Piloting (Raft) +1, Sport (SCUBA) +1, Stealth +1

Qualities/Drawbacks: Influence (Military) 1, Military Rank 1, Resources 1, Obligation 3

Pulling Strings: Base Clearance, Cheaper Vehicles (Watercraft), Military Training Facilities, Mobility, NIMA Support

USN TECHNICIAN**12-POINT PROFESSION QUALITY (9/3)**

Technicians are responsible for the maintenance and upgrading of systems on naval vessels. These systems may include computer, power, propulsion, SONAR, weapons, life support, and communications. Some of the maintenance and upgrading occurs in dry-dock, but more often than not, these tasks are ongoing and are completed while the vessel is under sail.

Skills: Computers +1, Electronics +1, Systems Operations (SONAR) +1

Qualities/Drawbacks: Influence (Science and Research) 1, Military Rank 1, Resources 1, Obligation 2.

Pulling Strings: Base Clearance, Cheaper Vehicles (Watercraft), Military Training Facilities, Mobility, NIMA Support.



The Great Depression and a series of treaties with Great Britain and Japan lead to strict limits on the size of the Navy during the period between the wars. Indeed, Japan was allowed to become the dominant force in the western Pacific. As with the other services, WWII signaled the beginning of the Navy's modern status. The Navy was instrumental in the two-front war, warring against German U-boats in the Atlantic, while conducting a massive island-hopping campaign in the Pacific. Over coming the devastation of the Pearl Harbor attack, by war's end, the U.S. Navy was preeminent in the world.

In the post-war years, the Air Force was the favored service and the enormous capital expenditures required for the Navy lead to a gradual decline in that service. Starting in the 1990s, the Navy was again modernized and rebuilt. At present the Navy serves as a means to project rapid deployment forces, and to show U.S. military strength in sensitive areas of the world. The latter role is filled by concentrating resources on a number of carrier battle groups.

The Navy has three basic components: the Navy Department, the operating forces (including the Marine Corps) and the reserves. The U.S. Coast Guard is reassigned from the Department of Homeland Security to the Navy in times of war. The Office of the Secretary of the Navy is responsible for over-all recruitment, organizing, supplying, training and mobilization of the Navy. The Secretariat also acts as primary liason to the President, Congress and the public. The Chief of Naval Operations (CNO) is the senior military officer of the Department of the Navy. This office is responsible for the command, use of resources and operating efficiency of the naval forces. The CNO is also a member of the Joint Chiefs of Staff.

The operating forces include the fleet, the Marines and the shore establishment. The fleet provides naval forces and commanders to the Unified and Specified Commands. Within the Commands, naval resources are organized by type: aircraft carriers, naval aircraft and air stations are administered by the appropriate Commander Naval Air Force, submarines are administered by the Commander Submarine Force, and all other ships are operated by the Commander Naval Surface Force. The Marines are lead by the Marine Commandant and form their own service within the Department of the Navy. The shore establishment provides support to the operating forces in the form of facilities for the repair of machinery and electronics, communications centers, training areas and simulators, ship and aircraft repair, intelligence and meteorological support, storage areas for repair parts, fuel, and munitions, medical and dental facilities, and air bases.

DEPARTMENT OF HOMELAND SECURITY (DHS)

The relatively new Department of Homeland Security (DHS) was formed after the horrific terrorist attack on the United States on September 11th, 2001. The government realized that the nation's security was in the hands of many departments that rarely communicated with each other. The formation of the DHS is the most significant transformation the American government has seen in over fifty years, making a whole of the patchwork of existing agencies.

The DHS aids the many men and women who protect the borders and secure the country by increasing communication, coordination and resources. Specifically, the DHS has three primary missions: Prevent terrorist attacks within the United States, reduce America's vulnerability to terrorism, and minimize damage from potential attacks and natural disasters.

The agencies that have been brought together by the DHS are housed in one of four major directorates: Border and Transportation Security, Emergency Preparedness and Response, Science and Technology, and Information Analysis and Infrastructure Protection.

I: Border and Transportation Security (BTS): BTS is responsible for maintaining the security of borders and transportation systems. The largest of the Directorates, it is home to agencies such as the Transportation Security Administration, U.S. Customs Service, the border security functions of the Immigration and Naturalization Service, Animal & Plant Health Inspection Service, and the Federal Law Enforcement Training Center.

The Department's first priority is to prevent the entry of terrorists and the instruments of terrorism while simultaneously ensuring the efficient flow of lawful traffic and commerce. BTS manages and coordinates port of entry activities and leads efforts to create a border that provides greater security through better intelligence, coordinated national efforts, and unprecedented international cooperation against terrorism.

To carry out its border security mission, BTS incorporates the United States Customs Service (previously part of the Department of Treasury), the enforcement division of the Immigration and Naturalization Service (Department of Justice), the Animal and Plant Health Inspection Service (Department of Agriculture), the Federal Law Enforcement Training Center (Department of Treasury) and the Transportation Security Administration (Department of Transportation). BTS also incorporates the Federal Protective Service (General Services Administration) to perform the additional function of protecting government buildings, a task closely related to the Department's infrastructure protection responsibilities.

The BTS Directorate is also responsible for securing the nation's transportation systems. The recently created

Transportation Security Administration, has statutory responsibility for security of all of the airports. Tools it uses include intelligence, regulation, enforcement, inspection, and screening and education of carriers, passengers and shippers. The incorporation of TSA into the Department allows the Department of Transportation to remain focused on its core mandate of ensuring the nation's transportation infrastructure.

Another important function of BTS's border management mission is enforcing the nation's immigration laws - both in deterring illegal immigration and pursuing investigations when laws are broken. On March 1st 2003, BTS absorbed the enforcement units of the Immigration and Naturalization Service, such as the Border Patrol and investigative agents of INS. Working together with agents from other agencies that will comprise the BTS Directorate, such as the U.S. Customs Service and Transportation Security personnel, these well-trained law enforcement professionals provide a coordinated defense against unlawful entry into the United States.

Aegis recruits primarily from the US Customs Service and the Immigration and Naturalization Service (detailed below), however Aegis has a small number of well placed operatives within the Federal Law Enforcement Training Center (training resources), Animal and Plant Health Inspection Service (remaining alert for xenobiological traces) and the Office for Domestic Preparedness (contingency plans for alien invasion).

II. Emergency Preparedness and Response (EPR): The EPR ensures that the United States is prepared for, and able to recover from, terrorist attacks and natural disasters.

To fulfil these missions, the Department of Homeland Security built upon the established Federal Emergency Management Agency (FEMA), which has a long and solid track record of aiding the nation's recovery from emergency situations. The EP&R Directorate continues FEMA's efforts to reduce the loss of life and property and to protect the nation's institutions from all types of hazards through a program of preparedness, prevention, response, and recovery, proactively helping communities and citizens avoid becoming victims.

The EP&R coordinates with private industry, the insurance sector, mortgage lenders, the real estate industry, homebuilding associations, citizens, and others to create disaster-resistant communities in high-risk areas, reducing the risk of being hit by such disasters.

The Directorate also leads the DHS response to any sort of biological or radiological attack, and also coordinates the involvement of other federal response teams, such as the National Guard, in the event of a major incident. Building upon the successes of FEMA, DHS leads the nation's recovery from catastrophes and help minimize the suffering and disruption caused by disasters.

The EP&R incorporates the Federal Emergency Management Agency, the Strategic National Stockpile and National Disaster Medical System (HHS), the Nuclear Incident Response Team,

Domestic Emergency Support Teams and National Domestic Preparedness Office (part of FBI). Aegis has little infiltration here, although a few scientists have been placed to remain alert to EBE medical emergencies.

III. Science and Technology (S & T): This Directorate coordinates the Department's efforts in research and development, including preparing for and responding to the full range of terrorist threats involving weapons of mass destruction.

The Directorate of Science and Technology (S&T) is the primary research and development arm of the Department of Homeland Security. The S&T Directorate organizes the vast scientific and technological resources of the United States to prevent or mitigate the effects of catastrophic terrorism against the country or its allies. It coordinates much of the federal government's efforts to develop scientific and technological countermeasures.

One priority of the Directorate is to sponsor research, development, and testing to invent new vaccines, antidotes, diagnostics, and therapies against biological and chemical warfare agents.

This Directorate incorporates the CBRN Countermeasures Programs, the Environmental Measurements Laboratory, the National BW Defense Analysis Center and the Plum Island Animal Disease Center. Aegis has very little infiltration into this Directorate.

IV. Information Analysis and Infrastructure Protection (IAIP): IAIP merges the capability to identify and assess a broad range of intelligence information concerning threats to the homeland under one roof, issue timely warnings, and take appropriate preventive and protective action.

The timely and thorough analysis and dissemination of information about terrorists and their activities improves the government's ability to disrupt and prevent terrorist acts and to provide useful warning to the private sector and our population. The Department is a full partner and consumer of all intelligence-generating agencies, such as the National Security Agency, the CIA and the FBI.

IAIP takes the lead in coordinating the national effort to secure the nation's infrastructure: food, water, agriculture, and health and emergency services; energy sources (electrical, nuclear, gas and oil, dams); transportation (air, road, rail, ports, waterways); information and telecommunications networks; banking and finance systems; postal and other systems. All of these are integral to keeping the country running during times of national emergency.

The Directorate also places an especially high priority on protecting the cyber infrastructure from terrorist attack with the Critical Infrastructure Assurance Office (formerly part of the Department of Commerce) and the National Infrastructure Protection Center (from the FBI), and the response functions of the Federal Computer Incident Response Center (General Services Administration).

Other Agencies: Besides the Directorates of DHS, several other critical agencies have folded into the new department:

United States Coast Guard: The Commandant of the Coast Guard now reports directly to the Secretary of Homeland Security. However, the USCG also works closely with the Under Secretary of Border and Transportation Security as well as maintain its existing independent identity as a military service. Upon declaration of war or when the President so directs, the Coast Guard would operate as an element of the Department of Defense, consistent with existing law.

United States Secret Service: The primary mission of the Secret Service is unaffected. Aegis recruits regularly from the Secret Service, and that bureau is detailed on p. 237.

IMMIGRATION AND CUSTOMS ENFORCEMENT (ICE)

With the establishment of the Department of Homeland Security (DHS), the functions, expertise, resources and jurisdictions of several once-fragmented border and security agencies were merged and reconstituted into the Bureau of Immigration and Customs Enforcement (ICE), the DHS's largest investigative bureau. The agencies that were either moved entirely or merged in part, based upon law enforcement functions, included the investigative and intelligence resources of the United States Customs Service, the Immigration and Naturalization Service (INS), the Federal Protective Service and the Federal Air Marshall's Service.

ICE is the investigative arm of the Border and Transportation Security Directorate (BTS), the operational directorate within the DHS tasked with securing the nation's borders and safeguarding its transportation infrastructure. The Bureau of Customs and Border Protection (CBP) has assumed the task of protecting the country's borders within the DHS' command. The largest component within the DHS, the BTS employs more than 100,000 men and women. The Bureau's law enforcement powers and access to the country's borders makes it a valuable source of Aegis agents. Aegis concentrates on the Special Agents and forensic scientists. Rarely does Aegis draw from the ranks of Customs Inspectors.

The mission of ICE is to facilitate the entry of person legally admissible to the United States, provide assistance to those seeking permanent resident status or naturalization, prevent unlawful entry and apprehend or remove those who enter or remain illegally in the United States and/or whose stay is not in the public interest. ICE also works with other government agencies in the admission and resettlement of refugees.

A short-lived Federal immigration office was created in 1864 by a law intended to encourage immigration. Other laws were passed in the 1880s to control contract labor, but authority over immigration, including enforcement of the Federal statutes, remained at the state level.

In 1888, Congress established a select committee to investigate problems caused by the divided authority over immigration. The committee's work resulted in the Immigration Act of 1891. All duties previously deferred to the states were transferred to U. S. inspection officers. The Bureau of Immigration began operations in the Treasury Department on July 12, 1891. In 1903, the Bureau of Immigration was moved to the newly established Department of Commerce and Labor.

The naturalization side of the original Immigration and Naturalization Service (INS) did not arise until the Naturalization Act of 1906. Before then, naturalization was a function of the courts. The new law created the Bureau of Immigration and Naturalization.

INS moved to the Department of Justice in June 1940 to provide more effective control over aliens at a time of increasing international tensions. More recently, the Immigration Act of 1990 instituted major changes in the law, including revisions to the numerical limits and preference system regulating immigration, and empowering the Attorney General to grant U.S. citizenship. Then, in 2003, the INS was absorbed into the newly created Department of Homeland Security to aid in protecting the country against terrorism, restructured and renamed as Bureau of Immigration and Customs Enforcement (ICE).

The structure of ICE is divided into operational and management functions. Operations includes offices of Investigations, Intelligence and Detention and Removal, as well as the Federal Air Marshall Service and the Federal Protective Service. The ICE has a Washington, DC, headquarters, and 33 districts and 21 border patrol sectors throughout the United States; four regional offices provide administrative support to the field offices. ICE also maintains three district offices in Bangkok, Mexico City, and Rome.

The primary enforcement missions of ICE are performed by various enforcement programs, including ICE Storm and Operation Predator.

The Border Security is responsible for maintaining control of U.S. borders. It is a highly mobile force of uniformed agents who spend most of their time patrolling 8,000 miles of international boundaries in vehicles, aircraft, or boats, as well as on horseback or on foot. These agents apprehend more than a million illegal aliens per year.

Investigations focuses on enforcement of immigration laws within the interior of the United States. Plainclothes special agents investigate violations of immigration law and aliens involved in criminal activities. Agents often participate in multi-agency task forces against narcotics trafficking, violent crime, document fraud, and organized crime. They also try to identify incarcerated aliens who are deportable as a result of their criminal convictions. Agents monitor and inspect places of employment to apprehend unauthorized alien workers and to impose sanctions against employers who knowingly employ them. The Anti-Smuggling Branch of Investigations is responsible for

detecting, apprehending, and prosecuting sophisticated alien smuggling operations.

Intelligence collects, evaluates, analyzes, and disseminates information relating to all ICE missions. It also directs the Headquarters Command Center, which maintains communications between offices 24 hours a day.

The Office of Detention and Removal Operations (DRO) takes criminals and illegal aliens into custody, and ensures their departure from the country. DRO operates eight detention facilities known as Service Processing Centers (SPC) and, when necessary, uses Bureau of Prisons institutions, approved contract facilities, or State and local jails.

BUREAU OF CUSTOMS AND BORDER PROTECTION (CBP)

The Bureau of Customs and Border Protection (CBP) ensures that all imports and exports comply with U.S. laws and regulations. The Service is responsible for assessing and collecting Customs duties, excise taxes, fees and penalties due on imported merchandise. It guards against smuggling and interdicts contraband, including narcotics and illegal drugs. Customs enforces import and export restrictions and prohibitions, including the export of critical technology used to develop weapons of mass destruction, and money laundering. The agency processes persons, baggage, cargo and mail, and administering certain navigation laws, detecting and apprehending persons engaged in fraudulent practices designed to circumvent Customs and related laws. Customs also protects American business and labor and intellectual property rights by enforcing U.S. laws intended to prevent illegal trade practices and by providing Customs Recordations for copyrights, patents and trademarks. Finally, the Bureau collects import and export data for compilation of international trade statistics.

After declaring its independence in 1776 and winning a hard fought war, the United States found itself on the brink of bankruptcy. Responding to the urgent need for revenue, the First Congress passed and President George Washington signed the Tariff Act of 1789, which authorized the collection of duties on imported goods. It was called "the second Declaration of Independence" by commentators at the time. Four weeks later, on July 31, the fifth act of Congress established Customs and its ports of entry.

Founded as the premier law enforcement agency in 1789, the "collector and protector of the revenue" became part of the Treasury Department in 1875, and a Treasury bureau in 1927. In 1973, the agency became the U.S. Customs Service, before becoming part of the Department of Homeland Security in January 2003, becoming a part of the Bureau of Immigration and Customs Enforcement, being renamed the Bureau of Customs and Border Protection.

For nearly 125 years, Customs funded virtually the entire government, and paid for the nation's early growth and infrastructure. The territories of Louisiana and Oregon, Florida and Alaska were purchased; the National Road from Cumberland, Maryland, to Wheeling, West Virginia, was constructed; and, the Transcontinental Railroad stretched from sea-to-sea. Customs collections built the nation's lighthouses; the U.S. military and naval academies, and the City of Washington. By 1835, Customs revenues alone had reduced the national debt to zero.

Further, Customs used to administer several programs that have since been moved to other agencies. In the early days, Customs officers administered military pensions (Department of Veterans Affairs), collected import and export statistics (Bureau of Census), and supervised revenue cutters (U.S. Coast Guard). Customs also collected hospital dues to help sick and disabled seamen (Public Health Service), and established standard weights and measures (National Bureau of Standards).

The agency was restructured in 1995, and absorbed by the DHS in 2003. The Service essentially includes administrators in the Commissioner's office and other branch offices, the Customs Inspectors and Special Agents.

The Commissioner of Customs establishes policy and supervises all activities from the Service Headquarters in Washington, D.C. The Commissioner's staff includes Assistant Commissioners for Congressional And Public Affairs, International Affairs, Field Operations, Internal Affairs, Investigations, Regulations & Rulings, Strategic Trade, Human Resources, Management, Information & Technology, and Finance.

The Customs Inspectors are located at all points of entry to the United States. Customs Inspectors enforce U.S. laws and regulations which protect the revenue of the United States, search persons, cargo, ships, aircraft, cars and other vehicles, seize contraband, and apprehend violators of illegal importation. They also assess and collect duties, excise taxes, fees and penalties on imported merchandise at international borders. To ensure compliance with tariff laws and to prevent smuggling, Customs Inspectors clear individual baggage of international travelers and oversee the unloading of all types of commercial shipments. This places the Inspector in daily contact with not only the domestic and international traveler, but also with captains of ships, importers, exporters and other business entities.

The mission of the Office of Investigations and its Special Agents can be broadly defined as protecting the revenue and enforcing a variety of statutes in the United States Code. Criminal violations contained within the Customs Agent's enforcement authority include the investigation of suspected violations of narcotics smuggling, money laundering, child pornography, customs fraud, and includes Intellectual Property Rights (IPR), and enforcement of the Arms Export Control Act. Special Agents also have unique border search authority that allows them to search, without warrant, any person, conveyance, or article, having a nexus to the U.S. border.



ICE BORDER PATROL OFFICER**11-POINT PROFESSION QUALITY (8/3)**

The Border Patrol is responsible for maintaining control of U.S. borders. It is a highly mobile force of uniformed agents who spend most of their time patrolling 8,000 miles of international boundaries in vehicles, aircraft, or boats, as well as on horseback or on foot. These agents apprehend more than a million illegal aliens per year.

Skills: Driving (Cars) +1, Guns (Handgun) +1, Streetwise +1

Qualities/Drawbacks: Influence (Law Enforcement) 1, Resources 1, Status 1, Obligation 1

Pulling Strings: Arrest Powers, Border Control, Criminal Tracking, Vehicle Check

ICE CUSTOMS FORENSIC SCIENTIST**14-POINT PROFESSION QUALITY (10/4)**

Customs Scientists perform numerous analyses to ensure that merchandise (both exported and imported) has been accurately identified in order to protect revenue and ensure fair trade. Some scientists are hired for their expertise in a specific field, usually medicine or technology, to ascertain whether or not the contents of shipments are accurately represented by the accompanying documentation.

Skills: Bureaucracy +1, Research/Investigation +1, Science (Forensics) +2

Qualities/Drawbacks: Influence (Science and Research) 1, Resources 1, Status 1

Pulling Strings: Arrest Powers, CEASEFIRE, Criminal Tracking, Customs Analysis, Search & Seizure

ICE INTELLIGENCE ANALYST**11-POINT PROFESSION QUALITY (8/3)**

Intelligence Analysts collect, evaluate, analyze, and disseminate information relating to all ICE missions. More often than not, Intelligence Analysts find themselves wading through mounds of documentation and paperwork related to the validity of alien residence in the United States. All agents report to the Headquarters Command Center, which maintains communications between offices 24 hours a day.

Skills: Bureaucracy +1, Computers +1, Research/Investigation +1

Qualities/Drawbacks: Influence (Intelligence) 1, Resources 1, Status 1

Pulling Strings: Border Control, Criminal Tracking, Intel Files, Vehicle Check

**ICE INVESTIGATOR****13-POINT PROFESSION QUALITY (10/3)**

An Investigator focuses on enforcement of immigration laws within the interior of the United States. Plainclothes special agents investigate violations of immigration law and aliens involved in criminal activities. Agents often participate in multi-agency task forces against narcotics trafficking, violent crime, document fraud, and organized crime. They also try to identify incarcerated aliens who are deportable as a result of their criminal convictions. Agents monitor and inspect places of employment to apprehend unauthorized alien workers and to impose sanctions against employers who knowingly employ them.

Skills: Research/Investigation +1, Streetwise +1, Surveillance +1

Qualities/Drawbacks: Influence (Intelligence) 1, Resources 1, Status 1

Pulling Strings: Arrest Powers, Border Control, Criminal Tracking, Intel Files, Vehicle Check

ICE SPECIAL AGENT**12-POINT PROFESSION QUALITY (9/3)**

Special Agents protect revenue and enforce a variety of statutes in the United States Code. Criminal violations contained within the Special Agent's enforcement authority include the investigation of suspected violations of narcotics smuggling, money laundering, child pornography, customs fraud, Intellectual Property Rights (IPR), and the Arms Export Control Act. Special Agents also have unique border search authority that allows them to search, without warrant, any person, conveyance, or article having a nexus to the U.S. border.

Skills: Electronic Surveillance +1, Humanities (Law) +1, Surveillance +1

Qualities/Drawbacks: Influence (Intelligence) 1, Resources 1, Status 1, Obligation 1

Pulling Strings: Arrest Powers, Border Control, Criminal Tracking, Customs Analysis, Search & Seizure

U.S. SECRET SERVICE

The Secret Service is charged with protecting the life of the President and Vice President of the United States and other important government officials and their immediate families. The Secret Service also provides security at a number of government buildings, including the White House complex, the Treasury Building and Treasury Annex. The Secret Service is also charged with the detection and arrest of any person committing any offense relating to coins, currency, stamps, Government bonds, checks, credit/debt card fraud, computer fraud, and false identification.

At the close of the Civil War, between one third and one half of all U.S. paper currency in circulation was counterfeit. On July 5, 1865, the Secret Service was created to combat this threat to the nation's economy. Two years later, the Secret Service responsibilities were broadened to include "detecting persons perpetrating frauds against the government." This resulted in investigations of the Ku Klux Klan, illegal distillers, smugglers, mail robbers, land frauds, and others.

In 1883, the Secret Service was officially acknowledged as a distinct organization within the Treasury Department. As a result of the assassination of President McKinley, Congress informally requested Secret Service Presidential protection in 1901. The next year, the Service assumed full time responsibility for protection of the President.

In 1908, President Roosevelt transferred eight Secret Service agents to the Department of Justice. They formed the nucleus of what is now the Federal Bureau of Investigation (FBI).

The White House Police Force was created in 1922. In 1930, the White House Police were placed under the supervision of the Secret Service. Forty years later, the White House Police Force was renamed the Executive Protective Service and given responsibility for protecting diplomatic missions in the Washington, D.C. area. The Executive Protective Service was officially renamed the U.S. Secret Service Uniformed Division in 1977. The Treasury Police Force merged with the U.S. Secret Service Uniformed Division in 1986, and then integrated into the Department of Homeland Security in 2003, moving from the Treasury Department.

The Service's protective responsibilities expanded greatly over time. At present, the Service protects the President and Vice President and their immediate families, the President-elect and Vice President-elect and their immediate families, former Presidents and their wives, the widows of former Presidents until death or remarriage, minor children of a former President until they reach 16 years of age, heads of a foreign state or foreign government, and at the direction of the President, official representatives of the United States performing special missions abroad.

Today, Uniformed Division officers provide security at the White House, the Vice President's residence, buildings in which Presidential offices are located, the U.S. Treasury Building and

the Treasury Annex, and foreign diplomatic missions. Uniformed Division officers carry out their responsibilities through a network of foot patrols, vehicular patrols, and fixed posts. They provide additional assistance to the overall Secret Service protective mission through special support programs such as the canine, magnetometer, and counter-sniper units.

The Secret Service has field offices located throughout the continental U.S, Alaska, Hawaii, and Puerto Rico, and liaison offices in Paris & Lyon, France; London, England; Bonn, Germany; Rome & Milan, Italy; Hong Kong, China; Montreal, Canada; Nicosia, Cyprus; Bogota, Colombia; Manila, Philippines; and Bangkok, Thailand.

The Secret Service has more than 2,000 special agents who are rotated throughout their careers between investigative and permanent protective assignments. Agents assigned to investigative duties in the Service's field offices also serve as a source of additional manpower for temporary protective details, such

USSS AGENT

10-POINT PROFESSION QUALITY (7/3)

These agents are charged with monitoring counterfeiting, money laundering, and other crimes. They are granted access to move freely about federal buildings, using hidden passageways to facilitate easy movement, and are granted high levels of security clearance.

Skills: Electronic Surveillance +1, Research/Investigation +1, Surveillance +1

Qualities/Drawbacks: Influence (Intelligence) 1, Resources 1, Status 1, Obligation 2

Pulling Strings: Criminal Tracking, Governmental Access, Intel Files, Official Agendas, Sending Presidential Orders

USSS SECURITY SPECIALIST

12-POINT PROFESSION QUALITY (6/6)

These agents are the ones who surround the President and other important personnel in the U.S. government. They also are responsible for providing security for most major federal buildings and are aware of the movements and agendas of almost all major governmental officials. For the most part, these individuals receive physical training similar to that received by enlisted soldiers.

Skills: Driving (Cars) +1, First Aid +1, Guns (Handgun) +1, Notice +2, Surveillance +1

Qualities/Drawbacks: Influence (Law Enforcement) 1, Resources 1, Status 1, Obligation 3

Pulling Strings: Criminal Tracking, Governmental Access, Intel Files, Official Agendas, Sending Presidential Orders

as those for candidates or visiting foreign dignitaries. The Secret Service also has approximately 1,200 officers in the Uniformed Division. Numerous specialists in a wide variety of occupations contribute their expertise to the Secret Service's investigative and protective missions. They include security specialists, electronics engineers, communications technicians, research psychologists, computer experts, armorers, intelligence analysts, polygraph examiners, forensic experts, and professionals in many other fields.

Since the security debacle that resulted in Aegis' part in the Kennedy assassination, Aegis has been particularly careful about recruitment in the Secret Service. Most Secret Service operatives are deep cover moles who do not engage in field work and report directly to a member of Aegis Prime. Over time, however, the occasional agent or security specialist finds her way into the ranks of an Aegis Cell.

DEPARTMENT OF JUSTICE (DOJ)

Through thousands of lawyers, investigators, and agents, the Department of Justice protects U.S. citizens against criminals and subversion, ensures healthy competition between businesses, safeguards the consumer, and enforces drug, immigration, and naturalization laws. The Department also expends significant efforts promoting effective law enforcement, crime prevention, crime detection, and prosecution and rehabilitation of offenders.

As counsel to the U.S. government, the Department of Justice (DOJ) is the largest law firm in the nation. The Department conducts all suits in the Supreme Court in which the United States is concerned. It represents the Government in legal matters generally, rendering legal advice and opinions, upon request, to the President and to the heads of the executive departments. The Attorney General supervises and directs these activities, as well as those of the U.S. Attorneys and U.S. Marshals in the various judicial districts around the country.

In 1789, shortly after the close of the Revolutionary War, the Office of the Attorney General was established as a department of the federal government. The Attorney General's duties were light in the early decades of the republic. He argued government cases before the Supreme Court and provided legal advice to the President and the heads of the other departments. Land dispute in the new territories, the problems created by the Civil War, and the growth of the federal government greatly increased the Attorney General's duties in the last half of the 1800s. In 1870, Congress established the Department of Justice, assigned the Attorney General as its executive officer, granted to the Department full control over the U.S. attorneys and marshals, and created the Office of the Solicitor General to assume litigation duties before the Supreme Court. The early 1900s brought the precursor to the Federal Bureau of Investigation, growth in the Criminal Division, the creation of the Antitrust

Division. Further extension of the federal government during the Great Depression and the decades since has fueled matching increases in the DOJ. The Bureau of Prisons arose with increased federal criminal statutes. The Immigration and Naturalization Service was transferred from the Labor Department in 1940. The Drug Enforcement Agency was created and collected a number of separate predecessor organizations under the DOJ umbrella in 1973. And in January 2003, the enforcement department of the bureau of Alcohol, Tobacco and Firearms (ATF) moved from the Department of Treasury to come under DOJ control.

At present, the DOJ has four major components: Executive Direction and Management Offices, Litigation Organizations, Investigatory and Law Enforcement Offices, and Legal And Policy Offices. The Executive Direction and Management Offices include the Offices of the Attorney General, the Deputy Attorney General, the Associate Attorney General, the Solicitor General, the Office of Legislative Affairs, the Justice Management Division, the Office of Professional Responsibility and the Office of Inspector General. Aegis Prime maintains several high-level operatives in these offices but these are deep moles or facilitators. None of these agents are active members of Cells; they have direct contact to Aegis Prime.

The Litigation Organizations include the Antitrust Division, the Civil Division, the Civil Rights Division, the Criminal Division, the Environment and Natural Resources Division, the Tax Division, and the United States Attorneys. In general, Aegis Cells do not draw active personnel from these divisions. Aegis DOJ professions may call upon them to supply top-notch legal representation or contacts to such representation, and to apply pressure on certain targeted entities.

The majority of Aegis recruitment takes place in the Investigatory and Law Enforcement Offices. These include Alcohol, Tobacco and Firearms, the Drug Enforcement Agency, the Federal Bureau of Investigations, the Federal Bureau of Prisons, INTERPOL – U.S. National Central Bureau, the United States Marshals Service, the Office of the Pardon Attorney, and the United States Parole Commission. Of these agencies, Aegis recruits most heavily from the ATF, the DEA, the FBI, the Federal Bureau of Prisons, and the Marshals.

The Legal and Policy Offices cover the Community Relations Service, the Executive Office for Immigration Review, the Executive Office for U.S. Attorneys, the Executive Office for U.S. Trustees, the Foreign Claims Settlement Commission of the United States, the Immigration and Naturalization Service (now ICE, part of the Department of Homeland Security), the Office of Information and Privacy, the Office of Intelligence Policy and Review, the Office of International Programs, the Office of Justice Programs, the Office of Legal Counsel, the Office of Policy Development, the Office of Public Affairs and the Department of Justice Press Releases. These are primarily bureaucratic and personnel services offices. Aegis Cells do, however, recruit from ICE (covered in the DHS section on p. 233).

BUREAU OF ALCOHOL, TOBACCO & FIREARMS (ATF)

The Bureau of Alcohol, Tobacco and Firearms (ATF) enforces the Federal laws and regulations relating to alcohol, tobacco, firearms, explosives and arson by working directly and in cooperation with others. ATF also collects taxes imposed on these items.

In order to finance the Civil War, Congress passed legislation in 1862 that created the Office of Internal Revenue and imposed a tax on distilled spirits. In 1863, Congress authorized the hiring of "three detectives to aid in the prevention, detection and punishment of tax evaders."

In 1919, the 18th Amendment to the Constitution was ratified, ushering in the Prohibition Era. The law gave the Commissioner of Internal Revenue jurisdiction over the illicit manufacture, sale, or transportation of intoxicating liquors. The Prohibition Unit soon became the Bureau of Prohibition. Special squads were formed to go after the emerging criminal empires. One of the best known, the "Untouchables", was headed by Eliot Ness in Chicago, Illinois.

After repeal, on March 10, 1934, the Bureau of Prohibition turned over its responsibilities to a newly created Alcohol Tax Unit (ATU) within the Bureau of Internal Revenue. In 1935, the Federal Alcohol Administration Act (FAA) created licensing and permit requirements and establishing regulations designed to ensure an open and fair marketplace for alcoholic beverages. Until 1940, a separate Federal Alcohol Administration in Treasury enforced the FAA Act. In that year, it merged with ATU.

One of the offshoots of prohibition was an unprecedented wave of criminal violence. In reaction, the 1934 National Firearms Act (NFA) was passed, controlling such weapons as machine guns and sawed-off shotguns. In 1938, the Federal Firearms Act (FFA) established limited regulation of the firearms industry and made it a Federal crime for felons and fugitives to receive firearms in interstate commerce. In 1942, responsibility for administering these laws was given to ATU.

In 1951, tobacco tax duties were delegated to ATU and the unit title was changed to the Alcohol and Tobacco Tax Division (ATTD) of the IRS.

Against the background of rising crime rates, and the Kennedy and King assassinations, stricter firearms laws were enacted. Bombs and other destructive devices were added as controlled items. The scope of the responsibilities was such that ATTD was renamed as the Alcohol, Tobacco and Firearms Division (ATFD) of the Internal Revenue Service.

On July 1, 1972, ATFD was separated from the Internal Revenue Service and given full Bureau status in the Treasury Department. In 1978, in response to the millions of dollars being lost by the States through cigarette smuggling from low tax to high tax states, ATF was charged with enforcing cigarette tax regulations. In 1982, Congress passed the Anti-Arson Act to include destruction of property by fire as a federal violation.

This Act clarified the law used by ATF and other agencies in the investigation of incendiary fires. The Brady law was enacted on February 28, 1994. This law required a mandatory 5-day waiting period while law enforcement officers performed criminal background checks on each handgun purchaser.

In January 2003, the enforcement section of the ATF was transferred to the Department of Justice. The tax and trade functions remaining with the Department of Treasury in the newly formed Alcohol & Tobacco Tax and Trade Bureau (TTB).

Today's ATF investigates explosives violations, arson, and firearms trafficking. ATF employees regulate some of the most important and controversial industries in America and collect over \$13 billion in taxes annually.

The ATF executives, located at Bureau Headquarters in Washington, D.C., consist of the Director, Deputy Director, Chief Counsel, Associate Director for the Office of Enforcement, and a number of Assistant Directors.

BUREAU OF ALCOHOL, TOBACCO, & FIREARMS FIELD AGENT 12-POINT PROFESSION QUALITY (9/3)

These agents are the rank and file of the ATF. They are the people risking their lives going through doors to apprehend gun runners, drug dealers, and other criminals. Field Agents are generally trained to work very well as part of a team, and it is teamwork that makes it possible for them to execute operations with minimal loss of life.

Skills: Dodge +1, Guns (Handgun) +1, Stealth +1

Qualities/Drawbacks: Influence (Law Enforcement) 1, Resources 1, Status 1, Obligation 1

Pulling Strings: Arrest Powers, CEASEFIRE, Fingerprinting, SWAT

BUREAU OF ALCOHOL, TOBACCO, & FIREARMS INVESTIGATOR 12-POINT PROFESSION QUALITY (9/3)

Investigators have the primary responsibility of gathering sufficient information to apprehend individuals who break laws under ATF jurisdiction. This investigation may consist of searching through preexisting records, speaking with suspects, or doing field work. Once they have a reasonable case, they pave the way for the appropriate warrants so Field Agents can execute an arrest.

Skills: Electronic Surveillance +1, Research/Investigation +1, Surveillance +1

Qualities/Drawbacks: Influence (Intelligence) 1, Resources 1, Status 1, Obligation 1

Pulling Strings: Arrest Powers, Fingerprinting, Search & Seizure, SWAT

The Office of Enforcement includes both Criminal Enforcement and Regulatory Enforcement functions with offices in every major U.S. city, as well as in Mexico, Canada, and Colombia. The enforcement field structure consists of the Regulatory Enforcement District Offices, Criminal Enforcement Field Division Offices, a National Tracing Center and a Firearms & Explosives Licensing Center. The five Regulatory Enforcement District Offices implement major policies and programs relating to tax statutes and civil actions involving the regulated industries, and provide oversight and coordination of all ATF field regulatory enforcement operations. The 24 Criminal Enforcement Field Division Offices provide coordination between regulatory and criminal enforcement investigations, and assist other law enforcement officials with alcohol, tobacco, firearms, explosives and arson investigations. The National Tracing Center in Falling Waters, West Virginia, provides 24-hour tracing assistance to law enforcement agencies investigating violent crimes involving firearms. The Firearms & Explosives Licensing Center, in Atlanta, Georgia, processes all federal license applications and operating permits for firearms and explosives. The Licensing Center is also the repository for all ATF inspection reports on licensees and permittees.

Much maligned because of a spate of incidents in the early nineties, the Bureau of Alcohol, Tobacco, and Firearms still has much to offer an Aegis cell. With almost universal power to search and detain suspects and not required to do much explaining to other legal authorities, the ATF has a reputation for over zealousness and commitment. ATF also maintains tight relations with its more popular brethren.

DRUG ENFORCEMENT AGENCY (DEA)

The DEA is charged with investigating and apprehending major domestic and international drug criminals, while addressing the growing problem of drugs and violence in communities across the United States. Its methods range from extensive surveillance and undercover work, both in America and abroad, to SWAT team assaults on large drug operations. The DEA is also responsible for engaging foreign drug criminals in their home countries. In this role, the agency conducts paramilitary interdiction and search and destroy missions on foreign drug operations. The DEA employs over 7,000 special agents and support staff and maintains offices in all fifty states and over fifty countries.

Shortly after the turn of this century, narcotics law enforcement was centered in the Department of Treasury's Bureau of Internal Revenue and Bureau of Prohibition. In 1930, a separate Bureau of Narcotics was established, still under Treasury jurisdiction. Jurisdiction, resources and penalties enforced by this agency were expanded over the next thirty years. Until 1946, each new recreational drug required a new law to make it illegal, to place it under the jurisdiction of the Bureau of Narcotics. 1946 legislation granted the Bureau blanket jurisdiction over all

DEA FIELD AGENT

11-POINT PROFESSION QUALITY (8/3)

Responsible for monitoring suspected drug criminals, obtaining information through undercover work, and/or arresting those in violation of the law. Agents take on separate roles in this process and may specialize in one facet of these duties. Generally, the duties of a DEA Field Agent are fraught with risk to life and limb, and agents work hard to be in peak condition at all times.

Skills: Guns (Handgun) +1, Research/Investigation +1, Streetwise +1

Qualities/Drawbacks: Influence (Law Enforcement) 1, Resources 1, and Status 1, Obligation 2.

Pulling Strings: Arrest Powers, Asset Forfeiture, Fingerprinting, SWAT.

DEA INTELLIGENCE ANALYST

11-POINT PROFESSION QUALITY (7/4)

An Analyst is responsible for gathering information about not only criminals, but also suspicious activities in foreign countries, flight logs, ship movements, crop production, and all manner of information that relates to the manufacture and distribution of illegal drugs. This data can be communicated to Field Agents, who will then be prepared to follow up on leads and information.

Skills: Computers +1, Electronic Surveillance +1, Notice +1, Research/Investigation +1

Qualities/Drawbacks: Influence (Intelligence) 1, Resources 1, Status 1, Obligation 1

Pulling Strings: Asset Forfeiture, Fingerprinting, and SWAT

DEA FORENSIC SCIENTIST

14-POINT PROFESSION QUALITY (8/6)

Forensic Scientists employed by the DEA use research to determine the exact nature of drugs being smuggled across the border. These individuals may work with consultants to study new kinds of drugs, or they may choose to specialize in a field of research conducive to investigating new organic-based and synthetic drugs.

Skills: Medicine (Forensics) +1, Medicine (Pharmaceutical) +1, Research/Investigation +1, Science (Biochemistry) +1

Qualities/Drawbacks: Influence (Science and Research) 1, Resources 1, Status 1, Obligation 1

Pulling Strings: Asset Forfeiture, Fingerprinting, Lab/Workshop, SWAT

drugs. During this time, cocaine, heroin, marijuana and hashish were the most significant of the illegal drugs.

The federal government responded to the growing drug use during the 1960s by creating the Bureau of Drug Abuse Control (BDAC) in the then-Department of Health, Education and Welfare's Food and Drug Administration. The BDAC was to control stimulants such as methamphetamine and various hallucinogens. In 1968, the Bureau of Narcotics and the BDAC were combined in a new Bureau of Narcotics and Dangerous Drugs (BNDD) within the Department of Justice.

Over the next five years, Treasury's U.S. Customs Service (Drug Investigations), DOJ's Office of National Narcotics Intelligence and Office of Drug Abuse Law Enforcement, and the President's own Narcotics Advance Research Management Team were consolidated into the BNDD. In 1973, this new combined organization was named the Drug Enforcement Agency.

Starting in the 1980s, cocaine and other illegal drugs began flooding into the U.S. from South and Central America. Heroin arrived from the Far East. Congress responded by granting the FBI concurrent jurisdiction with the DEA over drug law enforcement. The DEA was expanded, given wide-ranging paramilitary capacities and began significant operations overseas against major drug syndicates, particularly in South and Central America.

Today, the DEA is run by an Administrator who is directly aided by the Office of Congressional and Public Affairs, the Office of Chief Counsel and the Office of Administrative Law Judges. The Office of Chief Counsel runs the asset forfeiture program. The six DEA departments are the Financial Management Division, the Human Resources Division, the Inspection Division, the Intelligence Division, the Operational Support Division, and the Operations Division. Aegis draws most heavily from the field agents in the Operations Division, the analysts in the Intelligence Division and the forensic scientist in the Office of Forensic Sciences in the Operational Support Division. DEA professions also find the training facilities of the Human Resources Division extremely valuable.

The combination of investigative and paramilitary functions in the DEA, and its extensive network of offices, make it an attractive source of operatives for Aegis. Aegis has been active in the DEA since its inception in 1973.

FEDERAL BUREAU OF INVESTIGATION (FBI)

The Federal Bureau of Investigation is the principal investigative arm of the United States Department of Justice. At present, the FBI has investigative jurisdiction over more than 200 categories of federal crimes. The FBI also conducts background security checks of nominees to sensitive government positions. In addition, the FBI investigates activities jeopardizing the U.S. security. Top priority has been assigned to five areas: counterterrorism, drugs/organized crime, foreign counterintelligence, violent crime, and financial crime.

The Bureau of Investigations was established in 1908. The early Bureau had no training facilities and few agents. After 1920, organized, multi-state, illegal activity increased as Al Capone and other gangsters found their activities unchecked. Further, the Klu Klux Klan experienced a revival. In 1924, J. Edgar Hoover was appointed director and immediately moved to weed out corrupt and incompetent agents, establish age and performance requirements, institute periodic inspections and mandate formal training programs. In the 1930s, the National Academy and the Technical Laboratory were created, and the agency's name was changed to the Federal Bureau of Investigations.

During WWII and the Cold War, the FBI conducted domestic counterintelligence activities. Although several highly publicized plots were countered, many feel that Hoover was overly zealous in this campaign against foreign agents. During the 1950s and 1960s, the FBI's jurisdiction was enhanced through new civil rights, racketeering and gambling legislation. This led to significant new FBI operations.

During the Vietnam conflict, the FBI once again acted to keep domestic peace by investigating subversives and violent radicals. Again, a number of serious crimes were curtailed and prevented. Again, extensive and intrusive counterintelligence programs (COINTELPRO) pushed Constitutional boundaries or were blatantly illegal. In 1972, Hoover died and the FBI's independence was greatly circumscribed.

In the 1970s and 1980s, the FBI added counterterrorism to the list of national priorities, supplementing the previously established foreign counterintelligence, organized crime and white-collar crime priorities. Drug law enforcement also became a strong focus. The FBI investigated fraud, the saving and loan crisis and other financial institutions, headed security at the Los Angeles and Atlanta Olympic Games, and vigorously attacked public service corruption. In the 1990s, the FBI expanded overseas and integrated itself with foreign law enforcement agencies.

FBI Headquarters (FBIHQ) in Washington, D.C. provides program direction and support services to field offices, satellite offices, specialized field installations, and foreign liaison posts. The foreign liaison offices work abroad with local authorities on criminal matters within FBI jurisdiction.

FBI field offices are located in fifty-six major cities. Of those, fifty-five are in the United States, and one is in Puerto Rico. The locations were selected according to crime trends, the need for regional geographic centralization, and the need to efficiently manage resources. Each FBI field office is overseen by a Special Agent in Charge (SAC), except for those located in New York City and Washington, D.C. Due to their large size, those offices are managed by an Assistant Director in Charge (ADIC). The SACs in all field offices, including those in New York City and Washington, D.C., are aided by one or more managers called Assistant Special Agents in Charge. The SACs also are assisted by Squad Supervisors in charge of investigative work and Administrative Officers, who manage support operations.



FBI FIELD AGENT

9-POINT PROFESSION QUALITY (6/3)

Field Agents are responsible for conducting investigations of federal crimes, and they receive rigorous training in a number of areas to assist with their investigations. Field Agents may work independently, as members of a team, or with state/local law enforcement while pursuing their investigations. Generally, they are held to very high standards, in an attempt to ensure that their loyalties are not compromised, and they can perform their duties efficiently and effectively, without any undue influence.

Skills: Guns (Handgun) +1, Research/Investigation +1, Surveillance +1

Qualities/Drawbacks: Influence (Law Enforcement) 1, Resources 1, Status 1, Obligation 2

Pulling Strings: FBI Forensic Laboratory Analysis, Fingerprinting, Quantico Training Facility

FBI INTELLIGENCE ANALYST

12-POINT PROFESSION QUALITY (9/3)

These individuals use a variety of research methods to piece together bits of information that may help both field agents and other DOJ officials in the successful investigation and prosecution of federal crimes. Intelligence Analysts decode encrypted files, track behavioral patterns, manipulate photographic or video images, or sift through mounds of documentation.

Skills: Electronic Surveillance +1, Notice +1, Research/Investigation +1

Qualities/Drawbacks: Influence (Intelligence) 1, Resources 1, Status 1, Obligation 1

Pulling Strings: DNA Database, FBI Forensic Laboratory Analysis, Fingerprinting, Lab/Workshop, Quantico Training Facility

FBI FORENSIC SCIENTIST

13-POINT PROFESSION QUALITY (9/4)

These scientists have access to one of the most comprehensive crime laboratories in the world, which allows them to perform a wide range of tests. These tests range from ballistics to medicine to chemistry, and most scientists specialize in a single field, relying on their counterparts for assistance when required. Generally, FBI Forensic Scientists are the cream of the crop from across the country, and competition is fierce for this type of position.

Skills: Medicine (Forensics) +1, Research/Investigation +1, Science (Forensics) +1

Qualities: Influence (Science and Research) 1, Resources 1, Status 1, Obligation 1

Pulling Strings: DNA Database, FBI Forensic Laboratory Analysis, Fingerprinting, Lab/Workshop, Quantico Training Facility

FBI field offices have a headquarters facilities and a number of satellite offices, known as resident agencies. The number of resident agencies under each field office varies, as does the number of employees assigned to a resident agency. They range from one to a dozen or more employees.

The FBI also operates specialized field installations: two Regional Computer Support Centers – one in Pocatello, Idaho, and one at Fort Monmouth, New Jersey – and two Information Technology Centers (ITCs) – one at Butte, Montana, and one at Savannah, Georgia. In addition, the FBI provides support for the National Drug Intelligence Center (NDIC) in Johnstown, Pennsylvania. The NDIC collects and consolidates drug-trafficking intelligence developed by law enforcement and other official users. The facility is overseen by DOJ.

The FBI's broad jurisdiction and extensive intelligence network make it a prime target for Aegis infiltration. The excellent qualifications of FBI special agents make them extremely valuable. Further, the FBI's training, analysis and laboratory facilities are highly useful resources for Aegis Cells.

FEDERAL BUREAU OF PRISONS

The mission of the Bureau of Prisons is to protect society by confining offenders in prisons and community-based facilities that are safe, humane, and secure, and that provide work and other self-improvement opportunities to assist offenders in becoming law-abiding citizens.

Prior to the 1930 Act of Congress creating the Federal Bureau of Prisons, there were seven Federal prisons, each separately funded and operated under local policies and procedures established by each warden. The 1930 Act directed the development of an integrated system of prisons.

The Bureau's Central Office in Washington, D.C., provides leadership, long-range planning, facility development, policy formulation, and coordination for the nationwide network of Federal correctional facilities and community resources. For operational efficiency, the Bureau is divided into six geographical regions, each headed by a regional director, that provide technical support and on-site assistance to field locations. Regional offices are located in Philadelphia, Pennsylvania (Northeastern Region); Annapolis Junction, Maryland (near Baltimore, Mid-Atlantic Region); Atlanta, Georgia (Southeastern Region); Dallas, Texas (South Central Region); Kansas City, Kansas (North Central Region); and Dublin, California (near San Francisco, Western Region).

At present, the Bureau operates institutions of several different security levels to house a broad spectrum of offenders. These institutions are scattered around the country. Each facility is placed in one of five groups – minimum, low, medium, high, and administrative.

Minimum-security institutions, also known as Federal Prison Camps, have dormitory housing, a relatively low staff-to-inmate

ratio, and no fences. These institutions are work- and program-oriented, and many are located adjacent to larger institutions or on military bases, where inmates help serve the labor needs of the institution or the base.

Low-security Federal Correctional Institutions (FCI's) have double-fenced perimeters, mostly dormitory housing, and strong work and program components. The staff-to-inmate ratio in these institutions is higher than in minimum-security facilities.

Medium-security FCI's have strengthened perimeters (often double fences with electronic detection systems), cell-type housing, a wide variety of work and treatment programs, and an even higher staff-to-inmate ratio than do low-security institutions.

High-security institutions, also known as U.S. Penitentiaries (USP's), have highly secure perimeters (either walled or double-fenced) and close staff supervision and movement controls.

Administrative facilities are institutions with special missions, such as the detention of noncitizen or pretrial offenders, the treatment of inmates with serious or chronic medical problems, or the containment of extremely dangerous, violent, or escape-prone inmates. Administrative facilities are capable of holding inmates of all security categories.

The National Institute of Corrections (NIC) provides advisory and technical support to State and local correctional agencies throughout the country primarily through technical assistance, training, and information services. The NIC Director's Office, Deputy Director, Administrative Services, and Prisons and Community Corrections Divisions are located in Washington, D.C. Its Jails and Academy Divisions and the NIC Information Center are located in Longmont, Colorado.

CRIMINAL - NONVIOLENT 9-POINT PROFESSION QUALITY (6/3)

Individuals who have been convicted of "white collar" crimes as well as crimes without physical harm to person or property are considered to be nonviolent criminals. These individuals tend to specialize in some kind of burglary, impersonation, forgery, or theft. Prison criminals have been incarcerated in Federal or state prisons, and are "sprung" to serve a particular purpose for a secret society. For that reason, their masters might give them access to certain Pulling Strings, such as those within the Department of Justice, which no street criminal (no matter how powerful) would have.

Skills: Disguise +1, Escape +1, Streetwise +1

Qualities/Drawbacks: Influence (Criminal) 1, Resources 1, Status 1, Adversary (Law Enforcement) 1, Secret (Criminal) 1

Pulling Strings: Chop Shops, Criminal Resources, Funding (+1), Safe House

The Bureau's Community Corrections and Detention Division is responsible for the development and implementation of policies and procedures related to the administration of approximately 600 community corrections and detention contract facilities nationwide. In this capacity, the Division has oversight responsibility in the Bureau's privatization efforts. In addition, the National Office of Citizen Participation is responsible for the coordination of three distinct volunteer program areas: Citizen Participation, Staff Volunteerism, and Inmate Volunteerism. Each of the Bureau's six Regional Offices has a community corrections regional administrator, who oversees 13 management

CRIMINAL - VIOLENT

9-POINT PROFESSION QUALITY (5/4)

Individuals who have been imprisoned for violent offenses, such as murder, rape, assault, and battery, are considered to be violent criminals. These criminals usually have some skill with weapons or some ability with brawling or martial arts. These criminals have been incarcerated in Federal or State prisons, and are "sprung" to serve a particular purpose for a secret society. For that reason, their masters might give them access to certain pulling strings, such as those within the Department of Justice, which no street criminal (no matter how powerful) would have.

Skills: Brawling +1, Dodge +1, Handweapon (Type) +1, Streetwise +1

Qualities/Drawbacks: Influence (Criminal) 1, Resources 1, Status 1, Adversary (Law Enforcement) 2 and Secret (Criminal) 1

Pulling Strings: Chop Shops, Criminal Resources, Funding (+1), Safe House

PRISON WARDEN

12-POINT PROFESSION QUALITY (8/4)

As the head of a prison, the warden is empowered to contain inmates using reasonable means. He also has access to a number of subordinates and to all the files on present and past criminals. Depending on his motivations, this power may be used in a variety of ways, perhaps to construct a power base or to rise in the ranks of the prison system. Immersed in the criminal element and making contacts with other wardens, the warden becomes privy to much in the Criminal Sphere of Influence, despite the fact that he is employed by the law.

Skills: Bureaucracy +1, Humanities (Law) +1, Notice +1, Streetwise +1

Qualities/Drawbacks: Influence (Law Enforcement or Criminal) 1, Resources 1, Status 1

Pulling Strings: Attorney, Chop Shops, Criminal Resources, Safe House

center administrators, as well as the activities of 29 Community Corrections Offices (CCO's) throughout the United States.

The Division's Detention Services Branch develops policies and provides program guidance for U.S. Marshals Service prisoners, Immigration and Naturalization Service prisoners, and criminal aliens for the Bureau, in conjunction with other agencies.

The Bureau of Prisons is also actively involved in the expansion of new programs and facilities, including Intensive Confinement Centers (ICC's), urban work camps, transitional drug-abuse treatment programs, and comprehensive sanctions centers. As approximately 25 percent of the Bureau's population consists of foreign nationals, the Detention Branch has been proactive in obtaining contract bedspace for this group.

Aegis is not overly interested in recruiting Bureau of Prisons officials or corrections officers. Aegis has, however, placed a number of facilitators in the Federal Bureau Prisons to create recruitment opportunities for prisoners. These prisoners are offered good time credits, prison privileges and/or probation if they agree to join an Aegis Cell. Of course, these agents are watched carefully and eliminated at the slightest hint of a security leak. Further, they are usually treated as highly expendable, which they are. Sometimes, but not always, the deal offered by Aegis is better than jail. A convict's Influence attribute reflects his standing in the underworld, not the Bureau of Prisons.

UNITED STATES MARSHAL SERVICE (USMS)

U.S. Marshal Service was created more than 200 years ago by the first Congress in the Judiciary Act of 1789, the same legislation that established the federal judicial system. The Marshals were given extensive authority to support the federal courts within their judicial districts. The Marshals and their Deputies served the subpoenas, summonses, writs, and other process issued by the courts, made all the arrests, and handled all the prisoners. The Marshals paid the fees and expenses of the court clerks, U.S. Attorneys, jurors, and witnesses. They rented the courtrooms and jail space and hired the bailiffs, criers, and janitors. They made sure the prisoners were present, the jurors were available, and the witnesses were on time.

But this was only a part of what the Marshals did. When George Washington set up his first administration and the first Congress began passing laws, both quickly discovered an inconvenient gap in the constitutional design of the government. It had no provision for a regional administrative structure stretching throughout the country. Both the Congress and the executive branch were housed at the national capitol. No agency was established or designated to represent the federal government's interests at the local level. Congress and the President solved part of the problem by creating specialized agencies, such as customs and revenue collectors, to levy the tariffs and taxes. Yet, there were numerous other jobs that needed to be done.

Thus, the Marshals also provided local representation for the federal government within their districts. They took the national census every 10 years through 1870. They distributed Presidential proclamations, collected a variety of statistical information on commerce and manufacturing, supplied the names of government employees for the national register, and performed other routine tasks needed for the central government to function effectively. Over the past 200 years, Congress and the President also have called on the Marshals to carry out unusual or extraordinary missions, such as registering enemy aliens in time of war, sealing the American border against armed expeditions from foreign countries, and swapping spies with the former Soviet Union.

Today, the Marshals Service has its operational headquarters in Washington, D.C. Each of the 95 federal districts is appointed its own federal Marshal, who heads Marshals operations in that district. The Marshal is served by a varying number of Deputy Marshals. The 95 district offices are supported by over 150 sub-offices scattered around the county. A small number of personnel are administrative, but the majority of the Service's over 3000 employees are field operatives.

The contemporary duties of the Marshals Service include asset forfeiture, court security, investigation and apprehension of federal fugitives, custody of federal prisoners, transport of federal prisoners, protection of witnesses, and other special operations. The U.S. Marshals Service is responsible for the management and disposal of seized and forfeited assets bought with the proceeds of drug trafficking and organized crime. Providing personal protection to federal judges, court officials, witnesses, and jurors is another mission of the U.S. Marshals Service. In the 95 districts, this means ensuring security and maintaining decorum within the courtroom itself, as well as personal protection for judicial officers, witnesses, and jurors away from the court facilities when warranted. The U.S. Marshals Service has primary jurisdiction nationwide in conducting and investigating fugitive matters involving escaped federal prisoners, probation, parole, and bond default violators, and warrants generated by Drug Enforcement Administration (DEA) investigations and certain other related felony cases. The Service also assumes custody of individuals arrested by all federal agencies, and provides for their transportation. Starting in 1972, Marshals began providing for the security, health, and safety of government witnesses, and their immediate dependents, whose lives are in danger as a result of their testimony against organized crime, drug traffickers, terrorists and other major criminals.

Finally, Deputy U.S. Marshals carry out hundreds of special missions yearly that are related to the Service's broad federal law enforcement and judicial security responsibilities. The Special Operations Group (SOG) is a specially trained and highly disciplined tactical unit. In the Missile Escort Program, Deputy Marshals provide security and law enforcement assistance to the Department of Defense and the U.S. Air Force during the movement of Minuteman and cruise missiles between military

facilities. In the Judgment Enforcement Teams (JET), select Deputy Marshals receive special financial training and are assigned to the Financial Litigation Units of certain U.S. Attorney Offices to provide an enforcement capability. They investigate cases where individuals have reneged on debts owed to the government, such as for criminal fines, financial fraud and medical training.

Given the Marshals Service's wide-range of duties and specialized investigation and operations capacities, Aegis has targeted it for recruitment. Although no federal Marshals have time to devote to actual Cell operations, a number of junior and senior Deputy Marshals are part of Aegis Cells.

USMS DEPUTY MARSHAL
11-POINT PROFESSION QUALITY (9/2)

Deputy U.S. Marshals carry out hundreds of special missions yearly that are related to the Service's broad federal law enforcement and judicial security responsibilities. These individuals have a wide range of duties to perform specialized investigation. Generally, Deputy Marshals are hand-selected for specific tasks, depending upon their abilities and their tenure with the USMS.

Skills: Guns (Handgun) +1, Humanities (Law) +1

Qualities/Drawbacks: Influence (Intelligence) 1, Resources 1, Status 1, Obligation 1

Pulling Strings: Asset Forfeiture, Back-Up, Fingerprinting, Search & Seizure, SWAT

USMS SPECIAL OPERATIONS GROUP MARSHAL
11-POINT PROFESSION QUALITY (9/2)

The Special Operations Group (SOG) is a specially trained and highly disciplined tactical unit. In the Missile Escort Program, these individuals provide security and law enforcement assistance to the Department of Defense and the U.S. Air Force during the movement of Minuteman and cruise missiles between military facilities. In the Judgment Enforcement Teams (JET), select persons receive special financial training and are assigned to the Financial Litigation Units of certain U.S. Attorney offices to provide an enforcement capability. Generally speaking, the members of the SOG specialize in a single task over an extended period of time, which results in the USMS being willing to fund extensive training.

Skills: Guns (Handgun) +1, Notice +1

Qualities/Drawbacks: Influence (Law Enforcement) 1, Resources 1, Status 1, Obligation 2

Pulling Strings: Asset Forfeiture, Attorney, Back-Up, Fingerprinting, Search & Seizure, SWAT

DEPARTMENT OF STATE

The Department of State is the Federal agency tasked with organizing and controlling the United States' foreign policy. It advises the President on the formulation and execution of foreign policy in both enemy and allied nations. The State Department promotes the long-range security and well-being of the country by producing intelligence assets, and establishing diplomatic missions in other countries. Personnel inside State (as its employees call it) are responsible for analyzing facts and theories involving foreign policy and international events. Recommendations on international policy are made to the President and the rest of the Cabinet, and the various agencies inside the State Department are then given authority to carry out these policies as they see fit. By continuously consulting both public figures and other government agencies, the State Department is able to provide a coherent, centralized, and sensible international policy.

THE BUREAU OF DIPLOMATIC SECURITY [DS]

The Bureau of Diplomatic Security is charged with teaching diplomatic personnel how to protect themselves against violent assault. It also handles testing and updating the security of all overseas diplomatic facilities, and provides trained security personnel for those areas. All of this makes the DS a very powerful organization, and its members take their job very seriously. The Bureau is known as a smaller and more private version of the Secret Service; its agents share a reputation for seriousness and even-tempered, dedicated service to the country.

BUREAU OF INTELLIGENCE AND RESEARCH ANALYST 9-POINT PROFESSION QUALITY (6/3)

BIR analysts are in charge of researching information gathered through various resources and collating that data into useful forms. They are experts at sifting through the overwhelming details of various diplomatic missions to determine which areas need further study and which ones may prove to be risky ventures.

Skills: Computers +1, Humanities (Law) +1, Research/Investigation +1.

Qualities/Drawbacks: Influence (Intelligence) 1, Resources 1, Status 1, Obligation 1.

Pulling Strings: Mobility, Official Agendas, Security Protocols.

BUREAU OF DIPLOMATIC SECURITY ADVANCE AGENT 7-POINT PROFESSION QUALITY (5/2)

Advance Agents of the DS investigate and assure the security of foreign sites, not only in governmental facilities, but also in civilian meeting halls and hotel rooms. Advance Agents do not have duties as glamorous as those of bodyguards, but their work is vital to the safety of American diplomats and visiting dignitaries.

Skills: Electronic Surveillance +1, Research/Investigation +1

Qualities/Drawbacks: Influence (Law Enforcement) 1, Resources 1, Status 1, Obligation 2

Pulling Strings: Mobility, Official Agendas, Security Protocols

BUREAU OF DIPLOMATIC SECURITY BODYGUARD 10-POINT PROFESSION QUALITY (5/5)

Bodyguards at DS provide safety to persons or facilities important to the State Department mission. These individuals have a higher profile and greater risk than their counterparts, the Advance Agents, but both work hand in hand to ensure the security of diplomats.

Skills: Dodge +1, Guns (Handguns) +1, Martial Arts +1, Notice +1

Qualities/Drawbacks: Influence (Law Enforcement) 1, Resources 1, Status 1, Obligation 2

Pulling Strings: Mobility, Official Agendas, Security Protocols

BUREAU OF INTELLIGENCE AND RESEARCH FIELD SERVICE AGENT 10-POINT PROFESSION QUALITY (6/4)

BIR Field Service Agents travel into foreign countries to estimate the conditions and to perform on-site research into local problems that might not show up on paper or by satellite. These agents rely on their personal experience to determine the risk factors present in any given setting, and may have some ability to blend in with the locals to gain accurate information.

Skills: Language (Type) +1, Research/Investigation +1, Streetwise +1, Survival (Urban) +1.

Qualities/Drawbacks: Influence (Intelligence) 1, Resources 1, Status 1, Obligation 1.

Pulling Strings: Mobility, Official Agendas, Security Protocols.

BUREAU OF INTELLIGENCE AND RESEARCH (BIR)

Where the Bureau of Diplomatic Security is responsible for the physical security of diplomats and their entourage, it is the hard-working agents of the Bureau of Intelligence and Research who make it possible. The name of this bureau is slightly misleading; the only research performed by this group is on the intelligence data that it gathers. The BIR works twenty-four hours a day, seven days a week, in order to determine all possible threats and responses to diplomatic risks all around the world. The BIR runs a computer network that is updated daily, and informs government employees around the world what kinds of threats they can expect while in a certain area. Working closely with all the other American intelligence agencies, as well as with the nation's allies, the BIR is able to track and coordinate action to protect American diplomats and citizens from harm overseas.

DEPARTMENT OF TREASURY (TREASURY)

Prior to the passing of the Department of Homeland Security Act after the 9/11 terrorist attack, the US Customs Service and the US Secret Service belonged to the Department of Treasury. For Chroniclers who may wish to set their game before this reform, we have provided details of the Treasury department. Also, as of January 2003, in a separate move, the Bureau of Alcohol, Tobacco and Firearms, was technically moved from the Department of Treasury to the Department of Justice. Only the ATF's tax and trade functions have remained with the Department of Treasury in the newly formed Alcohol and Tobacco Tax and Trade Bureau.

The Department of the Treasury conducts accounting, revenue collection, money production and economic policy formulation for the entire federal government. Treasury also performs such diverse government functions as providing security protection, striking commemorative medals, monitoring the sale of guns and explosives, and training law enforcement personnel from over 60 federal organizations.

On July 29, 1775, the Second Continental Congress assigned the responsibility for the management of the revolutionary government's finances to Joint Treasurers, George Clymer and Michael Hillegas. On April 1, 1776, an office of accounts and an auditor general were established within the Treasury Office to facilitate the settlement of all payments and claims for the government of the "United Colonies."

The united colonies were unable to establish a well-organized agency for financial administration. The Treasury Office was reorganized three times and the paper Continental dollars devalued rapidly. By May 1781, protests against the worthless money swept the colonies and angry Americans coined the expression "not worth a Continental."

The First Congress of the United States convened in New York on March 4, 1789, marking the beginning of government under the Constitution. On September 2, 1789, Congress created a permanent institution for the management of government finances: the Treasury Department.

Throughout the decades of American history, the Department of the Treasury has been expanded to accommodate the nation's needs. While the fiscal and collection functions have remained substantially constant for over two centuries, other incidental operations have varied greatly. The Postal Service, for example, was administered by Treasury until 1829. The General Land Office, which was the nucleus of the Department of the Interior, was part of Treasury from 1812 to 1849. Operations associated with business were Treasury activities until the creation of the Department of Commerce and Labor in 1903; and the functions of the Office of the Supervising Architect of the Treasury were eventually established within the General Services Administration in 1949. The oldest seagoing armed service in the United States, the Coast Guard, remained in the Department of the Treasury until its transfer to the Department of Transportation in 1967.

The Treasury's Health Service ultimately became the Department of Health and Human Services. The Bureau of Narcotics was part of Treasury until its relocation in the Department of Justice as the Bureau of Narcotics and Dangerous Drugs. The Treasury Bureau of the Budget was transferred to the Executive Office of the President in 1939 and now oversees the spending of federal funds as the Office of Management and Budget.

Today, the Department of the Treasury consists of the Departmental Offices and the operating bureaus. The Departmental Offices are primarily responsible for the formulation of policy and management of the Department as a whole. The Secretary of the Treasury oversees the activities of the Department in carrying out its major law enforcement responsibilities, in serving as the financial agent for the U.S. Government, and in manufacturing coins and currency. The Departmental Offices are composed of divisions headed by Assistant Secretaries who report to the Secretary, the Under Secretary for International Affairs, the Under Secretary for Domestic Finance, or the Under Secretary for Enforcement.

The twelve bureaus (prior to 2003) were the Bureau of Alcohol, Tobacco and Firearms (now within the DOJ), the Internal Revenue Service, the Financial Management Services, Customs (now part of the Department of Homeland Security), Financial Crimes Enforcement Center (FinCEN), the Secret Service (now part of the DHS), the Office of the Comptroller of Currency, the Office of Thrift Supervision (OTS), the Federal Law Enforcement Training Center (now governed by the DHS), the Bureau of the Public Debt, the Mint, and the Bureau of Engraving & Printing. The bureaus made up 98% of the Treasury workforce, which totals approximately 160,000 people.

The Internal Revenue Service (IRS) is responsible for the determination, assessment, and collection of internal revenue in the United States. Responsible for one of the oldest and most basic functions of the Department of the Treasury, the Financial Management Service (FMS) receives and disburses all public monies, maintains government accounts, and prepares daily and monthly reports on the status of government finances.

The Financial Crimes Enforcement Network (FinCEN) is one of the primary agencies that establishes, oversees, and implements Treasury's policies to prevent and detect money laundering.

The Office of the Comptroller of the Currency was established to regulate the National Banking System on February 25, 1863. The Office of Thrift Supervision (OTS), the successor to the Federal Home Loan Bank Board, was established by Congress on August 9, 1989 as the primary Federal regulator of all federal- and state-chartered savings institutions. On July 1, 1970, the Federal Law Enforcement Training Center (FLETC) was established for the purpose of instructing agents and officers from various governmental law enforcement agencies, including the Secret Service, Customs, and ATF, but also the Immigration and Naturalization Service and U.S. Park Police in addition to other non-Treasury agencies. The FLETC maintains its principal training facilities in Glynco, Georgia.

Public Debt's mission is to borrow the money needed to operate the Federal Government and account for the resulting public debt. The United States Mint was created by Congress on April 2, 1792, within the Department of State. The Mint was made an independent agency in 1799, and under the Coinage Act of 1873 became part of Treasury. The Mint manufactures and ships all U.S. coins for circulation to the Federal Reserve banks and branches, which issue coins to the public and the business community through depository institutions. The Mint safeguards the Treasury Department's stored gold and silver and other monetary assets. In addition, the Mint is responsible for the U.S. Bullion Depository in Fort Knox, Kentucky. The Fort Knox Bullion Depository is the storage facility for the nation's gold bullion.

The U.S. Government began printing paper money in 1862, when "greenback" currency was issued to finance the Civil War. The functions of the Bureau of Engraving and Printing were formally established on March 3, 1877. The Bureau of Engraving and Printing designs, engraves and prints all U.S. paper currency and 70 percent of the nation's postage stamps. Some of the other security products and special items produced by the Bureau include: White House invitations, Presidential appointment certificates, military identification cards, Puerto Rican Internal Revenue stamps, naturalization documents, Small Business Administration financial documents, Coast Guard water use licenses, Presidential portraits, and vignettes of various Washington, D.C. historical buildings.

Mission statements, histories and organizational details of the Bureau of Alcohol, Tobacco and Firearms, U. S. Customs, and the U.S. Secret Service are presented under their own departments.

Aegis is particularly interested in Treasury agents given their access to funds and monetary instruments of the U.S. government, and their substantial law enforcement assignments. The ATF, Customs and the Secret Service are subject to strong Aegis recruitment efforts but are now detailed in the Department of Justice and Department of Homeland Security.

OTHER AGENCIES

CENTRAL INTELLIGENCE AGENCY (CIA)

The Central Intelligence Agency is charged with collecting, collating and analyzing foreign intelligence. The Director of the CIA is also head of the U.S. Intelligence Community (IC) and coordinates the efforts of the numerous military, civilian and law enforcement intelligence agencies with respect to foreign intelligence. The CIA works closely with the DEA and the FBI on drug law enforcement and counterterrorism. The CIA also conducts liaison with the intelligence and security services of friendly governments, shares intelligence information with, and, on request, provides advice and training to these services.

The CIA is expressly prohibited by Executive Order from routinely engaging in the domestic electronic, mail, or physical surveillance, or unconsented physical search. The Company admits, however, that such intrusion into the lives of Americans may take place given "extraordinary conditions of concern for the national welfare." The CIA also claims not to maintain files on American citizens. Again, however, it admits that the names of U.S. citizens may appear in various records as a consequence of routine business they conduct with the CIA. These are the official stances of the CIA, targeted to Congressional oversight committee, or particularly nosey press representatives.

Until WWII, no government agency conducted organized and systematic collection and analysis of foreign intelligence. The War, State and Navy Departments each had their own specialists. The first true foreign intelligence agency, the Office of Strategic Services, was organized in 1941 to fight the Axis powers. The successes of the OSS were the result of clear goals, clear enemies, few restrictions and little oversight. The OSS was disbanded at the end of the war.

The next year, the Central Intelligence Group was created to coordinate both military and civilian intelligence. This agency was subsumed into the CIA when it was created in 1947. Since that time, the CIA has engaged in countless operations around the globe and within the U.S. Primarily through proxies armed, trained or coordinated by CIA agents, overt and covert actions have been taken in every corner of the world. The 1961 CIA-sponsored Bay of Pigs, and the 1994 Aldrich Ames spy scandal are perhaps the agency's most spectacular failures, but a closer review reveals many more operations that achieved their goals.

Today, the CIA is organized into four divisions: the Operations Directorate, the Intelligence Directorate, the Science and Technology Directorate and the Administration Directorate. Operations conducts intelligence gathering, counterintelligence and covert operations. Intelligence synthesizes and analyzes the data collected and issues reports. The Science and Technology Directorate creates, develops and tests numerous tradecraft devices and processes. The Administration Directorate coordinates the personnel and services of the other three.

An affiliated division, the Center for the Study of Intelligence, maintains the Agency's historical materials and promotes the study of intelligence as a legitimate and serious discipline. The Center for the Study of Intelligence conducts research on intelligence, publishes journals, books, monographs and a quarterly newsletter, and coordinates a number of academic outreach programs.

CIA recruits quality people in nearly all fields of study. Scientists, engineers, economists, linguists, mathematicians, secretaries, and computer specialists are but a few of the disciplines continually in demand. Some

CIA AGENT

13-POINT PROFESSION QUALITY (10/3)

An agent working for the CIA is trained to use other governmental agencies to retrieve information about foreign countries. Often, obtaining this information requires the agent to engage in a number of risky missions. The CIA works hard to protect its agents and will generally disavow any knowledge of wrong-doing. As such, agents are sometimes not very popular with their counterparts in other agencies, but they persist in their duties, believing they are working for the general good.

Skills: Dodge +1, Guns (Handgun) +1, Research/Investigation +1

Qualities/Drawbacks: Influence (Intelligence) 1, Resources 1, and Status 1, Obligation 3.

Pulling Strings: CIA Caches, CIA Maps, CIA Training Facilities, Lab/Workshop, Mobility, Satellite Surveillance (Intelligence)

CIA ANALYST/TECHNICIAN

10-POINT PROFESSION QUALITY (7/3)

CIA Analysts are trained to gather information from a variety of sources, which they pass along to agents or superiors for examination. Sometimes this analysis reveals a situation that needs further investigation; sometimes it confirms suspicions about certain activities. Technicians are often brought into the field to obtain first-hand information about the situation, and they are trained to handle themselves well if the situation becomes volatile.

Skills: Computers +1, Electronic Surveillance +1, Research/Investigation +1

Qualities/Drawbacks: Influence (Research) 1, Resources 1, Status 1, Obligation 3.

Pulling Strings: CIA Maps, Lab/Workshop, Mobility, Satellite Surveillance (Intelligence).



are specialists – physical and social scientists, doctors of medicine, lawyers, etc. Many are generalists, people with broad based educational backgrounds who make up the bulk of the domestic and overseas staffs.

Neither the number of employees nor the size of the CIA's budget is publicly disclosed. A common misconception is that the Agency has an unlimited budget. While classified, the budget and size of the CIA are known in detail by the Office of Management and Budget and by the Intelligence Oversight and Defense Subcommittees of the Appropriations Committees in both houses of Congress.

Officially, only the President can direct the CIA to undertake a covert action. Covert actions are considered when the National Security Council judges that U.S. foreign policy objectives may not be fully realized by normal diplomatic means and when military action is deemed too extreme an option. Once tasked, the Director of Central Intelligence must notify the intelligence oversight committees of the Congress of covert operations.

The CIA's secrecy and specializations make it an ideal target for Aegis recruitment. Unfortunately, the agency's high public profile and the frequent, intrusive Congressional oversight detract from an Aegis operative's flexibility and missions. It is also difficult to discern the goals, motivations and agendas of highly secretive intelligence officers. If possible, Aegis agents in the CIA are even more paranoid than their Cellmates from other agencies.

DEPARTMENT OF ENERGY (DOE)/OFFICE OF ENERGY RESEARCH (OER)

The Department of Energy is responsible for providing scientific, educational and institutional leadership in the promotion of efficient energy use, diversity in energy sources, and a secure national defense. For the most part, the divisions of the Department of Energy are administrative and regulatory and thus do not greatly concern Aegis.

One portion of the Department, the Office of Energy Research (OER), is considered very valuable. The Office of Energy Research funds basic research, stretching the spectrum of scientific knowledge, including materials and chemical sciences, engineering and geosciences, energy biosciences, magnetic fusion energy, health research, high energy and nuclear physics, and mathematical and computational sciences.

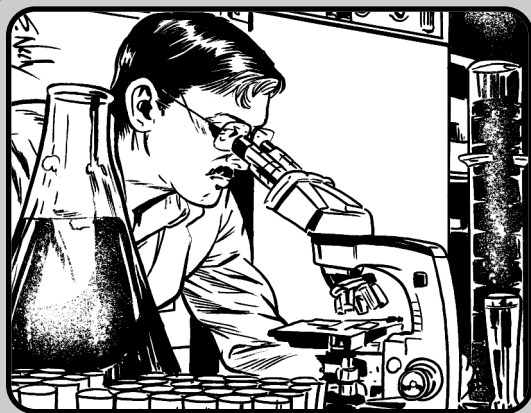
Prior to the energy crisis of 1973, the federal government's role in energy management and research was minimal. Energy was cheap and plentiful, and environmental impacts were little understood and ignored. One of the largest programs involved the promotion of nuclear energy for peaceful uses through the Atomic Energy Commission (AEC).

In 1973, the Yom Kippur War and the oil embargo by OPEC created massive increases in oil prices and oil shortages. In 1974, the Federal Energy Administration was created to gather

energy matters in one agency. The FEA wedded two lines of policy: the classified atomic weapons and energy programs of the AEC, and the energy research, regulation, pricing, and conservation programs of a number of different agencies.

The FEA was replaced by a cabinet-level Department of Energy in 1977. Shortly after the Department was created, the Office of Energy Research was established to coordinate and fund significant energy science research and technological development.

Today, the Department of Energy consists of a Headquarters with supporting financial, legal, personnel, procurement, public and congressional affairs offices, and a number of program divisions. The Office of Civilian Radioactive Waste Management (OCRWM) is charged with developing and operating a disposal system for spent nuclear fuel and high-level radioactive waste. The Office of Defense Programs (DP) ensures the safety and performance of nuclear weapons, maintains the nuclear stockpile, and regulates nuclear weapons production. The Office of Energy Efficiency and Renewable Energy promotes energy efficiency and renewable



OER SCIENTIST/TECHNICIAN

12-POINT PROFESSION QUALITY (6/6)

Office of Energy Research (OER) staff are constantly experimenting with alternative energy sources and with finding ways to make current energy resources more efficient. They are responsible for tracking energy usage and projecting a timeline until current natural resources are exhausted. They also complete research in related fields, such as organic chemistry, in attempts to understand how forces of nature access and exhaust resources.

Skills: Computers +1, Medicine (Type) +1, Research/Investigation +1, Science (Type) +2

Qualities/Drawbacks: Influence (Intelligence, Science and Research, or Military) 1, Resources 1, Status 1

Pulling Strings: Lab/Workshop and Species Identification

energy technologies. The Office of Environmental Management (EM) coordinates nuclear-and nonnuclear-related site cleanup across the nation. The Federal Energy Regulatory Commission (FERC) regulates the transmission of natural gas, oil and electricity, and licenses and inspects hydroelectric projects. The Office of Fissile Materials Disposition governs the storage and disposition of weapons-usable fissile materials. The Office of Fossil Energy (FE) is responsible for increasing natural gas and petroleum supplies, and related environmental matters. FE also oversees the Strategic Petroleum Reserve (the nation's emergency oil stockpile) and the Naval Petroleum and Oil Shale Reserves. The Office of Fusion Energy is charged with acquiring the knowledge base needed for an economically and environmentally attractive fusion energy source. The Office of Nonproliferation and National Security seeks to curtail the spread of nuclear weapons.

The Office of Energy Research, the program which includes most Aegis personnel, is headed by a Director's office with supporting technical, management, planning and policy divisions. The OER Science Programs include the Office of High Energy and Nuclear Physics, the Office of Biological and Environmental Research, the Office of Basic Energy Sciences, the Office of Fusion Energy Sciences, and the Office of Computational and Technology Research. OER energy research facilities are located at Ames Lab in Ames, IA, the Argonne National Lab at Argonne, IL, the Brookhaven National Lab in Upton, NY, the Fermi National Accelerator Lab in Batavia, IL, the Lawrence Berkeley National Lab in Berkeley Hills, CA, the Oak Ridge Institute for Science & Education and the Oak Ridge National Lab in Oak Ridge, TN, the Pacific Northwest National Lab in Richland, WA, the Princeton Plasma Physics Lab in Princeton, NJ, the Stanford Linear Accelerator Center in Stanford, CA, and the Thomas Jefferson National Accelerator Facility (formerly CEBAF) in Newport News, VA. Each of these labs conducts a number of different research programs extending across a variety of sciences and technologies.

DEPARTMENT OF HEALTH AND HUMAN SERVICES (HHS)/CENTERS FOR DISEASE CONTROL AND PREVENTION (CDC)

The Department of Health and Human Services (HHS) includes more than 300 programs covering a wide spectrum of activities. Some highlights include medical and social science research, food and drug safety oversight, Medicare (health insurance for elderly and disabled Americans) and Medicaid (health insurance for low-income people), financial assistance for low-income families (AFDC), child support enforcement, Head Start (pre-school education and services), preventing child abuse and domestic violence, and substance abuse treatment and prevention.

Like DOE, the bulk of HHS' programs are of little use or benefit to Aegis. Aegis has drawn most from the Centers for Disease Control and Prevention (CDC) programs. The CDCs are charged with the prevention and control of infectious diseases. The CDC conducts medical research and publicity, aids in the control of epidemics, and performs surveillance of infectious diseases.

The oldest section of the current HHS is the Public Health Service which dates back to 1798 when the first Marine Hospital was established to care for seafarers. In 1862, President Lincoln appointed a chemist to serve in the new Department of Agriculture, and charged him with testing foods and drugs. This was the beginning of the Bureau of Chemistry, forerunner to the Food and Drug Administration. In 1887, the federal government opened a one-room laboratory on Staten Island for research on disease, thereby planting the seed that was to grow into the National Institutes of Health.

1935 brought the Social Security Act and the beginning of the largest governmental entitlement program in history. Four years later, various federal programs in the fields of health, education, social insurance and human services were brought together under the new Federal Security Agency.

In 1946, the Communicable Disease Center was established, forerunner of the Centers for Disease Control and Prevention. Finally, in 1953, the cabinet-level Department of Health, Education and Welfare (HEW) was created. The Medicare and Medicaid programs were created in 1965, making comprehensive health care available to millions of Americans.

The Department of Education became its own agency in 1979, and HEW became the Department of Health and Human Services. The Social Security Administration was also separated from HHS to become an independent agency in 1995.

HHS is composed of the central office in Washington, D.C., where the Office of the Secretary and supporting financial, personnel, planning and management offices are located. HHS' eleven operating divisions are the Administration for Children and Families (ACF), the Administration on Aging (AOA), the Agency for Health Care Policy and Research (AHCPR), the Agency for Toxic Substances and Disease Registry (ATSDR), the Centers for Disease Control and Prevention (CDC), the Food and Drug Administration (FDA), the Health Care Financing Administration (HCFA), the Health Resources and Services Administration (HRSA), the Indian Health Service (IHS), the National Institutes of Health (NIH), and the Substance Abuse and Mental Health Services Administration (SAMHSA).

The CDCs number eleven. The Office of the Director administers the program. The other facilities are the National Center for Environmental Health, the National Center for HIV, STD, and TB Prevention, the National Center for Chronic Disease Prevention and Health Promotion, the National Center for Health Statistics, the National Center for Infectious Diseases, the National Center for Injury Prevention and Control, the National

Institute for Occupational Safety and Health, the Epidemiology Program Office, the International Health Program Office, the Public Health Practice Program Office, and the National Immunization Program. Most of these programs are located in Atlanta, GA. Research and experiment laboratories are scattered about the country, the largest located in Anchorage, AK, Atlanta, GA, Cincinnati, OH, Fort Collins, CO, Morgantown, WV, Pittsburgh, PA, Research Triangle Park, NC, San Juan, PR, Spokane, WA and the Washington, DC area.



CDC SCIENTIST

16-POINT PROFESSION QUALITY (10/6)

A scientist working for the CDC specializes in the investigation of dangerous diseases and often works with very lethal doses of viruses. As such, this individual makes bio-hazard control an integral part of his training, unless he wants to become an inadvertent test subject. Often, CDC scientists are called to assist in the field, and in keeping with this need, some scientists learn a modicum of skills to make their stay in the field more effective. In some situations, this may even require the scientist to enter into hostile territory to evacuate patients who suffer from an outbreak. The ability to perform data-gathering under such conditions is much appreciated.

Skills: First Aid +1, Medicine (Diseases) +1, Medicine (Biohazard Control) +1, Science (Biochemistry) +1

Qualities/Drawbacks: Influence (Science and Research) 1, Resources 1, Status 1, Obligation (2).

Pulling Strings: CDC Labs, Dangerous Toxins, Dangerous Virus, Hidden Cures, Quarantine.

NATIONAL AERONAUTICS AND SPACE ADMINISTRATION (NASA)

The National Aeronautics and Space Administration is responsible for the coordination and advancement of civilian space exploration and study. Under this broad ranging mandate, NASA conducts technological and life science research and development that pushes the envelope of world scientific knowledge.

In 1915, Congressional legislation created an Advisory Committee for Aeronautics. The prefix "National" soon became customary, was officially adopted. For fiscal 1915, the fledgling NACA organization received a budget of \$5000, an annual appropriation that remained constant for the next five years. This was not much even by standards of that time, but it must be remembered that this was an advisory committee only, "to supervise and direct the scientific study of the problems of flight, with a view to their practical solutions." Once the NACA isolated a problem, its study and solution was generally done by a government agency or university laboratory, often on an ad hoc basis within limited funding.

Between World War I and World War II, the NACA's work on airfoils, engine cowlings, icing, and other problems drew the attention of aeronautical engineers around the world. World War II brought the most dramatic changes: research geared to national security, growth from one small facility to three spacious centers sited coast-to-coast, and ballooning budgets and personnel rosters. For all its successes, the agency also lost some of its luster as European advances in gas turbines and high-speed flight received postwar attention.

The postwar era entailed Cold War tensions and national security budgets that promoted advanced flight research. The NACA flourished. Cooperative programs with the military brought the X-1 and X-15 aircraft into being. These programs also moved the NACA out of the tradition of research and flight testing by adding responsibilities for design and program management. The old "advisory" committee had become a major R&D bureaucracy.

The shock of the successful Soviet launch of Sputnik in 1957 altered the NACA forever. America demanded a top-flight space program. The military component would of course be under DOD. But a civil component, lodged in a new agency would pick up certain of the existing space projects and forge an expanded program of space exploration in close concert with the military. The National Aeronautics and Space Administration came into being in October 1958.

Granted billion-dollar budgets by Congress, the new NASA was thrust into an international spotlight as America's answer to the Soviet Union space advances. With four new Centers, NASA rapidly developed skills in the novel field of astronautics. The spotlight of the space race also intensified the agency's problems when projects missed deadlines and astronauts died. Still, Apollo was a successful effort and an historic achievement.

The post-Apollo era was not necessarily clear in terms of missions and purpose. The sense of urgency that spurred Apollo had dissipated. In aeronautics, NASA made progress in hypersonic flight and began highly beneficial programs to control pollution, reduce engine noise, and enhance fuel economy. In astronautics, the Space Shuttle was a fascinating program, although critics maintained that it was a complex system with no major or scientific mission to justify its expense.

The loss of Challenger in 1986 underscored the risk of relying so heavily on the Shuttle instead of expendable launch vehicles. Reorganizing priorities for military and civil payloads proved to be a frustrating exercise. A renewed wave of criticism concerning lower budgets for space science surfaced, and controversies over manned versus unmanned flights that had been going on since the early days of the space program returned. Several studies noted the constraining effects that seemed endemic to large bureaucracies.

Beginning in 1988 with the STS-26 mission of the Discovery, manned missions aboard the Shuttle resumed. During the 1990s the launch and repair of the Hubble Space Telescope and the spectacular success of the Mars probes rejuvenated NASA, along with the operational completion of the International Space Station.

Today, NASA consists of the Headquarters Offices located in Washington, D.C., and a number of research centers scattered about the country. NASA HQ includes the Office of the Administrator, supported by several financial, personnel, public relations and management offices. The HQ also administers four Strategic Enterprises: the Office of Aeronautics and Space Transportation Technology, the Office of Life and Microgravity Sciences and Applications, the Office of Space Science, and the Office of Space Flight. Each Strategic Enterprise has a unique set of strategic goals, objectives, and concerns, with a unique set of external "customers." Each Enterprise has labs and other facilities located in a number of NASA's different research centers.

Aegis primarily recruits from the Human Exploration and Development of Space Enterprise (HEDS), the Office of Aeronautics and Space Transportation Technology (OASTT) and the Office of Space Science.

Human Exploration and Development of Space Enterprise (HEDS) is a division of NASA dedicated to opening the space frontier and to extending the human experience into the far reaches of space. HEDS is made up of the Office of Space Flight (OFS) and the Office of Life and Microgravity Science and Applications (OLMSA). The OFS's primary role is to provide safe transportation to and from space for people and payloads, and to develop and operate habitable space facilities in order to enhance scientific knowledge, support technology development, and enable commercial activity. The OLMSA leads the nation's efforts in life and microgravity sciences, using the attributes of the space environment to advance knowledge, and to strengthen the foundations for continuing the exploration and utilization of space.

Office of Aeronautics and Space Transportation Technology (OASTT, also known as the Aeronautics Enterprise), is one of the four NASA Strategic Enterprises. OASTT's work in science and technology is aimed at sustaining U.S. leadership in civil aeronautics and space transportation. With emphasis on customer involvement in the planning and con-



duct of its programs, this enterprise has established a set of long-range goals covering a spectrum of challenges, revolving around "Global Civil Aviation," "Revolutionary Technology Leaps," and "Access to Space."

Office of Space Science is the NASA Enterprise designated to solving mysteries of the universe, exploring the solar system, discovering planets around other stars, searching for life beyond Earth from origins to destiny, charting the evolution of the universe and understanding its galaxies, stars, planets, and life. NASA's Space Science Enterprise is making headlines and answering some of humanity's oldest and deepest questions. Responsible for all of NASA's research from the middle levels of Earth's atmosphere to the edge of the Universe, their quest is to understand humanity's cosmic origins and destiny.

The NASA research centers are the Ames Research Center in Moffett Field, CA (aeronautics, astrobiology, computing), the Dryden Flight Research Center in Edwards, CA (aeronautics), the Goddard Institute for Space Studies in New York City (global climate change), the Goddard Space Flight Center in Greenbelt, MD (global environment, satellites and space observation), the Jet Propulsion Laboratory in Pasadena, CA (propulsion, robotic exploration, imaging), the Johnson Space Center in Houston, TX (flight control and space station), the Kennedy Space Center in Florida (Shuttle launch and support), the Langley Research Center in Hampton, VA (aeronautics), the Lewis Research Center in Cleveland, OH (aeronautics), the Marshall Space Flight Center in Huntsville, AL (transportation and microgravity), the Stennis Space Center in Hancock County, MS (propulsion), the Wallops Flight Facility on Wallops Island, VA (satellite launch, aeronautics, tracking and data acquisition), and the White Sands Test Facility in Las Cruces, NM (testing and evaluating hazardous materials, components, and propulsion systems).

Officially, no U.S. government entity researches UFOs. The U.S. Air Force (USAF) and NASA have had intermittent, independent investigations of the possibility of UFOs; however, none of these has officially produced factual evidence that intelligent life exists on other planets, or that UFOs are related to aliens. Under Project Blue Book (1947 to 1969), the Air Force investigated UFO's; then in 1977, NASA was asked to examine the possibility of resuming UFO investigations. After studying all of the facts available, it was determined that nothing would be gained by further investigation, since there was an absence of tangible evidence.

In October 1992, NASA was directed by Congress to begin a detailed search for artificial radio signals from other civilizations under the NASA Towards Other Planetary Systems (TOPS)/High Resolution Microwave Survey (HRMS) program (also known as the Search for Extraterrestrial Intelligence project). Congress directed NASA to end this project in October 1993, citing pressures on the federal budget. The HRMS did not detect any confirmed signal before it was stopped. However, similar work will continue in a more limited manner through efforts of private groups and through academic institutions. The Search for

Extraterrestrial Intelligence Institute (SETI Institute) in Mountain View, CA, effectively replaced the Government project, borrowing the signal processing system from NASA. The SETI Institute is a nonprofit corporation conducting research in a number of fields including all science and technology aspects of astronomy and planetary sciences, chemical evolution, the origin of life, biological evolution, and cultural evolution.

Since neither NASA nor the Air Force is engaged in day-to-day UFO research, neither one reviews UFO-related articles intended for publication, evaluates UFO-type spacecraft drawings, or accepts accounts of UFO sightings or applications for employment in the field of aerial phenomena investigation. This is the story that Aegis wants disseminated to the public at large.

Despite funding and public relations problems in recent years, NASA remains a vital resource in Aegis' efforts to combat extraterrestrial operations. NASA is, after all, the only organization in America that maintains a fleet of spacecraft (not counting the Ranch). NASA astronauts are uniquely qualified to operate in microgravity environments and NASA researchers have been designing and analyzing spacecraft for decades.



HEDS ADMINISTRATOR

10-POINT PROFESSION QUALITY (8/2)

Currently, Human Exploration and Development of Space Enterprise (HEDS) Administrators are working to inform the public about the viability of space travel, the possibility of habitat construction, and the necessity of space research. With the amount of negative publicity regarding "wasted money" at NASA, they face a difficult task. When they are not involved in public outreach, they are sifting through information from recent shuttle missions and satellite imagery to further space exploration.

Skills: Research/Investigation +1, Science (Physics) +1

Qualities: Influence (Military or Civilian) 1, Resources 1, Status 1

Pulling Strings: Satellite Surveillance (Standard), Secret SDI Gun Stars

HEDS GROUND CREW

11-POINT PROFESSION QUALITY (8/3)

The HEDS Ground Crew is responsible for everything revolving around the space shuttle and rockets used for NASA missions. The ground crew has a great deal of access to the base and equipment used for the missions. These individuals range from engineers in charge of assembly of the shuttle to the men who clear the launch pad of debris.

Skills: Electronics +1, Engineer (Space) +1, Mechanic +1

Qualities: Influence (Civilian) 1, Resources 1, Status 1.

Pulling Strings: Satellite Surveillance (Standard) and Secret SDI Gun Stars.

HEDS MISSION SPECIALIST

13-POINT PROFESSION QUALITY (10/3)

These specialist astronauts perform scientific experiments aboard space missions. Each individual is trained for a specific role on a single flight, and their expertise is related to the mission. These specialists include not only scientists, but also pilots and other support staff. All individuals receive intensive training in zero gravity, and most individuals hold some type of advanced academic degree.

Skills: Acrobatics +1 and one of the following skills to reflect specialist area: Piloting (Space Shuttle) +1, Science (Astrophysics) +1, or Systems Operations (Communications) +1

Qualities/Drawbacks: Influence (Science and Research) 1, Resources 1, Status 1.

Pulling Strings: Satellite Surveillance (Standard), Secret SDI Gun Stars, and Specialized Aircraft (SR-71 Blackbird).

OASTT ENGINEER

17-POINT PROFESSION QUALITY (12/5)

These individuals create schematics for space-travel resources, especially in liaison with corporations which plan to take advantage of space exploration, either for leisure travel, cargo shipment, or communications operations. Engineers work at adapting current technology for more space-worthy ventures and often use remote sources of information, such as alien technology (knowingly or unknowingly), to further their research.

Skills: Bureaucracy +1, Computers +1, Electronics +1, Engineer (Space) +1, Science (Astrophysics) +1

Qualities/Drawbacks: Influence (Science and Research) 1, Resources 1, Status 1.

Pulling Strings: Alien Technology, Lab/Workshop, Satellite Surveillance (Standard), Secret SDI Gun Stars.

OASTT TECHNICIAN

16-POINT PROFESSION QUALITY (12/4)

Technicians work with OASTT Engineers to jury-rig components and to create workable prototypes to influence corporations into investing in space exploration and travel. They often find themselves with access to odd pieces of technology and may use them in an attempt to tinker with pre-existing technology to improve upon it.

Skills: Computers +1, Electronics +1, Engineer (Space) +1, Science (Physics) +1

Qualities/Drawbacks: Influence (Science and Research) 1, Resources 1, Status 1.

Pulling Strings: Alien Technology, Lab/Workshop, Satellite Surveillance (Standard), Secret SDI Gun Stars.

OSS ENGINEER

12-POINT PROFESSION QUALITY (8/4)

These engineers are responsible for the development of space technologies, including many that will benefit non-space science programs. One of the biggest advances has been the Telerobotics program, which was responsible for the development of the Mars Pathfinder Sojourner rover and are working on robots for future missions.

Skills: Computers +1, Electronics +1, Engineer (Space) +1, Science (Robotics) +1

Qualities/Drawbacks: Influence (Science and Research) 1, Resources 1, and Status 1.

Pulling Strings: Satellite Surveillance (Standard), Secret SDI Gun Stars.

OSS TECHNICIAN

13-POINT PROFESSION QUALITY (8/5)

Space Science Technicians carry out the schematics provided by engineers and make modifications depending on the outcome of a number of test runs. They then provide feedback to engineers, who may need to redesign systems with alternative materials. Their practical expertise and creativity usually inform them about viable options, which they often brainstorm in group sessions.

Skills: Computers +1, Electronics +1, Engineer (Space) +1, Research/Investigation +1, Science (Physics) +1

Qualities/Drawbacks: Influence (Science and Research) 1, Resources 1, Status 1.

Pulling Strings: Satellite Surveillance (Standard), Secret SDI Gun Stars.

APPENDIX II: CIVILIAN PROFESSIONS

CIVILIANS IN CONSPIRACY X

As suggested in Chapter 2 of the core rulebook, it is possible to create any profession simply with a selection of skills, Qualities and Drawbacks and individually bought Pulling Strings. As civilian professions are so diverse, creating individual Profession Packages are difficult. Engineer for example, is an all encompassing profession that covers civil engineering, biological engineering, or architecture. Each would need their own support skills that would vary depending on speciality.

Instead, presented is a list of possible Profession Packages that can be used to inspire an individual character. They can be purchased as seen, or customized by the player to create a unique or more specialist Cast Member. The packages can also be used as inspiration for professions created without packages, created as a selection of skills, Qualities and Drawbacks.

CIVILIAN INFLUENCE

While these packages present skills and Qualities necessary to perform their jobs, in order for the agent to pull their weight in a Cell, they should be able to contribute to the Cell's resources. Without an Influence Quality, the agent may be viewed as too civilian for many missions, or denied access to some of the Cell's resources.

Some professions will have a hard time justifying a suitable Influence Quality. While doctors, lawyers and politicians have a level of influence on society, the average trucker or follower may have a hard time pulling strings or mustering the financial backing for an operation. Chroniclers may wish to discuss with the player during character creation how or why a civilian has been selected to join an Aegis Cell. They may have skills necessary for a planned group of missions, or may have witnessed too much of the alien threat to be left to fend for themselves.

If a civilian can prove their worth enough to warrant an Influence Quality, it will most likely be civilian in nature (Influence (Civilian)), though researchers, scientists, or occult investigators would have the suitable Influence Quality.

CIVILIAN CAMPAIGNS

Chroniclers may also wish to play a completely civilian game. Some of the best chronicles can start with a group of civilian Cast Members, unaware what game they are actually playing. The Cast may be brought together in a variety of circumstances, only to be exposed to the paranormal world of *Conspiracy X*. From there, they could start investigating the strange or alien, posting their findings on the internet or in newsletters. Of course, if they start snooping around Aegis or NDD activity, they may find themselves "silenced".



CIVILIAN PROFESSION LIST

ACTIVIST

10 (5/5)-POINT PROFESSION QUALITY

These individuals speak out against legitimate organizations, including the government, in order to point out what they feel are abuses or inconsistencies. Activists may lobby through official channels, or they may use other techniques to draw the attention of the public to the activities of the organization they are observing. Examples of activists include lobbyists and peaceful demonstrators.

Skills: Bureaucracy +1, Humanities (Law) +1, Smooth Talking +1, Streetwise +1, Writing +1

Qualities/Drawbacks: Charisma 1, Contacts 2

Pulling Strings: Counterculture Friends, Ear to the Ground

CORPORATE ADMINISTRATOR

7 (3/4)-POINT PROFESSION QUALITY

Individuals who administrate corporation and other non-public sector organizations have the power to make the group run smoothly or to set up pitfalls and obstacles by bogging individuals down in minutia. Corporate administrators are referred to as bean-counters or middle management in some circles. They are the white-collar workers who manage an overwhelming amount of paperwork that guides the companies' resources and manpower. In the best of circumstances, corporate administrators can be benevolent gatekeepers who see to it that the organization's resources are put to optimal use. In the worst cases, administrators can purposefully ignore requests, provide misleading information, or subtly modify superiors' orders. Individuals who own their own businesses are also considered to be an entrepreneurial example of an administrator. Other examples of administrators include accountants, department heads, and directors.

Skills: Bureaucracy +1, Humanities (Business) +1, Smooth Talking +1, Writing +1

Qualities/Drawbacks: Charisma 1

Pulling Strings: Ear to the Ground, Personnel Tracking

CRIMINAL (INDEPENDENT)

5 (0/5)-POINT PROFESSION QUALITY

Bending, if not breaking, the law is the hallmark trait of a criminal. Within criminals' groups or organizations, however, there are also sets of laws or codes to which they must adhere. Being a criminal does not necessarily mean that a person acts with no regard to laws, but simply that he does not see them as

wholly applying to his unique set of circumstances. Because these rules do not apply to them, criminals are able to pursue their goals with one less restriction. Examples of criminals include embezzlers, gangsters, mobsters, and burglars. Some even consider lawyers and junk bond salesmen to fit into this group.

Skills: Brawling +1, Cheating +1, Disguise +1, Dodge +1, Streetwise +1

Qualities/Drawbacks: Adversary (Law Enforcement) 1, Secret (Criminal) 1

Pulling Strings: Accomplices, Criminal Resources

ENGINEER

4 (1/3)-POINT PROFESSION QUALITY

Before anything can be manufactured, it must be designed to certain specifications, depending on its use. Engineers use their theoretical and practical experience to design buildings, roads, machines, and code to match the needs stated by their clients. Often, engineers have little applied experience with the items they design, but they are the cornerstone to its original development. If a piece of equipment needs to be redesigned to fit changing specifications, an engineer's assistance is necessary. Similarly, if an organization obtains a piece of equipment it needs replicated, reverse-engineering is a valuable skill. Examples of engineers include architects, civil engineers, and software designers.

Skills: Computers +1, Engineering (Type) +1, Mechanic +1

Qualities/Drawbacks: None

Pulling Strings: Library

FOLLOWER

0 (0/0)-POINT PROFESSION QUALITY

In order to flesh out any group, it is necessary to fill in the ranks of specialists with individuals who simply carry out orders. They are responsible for doing the majority of the legwork prescribed by specialists and leaders within the greater organization. Receptionists, secretaries, assistants, "go-fers", interns and paralegals are followers. This Profession also provides for individuals who may have jobs that do not give them any unique skill set, such as retail worker, homemaker, or non-professional athlete.

Skills: No Specific Skills

Qualities/Drawbacks: None

Pulling Strings: None

IDLE RICH**13 (10/3)-POINT PROFESSION QUALITY**

A rare few individuals have fortunes available to them when they reach maturity, and others may earn their fortune rapidly and choose to retire from gainful employment. Whatever the reason, some individuals find themselves in the position of having too much money and too much time on their hands. They may become easily bored, and if sought out by a group that they are interested in, they may choose to back this group with their considerable resources. Of course, they may also choose to keep their wealth to themselves, allowing them to gain leverage within the group. Some individuals who are in long-standing wealthy families may also lend an air of credibility to the group. Examples of the idle rich include dilettantes, society girls, and young corporate moguls.

Skills: Bureaucracy +1, Drive +1, Sport +1

Qualities/Drawbacks: Influence (Civilian) 1, Resources 3, Status 2

Pulling Strings: Stopping Investigation

INVESTIGATOR**8 (3/5)-POINT PROFESSION QUALITY**

People with a knack for seeking clues and putting together details into a pattern may seek careers in investigative fields. Investigators are not limited to law enforcement, but are involved to other areas in which crimes are unveiled, mysteries are solved, and conspiracies are revealed. Generally, these people are very good at picking up on nuances and unusual connections, as well as narrowing down a field of possibilities. Examples of investigators include private detectives or police force detectives.

Skills: Electronic Surveillance +1, Questioning +1, Research/Investigation +1, Surveillance +1, Stealth +1

Qualities/Drawbacks: None

Pulling Strings: Criminal Tracking, Fingerprinting, Intel File

JOURNALIST**11 (6/5)-POINT PROFESSION QUALITY**

Individuals who are active in the media are excellent sources of information, and also have the rare opportunity to disseminate information that most people accept without question. Journalists often have a number of sources they turn to, and to whom they provide favors. These individuals are similar to investigators in that they gather information, but journalists do so with a distinct eye to how this information will be best presented to the public, rather than solving a particular mystery. Examples of journalists include reporters, news anchors, and photojournalists.

Skills: Questioning +1, Research/Investigation +1, Smooth Talk +1, Surveillance +1, Writing (Journalism) +1

Qualities/Drawbacks: Contacts 2

Pulling Strings: City Hall Archives, Ear to the Ground, News Archive, Press Credentials

LABORER**1 (1/0)-POINT PROFESSION QUALITY**

Hard-core blue-collar workers staff the assembly lines of America and ensure the country's continued manufacturing capability. Construction workers make it possible for new buildings to be connected by well-built roads. Being a laborer requires patience and a high tolerance for repetitive activity. What laborers lack in initiative and autonomy, they make up for in camaraderie and single-mindedness to their portion of the job. Examples of laborers include quality control inspectors, bicycle messengers, welders, and packers.

Skills: No Specific Skills

Qualities/Drawbacks: Resistance (Fatigue) 1

Pulling Strings: None

LAW OFFICER**14 (9/5)-POINT PROFESSION QUALITY**

Together with investigators, law officers are individuals who uphold the rules and regulations of society. Officers are usually trained to work well with a partner, or as part of a small team. They are called upon to monitor certain segments of the population for illegal activity, and are also sent to situations where illegal activity has been reported. Some law officers are active in the prison system or in other detention facilities (a Law Officer who works in the Federal Bureau of Prisons would have the DOJ Infrastructure, for example). Examples of law officers include patrolmen, federal agents, and security guards.

Skills: Drive (Cars) +1, Guns (Handgun) +1, Humanities (Law) +1, Notice +1, Research/Investigation +1, Surveillance +1

Qualities/Drawbacks: Influence (Law) 1, Resources 1, Status 1

Pulling Strings: Arrest Powers, Back Up, Criminal Tracking

LAWYER**6 (3/3)-POINT PROFESSION QUALITY**

Individuals who choose careers in the law have a wealth of legal knowledge at their disposal, which they use to the advantage of their clients. Lawyers specialize in a specific type of law, which allows them to assist in different kinds of cases. In many societies, lawyers are seen as untrustworthy and back-stabbing,

so they are not always treated very well. Ultimately, attorneys can use the legal system both to defend their client and to attack their client's enemies. Examples of lawyers include trial lawyer, public defender, and corporate lawyer.

Skills: Bureaucracy +1, Humanities (Law) +1, Smooth Talking +1

Qualities/Drawbacks: Charisma 1

Pulling Strings: Attorney, Stopping Investigation

MAGICIAN

6 (3/3)-POINT PROFESSION QUALITY

While it is extremely rare for individuals to pursue a full-time Profession of magician, it can and does occur in some circles. Magicians are especially adept at understanding and manipulating the supernatural forces in the world. These practitioners follow a wide range of beliefs about the nature of the supernatural, but what sets them apart from the rest of the world is their unswerving devotion to a greater awareness of these phenomena. Magicians differ from occult researchers in their focus on the practical applications of magic; occult researchers focus more on the theoretical elements. The magician often uses theory and knowledge gained by the occult researcher in his development of his magical rites. Examples of magicians include occultists, shamans, and voodoo priestesses.

Skills: Occult Knowledge +1, Rituals +1

Qualities/Drawbacks: None

Pulling Strings: Occult Library, Pool Data

MEDICAL PERSONNEL

8 (4/4)-POINT PROFESSION QUALITY

Individuals who have had extensive medical training, both in theory and practice, become physicians, nurses, physician's aides and paramedics. Sometimes these people choose to specialize in a particular area, and sometimes they opt to have a broader understanding of the field of medicine. Medical personnel provide health care, both preventative and rehabilitative, and are responsible for understanding how the human body operates under a variety of conditions. Often an emphasis is placed on performing dramatic, lifesaving work, but, many medics provide much more subtle forms of assistance. Examples of medical personnel include internists, flight surgeons, obstetricians, pediatricians, nurses, and EMT personnel.

Skills: First Aid +1, Medicine (Choose a Specialty) +1, Science (Type) +1

Qualities/Drawbacks: None

Pulling Strings: CDC Labs, DNA Database, Medical Support





OCCULT RESEARCHER

10 (4/6)-POINT PROFESSION QUALITY

These individuals examine the supernatural world to gain a greater understanding of how it impacts everyday events. Occult researchers often employ magic to peel away answers from the Seepage, and this can be a very painstaking and grueling process. Unlike their scientist counterparts, they use a variety of methods at which most scientific disciplines would scoff. Occult researchers may also study issues related to the distortions in man and beast caused by Corruption. The occult researcher often uses the outcomes of magicians' rites to expand their knowledge base. Examples of occult researchers are usually found in independent agencies or freelance circles.

Skills: Humanities (Sociology) +1, Myth and Legend +1, Occult Knowledge +1, Research/Investigation +1, Rituals +1

Qualities/Drawbacks: Academic Outcast

Pulling Strings: Occult Library, Pool Data, Supernatural Lore

PARAPSYCHOLOGIST

7 (2/5)-POINT PROFESSION QUALITY

Similar to occult researchers, parapsychologists examine the world beyond the five senses. Parapsychologists do not employ the use of magic, however, and often disbelieve supernatural activity, focusing instead on psychic energies. These individuals profess a belief in psychic powers, and invest themselves in proving the existence and limits of this kind of power. They tend to be on the fringe of scientific circles, since they may use scientific techniques, but the content of their research usually earns them scornful looks from their mainstream scientific counterparts. Parapsychologists often examine the powers manifested by psychics, but may rarely possess those powers themselves. Examples of parapsychologists are often found in small facilities, loosely associated with an academic institution, although some work as freelancers.

Skills: Humanities (Psychology) +1, Myth and Legend +1, Occult Knowledge +1, Science (Parapsychology) +1

Qualities/Drawbacks: Academic Outcast

Pulling Strings: Library, Psi Labs

PILOT

9 (4/5)-POINT PROFESSION QUALITY

Pilots make their living by flying aircraft, either for a commercial carrier, for the military, or as an independent. These individuals' skills vary widely, depending on the amount of training they have had, the number of flight hours they've logged, and the types of aircraft they have learned to fly. Because of the amount of time pilots spend airborne, they are in a unique position to see odd occurrences of other objects in flight. They are also a valuable resource to any group that has aircraft at its disposal. Examples of pilots include commercial airline pilots, helicopter pilots, and stunt flyers.

Skills: Craft (Cartography) +1, Drive (type) +1, First Aid +1, Pilot (type) +1, Systems Operation (Radar) +1

Qualities/Drawbacks: Status 1

Pulling Strings: Aircraft Support, Cheaper Vehicles (aircraft), Satellite Surveillance (Standard)

POLITICIAN

10 (5/5)-POINT PROFESSION QUALITY

Politicians are elected or appointed governmental officials who fill some kind of office at a local, state, or federal level. They tend to have a keen understanding of their constituency and an ability to use that knowledge to be re-elected to office. These individuals also develop a sense of how government operates, and with that knowledge comes the ability to change policy, to restructure budgets, and to manipulate public opinion. Politicians tend to live in the spotlight whether they like it or not, and as such, a single misstep can be a disaster. Examples of politicians include assemblymen, mayors, and senators.

Skills: Actor +1, Bureaucracy +1, Cheating +1, Humanities (Politics and Government) +1, Smooth Talking +1

Qualities/Drawbacks: Charisma 1, Status 1

Pulling Strings: Front Page News, Safe House, Stopping Investigation

POLITICAL ADMINISTRATOR

8 (4/4)-POINT PROFESSION QUALITY

Individuals who serve in the administration of any public agency have the power to make the group run smoothly or to set up pitfalls and obstacles by bogging individuals down in minutia. Political administrators are also referred to as bureaucrats in some circles, and indeed, they are responsible for a large amount of red tape. This "red tape" often results from attempts to manage an overwhelming amount of paperwork that guides the government's resources and manpower. In the best of circumstances, administrators can be benevolent gatekeepers who see to it that the organization's resources are put to optimal use. In the worst cases, administrators can purposefully ignore requests, provide misleading information, or subtly modify superiors' orders. Political administrators include those appointed politicians and their staff who serve in the upper levels of the Federal, State or local governments (Congressional staff, Under Secretaries, State Commissioners, Mayoral staff, County Board staff, etc.). These folk do not have to stand for election but are political animals nonetheless.

Skills: Bureaucracy +1, Humanities (Politics and Government) +1, Research/Investigation +1, Writing +1

Qualities/Drawbacks: Contacts 2

Pulling Strings: City Hall Archives, Stopping Investigation

PSYCHIC

0 (-3/3 FOR FOCUS) OR 10 (+7/3 FOR PSYCHIC) -POINT PROFESSION QUALITY

As with magicians, it is somewhat rare for an individual to pursue a full-time career as a psychic. On the other hand, when one is well-known as a trusted resource in the psychic field, he may well be able to sustain himself financially. Trained Psychics have abilities above and beyond the comprehension of most people, and are adept at attuning themselves to the psi-energies. This attunement and understanding enables them to delve into others' minds, to obtain instant impressions of emotional states, and to gain insight into past occurrences. Some psychics may consult with parapsychologists to understand the theoretical underpinnings of psychic energies. Examples of psychics include mediums (who are usually, actually Foci), reiki healers, and tarot specialists.

Skills: Myths and Legend +1, Occult Knowledge +1

Qualities/Drawbacks: Psychic or Supernatural Focus

Pulling Strings: Psi Labs

RESEARCHER/SCIENTIST

6 (3/3)-POINT PROFESSION QUALITY

In the interest of expanding a field, numerous individuals undertake research projects in order to advance theoretical knowledge. Researchers may conduct experiments, gather survey information, or observe natural processes in order to have a greater understanding of a scientific discipline. Researchers are most often affiliated with a academic institutions, corporations, or other funding sources, as undertaking research is typically quite expensive, and impossible without very good facilities and funding. Examples of researchers include social scientists, actuarial historians, and theoretical mathematicians.

Skills: Computers +1, Research/Investigation +1, Science (Type) +1

Qualities/Drawbacks: Academic

Pulling Strings: Laboratory/Workshop, Library

SAILOR

6 (3/3)-POINT PROFESSION QUALITY

Individuals who earn a salary by piloting a boat are considered sailors. They may sail in order to transport cargo, to provide a means of transportation for the public, or to provide leisure cruises to vacationers. Sailors' abilities vary, depending on the amount of training they have, as well as the type of craft they can operate, as well as the conditions of the water. For example, a sailor adept in speedboating along a river may not be as capable handling a speedboat in the open seas. Examples of sailors include sea captains, barge pilots, and riverboat captains.

Skills: Pilot (boat-type) +1, Systems Operation (type: Radar, Sonar, etc) +1, Swimming +1

Qualities/Drawbacks: none

Pulling Strings: Cheaper Vehicles (boats), Mobility, Satellite Surveillance (Standard)

SOCIAL SERVANT

9 (2/7)-POINT PROFESSION QUALITY

Within society, any number of individuals choose to invest their lives in helping their fellow human beings. These social servants often take low-paying jobs that put them in the trenches with the world's needy. Their altruism is stoked by a frustration that the people in the world are sad, lonely, and desperate, and social servants do what they can to alleviate that suffering. Because of their concern for humanity, these individuals often become involved with a large number of non-profit and self-help groups. Examples of social servants include social workers, volunteers, and Red Cross workers.

Skills: Bureaucracy +1, First Aid +1, Hagglng +1, Humanities (type) +1, Medicine (type) +1, Science (type) +1

Qualities/Drawbacks: Honorable 1

Pulling Strings: Counterculture Friends, Medical Support, Mobility

SOLDIER

12 (6/6)-POINT PROFESSION QUALITY

Whether trained by a standing military force, an elite independent organization or simply a product of revolutionary fervor, soldiers are trained in weaponry, tactics, and teamwork. Soldiers learn to subvert their own individuality in order to be part of an effective fighting force. Soldiers may specialize in skills to be part of a special unit, or they may be more broadly trained. Overall, these individuals are trained to be precise and forceful in their execution of orders, and efficiency of thought as well as action is highly prized. Examples of soldiers include freedom fighters, National Guard, and underground resistance agitators.

Skills: Brawling +1, Dodge +1, Guns (type) +1, Hand Weapon (type) +1, Stealth +1, Survival +1

Qualities/Drawbacks: Military Rank 1, Natural Toughness

Pulling Strings: Military Training Facilities, Mobility

SPIRITUAL LEADER

7 (2/5)-POINT PROFESSION QUALITY

In every type of religion, an individual or a small group of individuals assume positions of leadership. They may be chosen by the preexisting leaders or members, or may be "called"

by their divine entity to service. As spiritual leaders, they interpret doctrine, conduct religious services/rites, and see to the spiritual needs of those they lead. Typically, these individuals are treated with respect and admiration. They are also held to more exacting standards than the rest of the populace. Examples of spiritual leaders include rabbis, priests, and chaplains for the armed services and government agencies like Congress.

Skills: Humanities (Religion) +1, Myth and Legend +1, Occult Knowledge +1, Smooth Talking +1

Qualities/Drawbacks: Honorable, Status 1

Pulling Strings: Supernatural Lore

STUDENT

3 (0/3)-POINT PROFESSION QUALITY

With the stated priority of learning and development, students are often found in institutions of higher learning, although some students are taught in more non-traditional environments. Students are typically poor, having invested their finances in offsetting their tuition costs. Many students have part time jobs in their own community. Examples of students include apprentices, college students, and professional students.

Skills: Computers +1, Research/Investigation +1, Writing +1

Qualities/Drawbacks: None

Pulling Strings: None

TECHNICIAN

5 (1/4)-POINT PROFESSION QUALITY

Once an engineer has designed an object and a manufacturer has created it, it is up to the technician to fine-tune its use and to insure its maintenance. Technicians are needed to assist in setting up complicated equipment and may train others in that equipment's operation. Because equipment arrives in a variety of usable conditions, technicians learn a range of skills from tweaking an item to operate a little bit better to jury-rigging a contraption in the absence of useable equipment. Examples of technicians include computer installers, mechanics, and repairmen.

Skills: Computers +1, Electronics +1, Mechanic +1, Science (type) +1

Qualities/Drawbacks: None

Pulling Strings: Laboratory/Workshop

TRUCKER

8 (4/4)-POINT PROFESSION QUALITY

Individuals in the trucking industry are masters at getting goods from place to place. They may be part of a very small

operation, with minimal resources, or they may be part of a world-wide operation. Generally, regardless of their connections in the industry, while they are in the process of transporting, they work alone or with the assistance of a few select individuals. Truckers have a detailed understanding of the routes they traverse, and are able to make quick decisions about the most efficient path to take.

Skills: Driving (Trucks) +1, Humanities (Law) +1, Notice +1, Streetwise +1

Qualities/Drawbacks: Resistance (Fatigue) 1

Pulling Strings: Cheaper Vehicles (Civilian), Mobility, Vehicle Check

UFOLOGIST

6 (2/4)-POINT PROFESSION QUALITY

As with occult researcher and parapsychologist, these individuals are on the fringe of the scientific community. They use scientific methodology to prove the existence of Unidentified Flying Objects, and point out how certain objects do not conform to any known aircraft or natural phenomena. Because these individuals tend to be somewhat paranoid (perhaps rightfully so, given the vigilance of certain secret societies to silence them) and vocal about their beliefs, they are the cause of much embarrassment to their peers. Sometimes UFOlogists are employed by agencies. More often than not, however, they fund their own research and need to find some way to survive financially.

Skills: Myth and Legend (UFOlogy) +1, Notice +1, Research/Investigation +1, Surveillance +1

Qualities/Drawbacks: Psychological Problems (Paranoia) 1

Pulling Strings: Supernatural Lore, Translators



QUALITIES & DRAWBACKS

Charisma 2
False Identity
Influence (Intelligence) 1
Resources 1
Status 1

Honorable (Mild)
Impaired Senses (Sight, correctible with glasses)
Obligation (Extreme)

PULLING STRINGS

Criminal Tracking
Governmental Access
Intel Files
Official Agendas
Sending Presidential Orders



Paul Anderson
USSS Agent

Created by Kickstarter backer ArthurDent

STR 3

DEX 3

CON 3

INT 4

PER 4

WIL 3

LP 34

EP 32

SPD 12

ESSENCE 20

PROFESSION: USSS AGENT

SKILLS

Accounting 2
Bureaucracy 3
Computer Programming 1
Computers 3
Craft (Cooking) 3
Dodge 2
Electronic Surveillance 1
First Aid 1
Guns (Handgun) 1

Humanities (Law) 2
Language (German) 5
Notice 2
Research/Investigation 4
Questioning 3
Smooth Talking 2

BACKGROUND

Paul works for the USSS Electronic Crime Division, assigned to the Frankfurt Field Office in Germany. He is currently a mole in the money laundering and electronic fraud task force of a major German bank, providing information to the USSS and Aegis.

He regularly cooks at home and invites his colleagues to dinner, using the informal atmosphere to keep an eye out for possible informants. At the last dinner he found none, instead one of his colleagues tried to recruit him. For the time Paul plays along, curious to see who is behind this offer.

QUALITIES & DRAWBACKS



Poppy Austin
Microbiologist

Created by Kickstarter backer Isabelle Mattsson

STR 6

DEX 6

CON 5

INT 6

PER 5

WIL 5

LP 50

EP 47

SPD 18

ESSENCE 29

PROFESSION: MICROBIOLOGIST

Atlantean Offspring
Hard to Kill +4
Minority (Native American)
Notoriety
Patsy (Extreme)
Psychological Problems (Cruelty)
Psychic Void

Bio-Battery
Blood Surgeon
Computer Enhancement
Emergency Nanite Reserve
Neural Link
Memory Augmentation System
Musculature Enhancement
Replacement Skeleton
Replacement Skin
Vision Enhancement

Atlantean Technology (Seeds as required)
Safe Houses

PULLING STRINGS

SKILLS

Acrobatics 4	Martial Arts 5
Brawling 4	Medicine (Several) 4
Climbing 4	Myth & Legend (Ufology) 4
Drive (Several) 3	Science (Several) 4
Dodge 4	Stealth 4
Escape 5	Survival (Several) 4
Guns (Several) 4	Swimming 3
Language (Several) 3	Throwing 3
First Aid 4	

BACKGROUND

Originally a talented microbiologist working for the CDC; Poppy was recruited by AEGIS and regarded as a natural cell leader. On completing her first mission, she was temporarily abducted by an Atlantean beamship; but investigators found nothing untoward. Two years later her cell was tasked with apprehending suspected Atlantean Horace Pharaoh, when she vanished a second time and never returned. Poppy sightings have been reported in Europe, the Middle East, Central America and even the US. However she has not been apprehended despite being wanted by AEGIS, Interpol and several international organisations for questioning about a number of unusual thefts, arson and kidnappings.

QUALITIES & DRAWBACKS

Attractive 2
High Metabolism
Hyperlingual 1
Influence (Science and Research) 1
Resources 1
Situational Awareness
Status 1

Notoriety (The Innkeeper is a known figure in conspiracy circles)

Obligation 2

Psychological Problems (Believer, mild)

Psychological Problems (Paranoia, mild)

Secret (if her identity as the Innkeeper is discovered, Jenna could face imprisonment or worse) **2**

PULLING STRINGS

"Blanket" Wiretaps

"Codebreaker" Supercomputers

Computer Security Database



*Jenna Clark (aka The Innkeeper)
 NSA Computer Scientist*

Created by Kickstarter backer Bruce Lancaster

STR 2

DEX 4

CON 3

INT 4

PER 4

WIL 3

LP 30

EP 29

SPD 14

ESSENCE 20

PROFESSION: NSA COMPUTER SCIENTIST

SKILLS

Computers 5

Computer Hacking 5

Computer Programming 6

Dodge 2

Electronics 3

Electronic Surveillance 3

Guns (Handgun) 1

Language Chinese 1

Language Korean 1

Myth and Legend (UFOlogy) 2

Notice 3

Research/Investigation 3

Science (Cryptography) 5

Swimming 1

BACKGROUND

The Innkeeper, a mysterious information broker, has been clandestinely providing information to both Aegis and the NDD. Contacting cells via untraceable e-mail or voice modulated phone calls, The Innkeeper has alternately assisted both Aegis and the NDD or placed them at odds. Though the information provided proves accurate, if incomplete or misleading at times, it is unknown where The Innkeeper's true allegiance lies; Aegis, Black Book or a third party. Both organizations are attempting to learn The Innkeeper's identity, either to recruit or silence him. (The Innkeeper's true identity is Jenna Clark, a NSA cryptographer. Her true allegiance is up to the individual Chronicer.)

QUALITIES & DRAWBACKS

Influence (Science and Research) 1

Resources 1

Status 1

Obligation (Total)

Addiction (habitual alcohol use) 1 - Like many products of the UK university system, Marcus likes a drink or two of an evening.

Dependant (daughter) 2 - Marcus has a daughter, Rowan, whom he is very protective of.

Academic Outcast 1 - Due to his studies into the paranormal and occult, he is viewed with disdain by more conventional scientists.

Psychological problems (minor obsession - protect his daughter) 1 - Marcus is driven by the desire to discover what drove his wife to suicide and to protect his daughter from a similar fate.

Honourable (mild) 1 - Marcus values his remaining friendships and will not readily betray those who have stood by him.



Marcus Drake
CAPS Parapsychologist

Created by Kickstarter backer Oliver Barker

STR 2

DEX 2

CON 2

INT 4

PER 2

WIL 3

LP 26

EP 26

SPD 8

ESSENCE 15

Corruption Treatment

Occult Library

Pool Data

PULLING STRINGS

Drive (car) 2

Occult Knowledge 2

Research and Investigation 4

Rituals (ceremonial magic) 2

Ritual (cure corruption) 2

Ritual (dispel magic) 2

Ritual (protection from magic) 2

Ritual (warding circle) 2

Science (parapsychology) 3

Science (biology) 4

Science (genetics) 6

SKILLS

PROFESSION: CAPS PARAPSYCHOLOGIST

BACKGROUND

Marcus Drake had a promising academic career in biology at Oxford University until his life was struck by tragedy. His wife Róisín, a supernatural focus, committed suicide after years plagued by visions. Aware that "the sight" was reputed to run in Róisín's family, Drake worried that their daughter Rowan may also be affected. He applied his scientific expertise to investigate possible genetic reasons for his wife's visions, and whether Rowan had inherited them. His academic standing quickly declined. His work also drew the attention of CAPS, and with his career and reputation in tatters, he eagerly accepted their recruitment offer.

QUALITIES & DRAWBACKS

Academic 1
Hyperlingual 2
Influence (Paranomal) 2
Resources 1
Status 1

Secret (mild) 1
Sleep Disorder (Deep Sleeper) 2
Notoriety 2
Obligation (extreme) 2

PULLING STRINGS

Academic Espionage
Expedition Funding
Library



Dr. Cassandra Scott
RCS Cryptozoologist

Created by Kickstarter backer Justin Picchi

STR 2

DEX 2

CON 2

INT 3

PER 4

WIL 2

LP 26

EP 23

SPD 8

ESSENCE 15

PROFESSION: RCS CRYPTOZOOLOGIST

SKILLS

Humanities (Anthropology) 4	Notice 3
Language (German) 4	Riding 1
Language (Hindi) 4	Science (Cryptography) 1
Language (Latin) 4	Survival (wilderness) 1
Language (Navajo) 4	
Language (Spanish) 2	
Martial Arts 1	
Myth and Legend (Cryptozoology) 1	

BACKGROUND

Doctor Cassandra Scott is a cultural anthropologist. She has a doctorate in Anthropology from Arizona State University, with a specialization in linguistic anthropology. She conducted her doctoral dissertation research in small villages throughout the Uttar Pradesh Providence of Northern India (a region in yeti territory). Her research into obscure languages and nearly forgotten cultures was noticed by the Royal Cryptozoological Society (RCS) and was quickly recruited to act as a cultural liaison with native tribes. She is a low level member of the RCS, an experience field researcher and is viewed by many as a rising star within the RCS.

QUALITIES & DRAWBACKS

Charisma 2
Contact (criminal) 2
Contact (police) 2
Contact (press) 3
Influence (Civilian) 1
Resources (middle class) 2
Status 1

Addiction (smoker) -1
Honourable -1
Obsession (finding the truth) -2

PULLING STRINGS

City Hall Archives
Ear to the Ground
Front Page News
Mobility
News Archive
Press Credentials



Stephan Wong
Reporter

Created by Kickstarter backer Stephan Wong

STR 3

DEX 3

LP 34

CON 3

EP 35

INT 3

SPD 12

PER 4

ESSENCE 20

WIL 4

PROFESSION: REPORTER

SKILLS

Bureaucracy 1	Notice 2
Computers 2	Questioning 2
Disguise 1	Research/investigation 3
Dodge 2	Smooth Talking 2
Driving (Car) 2	Stealth 2
Electronic Surveillance 2	Streetwise 2
Guns (Handgun) 2	Storytelling 2
Haggling 1	Surveillance 3
Martial Arts 2	Writing(Reporting) 2

BACKGROUND

An inquisitive person by nature, and a born tale teller, Stephen found himself drawn to journalism as a profession. His charismatic and easy going nature allowed him to develop many contacts within various fields, giving him access to many ground breaking stories.

Recently, a story which has caught Stephen's interest is rumours of an organisation that is claimed to be able to help an individual disappear. Initially, he dismissed such rumours as mere fancy, tales to go hand in hand with rumours of Elvis still being alive. However, over time, the more he heard variations of the story associated with other rich and powerful individuals, the less he could dismiss said stories.

Initially, Stephen investigated such tales as a hobby, looking into the rumours as they arose. However, recently, some of those rumours have been yielding grains of truth, and the hobby is rapidly becoming somewhat of an obsession.

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EXTINCTION

Earth's last endangered species is Mankind

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S H Y

Trust no one.

The very nature of Aegis' work means that the organization has to work in secret, away from public scrutiny and hidden from the keen surveillance of their enemies. The National Defense Directorate manipulates and schemes in secret bases around the country, plotting and moving pawns in a deadly chess game of deception. A conspiracy against another conspiracy.

Aegis' secret agenda is the core of a conspiracy, but that conspiracy is built upon an altered and secret history - a conspiracy within a conspiracy. Lies within lies. A conspiracy against their own operatives. When faced with many conspirators, who can you trust?

This is the hidden world of Conspiracy X, where Aegis battles the NDD for control and superiority in a fight where both sides think they are doing what is best for humanity. Where cults and secret societies work behind the scenes, infiltrating and being infiltrated in turn. But the truth is far more shocking than anyone could have foreseen and will rock the agents' beliefs to the very core.

The Conspiracies Sourcebook is a supplement for the Conspiracy X 2.0 roleplaying game. In it, you will find:

- Details on the history and structure of the National Defense Directorate, including their advanced weaponry reverse engineered from alien technology, as well as details of their operations working both against and collaborating with the various alien races.
- The true history of The Watch, finally revealing the truth behind the split that formed Aegis and the National Defense Directorate.
- Never-before-seen background information on Aegis, as well as a detailed overview of Area 51 and the various divisions at the core of the conspiracy.
- Rules for creating smaller conspiratorial groups and cults, as well as many example groups that can be plugged into an existing game.
- A radically new development in the Conspiracy X world that will have agents doubting who or what they can trust.

Compatible with All Flesh Must Be Eaten, Armageddon, Terra Primate,
CJ Carella's Witchcraft and other Unisystem games.

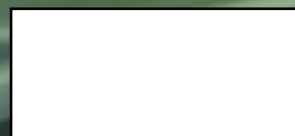


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GAME SYSTEM



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