

THEY ARE AMONG US

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-Kenneth Hite, author, **GURPS Cabal**

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GURPS Basic Set, Third Edition Revised and **GURPS Psionics** are required to use this supplement in a **GURPS** campaign. **GURPS Compendium I** and **GURPS High-Tech**, as well as **Conspiracy X's Atlantis Rising, Exodus, and Nemesis** are also highly recommended.

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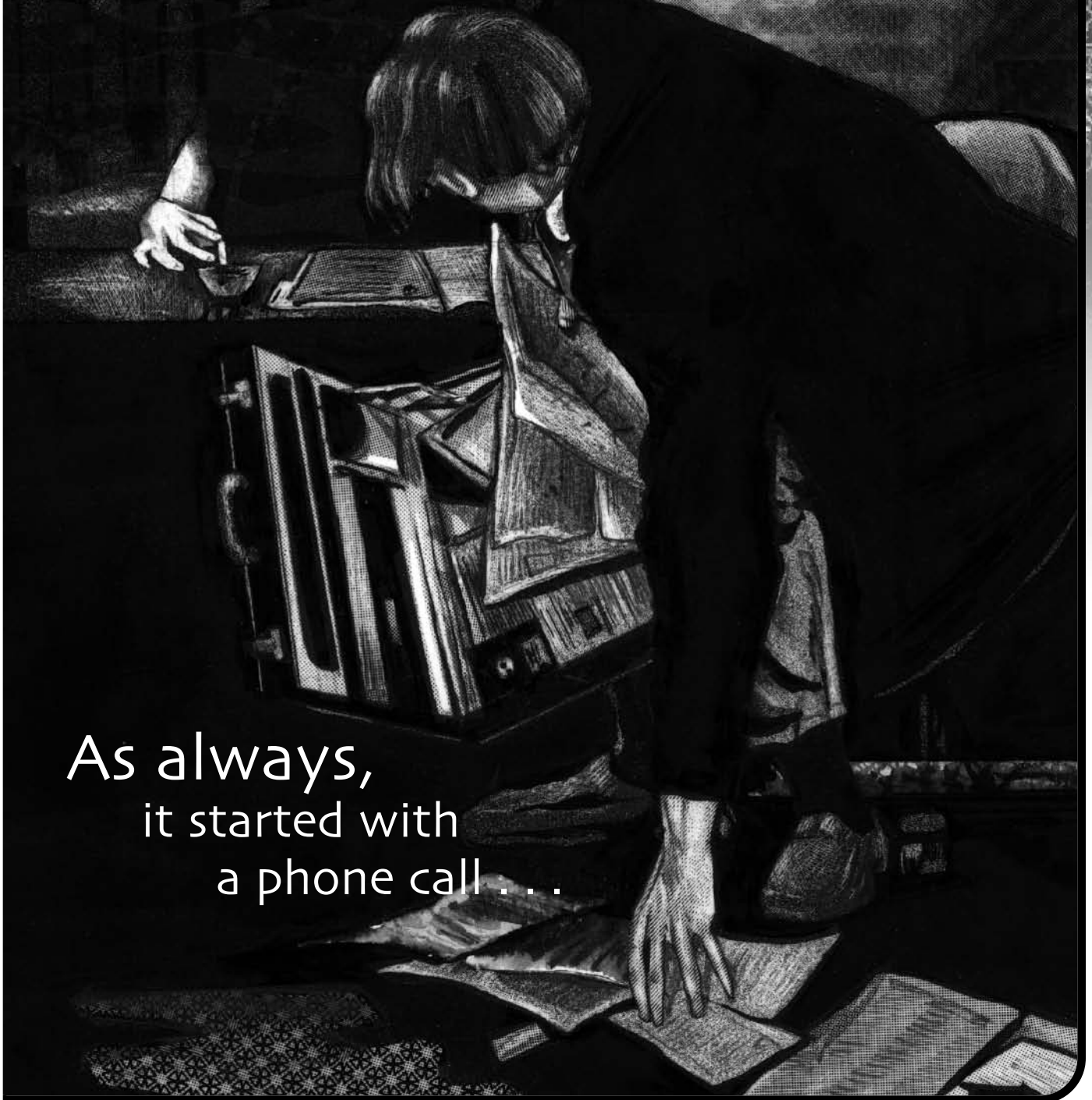
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PROLOGUE



As always,
it started with
a phone call . . .



PROLOGUE

"Good evening Richard, it's Joan. Aunt Martha is ill and requests your presence."

The second I heard her voice my heart jumped. I tried to speak, but my throat was suddenly too dry. For an interminable moment, I thought my skin was going to crawl off me.

I forced the rising panic back. I could handle this. I'd handled it before.

"Thank you, Joan, I'll leave immediately. Joan . . . is it serious?"

"When Aunt Martha is ill, it's always serious."

The tone of her voice never changed. Every time I spoke with her she sounded cold and withdrawn, as if what she'd done in her life had turned her to ice, made her forget that she's human. Hell, for all I know, she may not be human.

The drive to Baxter Research and Development Center lasted only 45 minutes. I slowed at every yellow light and came to a complete stop at every stop sign. Still, I arrived far too quickly. I dreaded the meeting. It had been almost a year since I had been called upon to "save the world."

I had hoped they had forgotten me after my last mission. I mean, three agents dead, one a close friend. You would think they wouldn't want my kind of help.

I wished I could be satisfied with my position in life—Dr. Richard Vallen, Director of Operations at the Atlanta CDC and Head Research Fellow at Baxter Research & Development Labs. A smile crossed my face as I considered all I'd accomplished.

Then I thought about my other "job." Who would have thought that little Richie from Saratoga would be saving the world, fighting aliens and bad guys, and making sure all the young girls and boys in the world can be safely tucked in at night? Not me. Nor any other sane man.

After five security checks and one very thrilling retina scan, I entered the safety of my lab. Before I turned on the light, I stood in the darkness and took a deep breath to prepare for my meeting with the Ice Queen. No, not another code name—that's just how I think of Joan, my contact in the organization.

My inhale was stifled by the smell of menthol cigarettes and expensive perfume. No time to get settled—she was already here.

"Hello, Richard, you made good time."

Joan clicked on the bathroom light. The smoke swirled around her. As she stood in the doorway, clichéd back lighting revealed only her silhouette. She seemed like some kind of unholy angel. Funny, that's exactly how I see her even without the smoke and lighting. My throat went dry again. Not for the first time I wondered how she bypassed all the security around the place.

"Well, I tried to get here as fast as I could . . . I didn't think you would . . . well, I mean, after last time . . . you just hadn't required my services in a while—"

She moved behind my desk, forcing me to take the visitor's chair. "Honestly, there was some reservation about calling you at all. You did manage to wipe out your entire cell the last time. Let's see, tell me again, was it three or four casualties?"

I bet she smiled as she ripped open my emotional scars.

"It was three, and Pete was a good friend of mine. Took me a year to realize that it wasn't my fault. You never told us what we were up against. You never prepared us! We all knew the risks, and that we were researching extraterrestrials, but you didn't tell us the Black Book was involved. It didn't matter that we could handle the aliens . . . it was the human puppets with automatic weapons who took us down!"

I thought I was going to vomit. Everything that had ever pissed me off about this insane organization was forcing its way to the surface. I wanted to fly across the room and throttle this woman who had been all but controlling my life for four years now. Inside my head, I screamed out my anger.

"Don't berate me! I've risked my life for you and your precious organization. I've watched friends die to protect humanity. I've seen things that no sane person would believe or could possibly imagine in his worst nightmares. Congratulate me . . . give me a damn medal . . . don't treat me as if you are doing me a favor by sending me out there. Aliens hide behind human faces out there. Possessed psychics conjure phantasms out there. Deranged psychopaths serve up little kids for alien experiments out there. Those who try to fight for this god-forsaken reality are slaughtered out there!"

Of course I said none of this. I swallowed it all, and it tasted like bile. Of course, she knew. She always knew.

"Sure you don't want to add to your little tirade, Richard? No? . . . good. We have no more time for your whining. Regardless of what happened to your last team, we need another cell developed in the area. Your position in the CDC makes you the appropriate focal point for the team. You have the necessary connections your group needs to be successful.

"You need to choose at least two other scientists. We have chosen the remainder of your team. Here are their files. You should not be so unprepared and outgunned this time."

As she handed me the files, I was struck by a sense of impending doom. I quickly glanced through the dossiers and noticed that two of the agents were government assassins. That made me nervous. The third agent was a psychic. That scared the piss out of me.

“What’s going on, Joan? This looks like it’s going to be real nasty. You better start explaining what’s going on and this time don’t leave out any details.”

With an exhale, the half-light of the room got smokier.

“A week ago, we learned that an FBI investigation stumbled onto a scientist doing his own private research into aliens. Under discreet but specific instructions, two FBI agents searched the warehouse the scientist was using and discovered a refrigerated case containing what appeared to be embryos of unknown origin. When they reported in, they were directed to secure the embryos. That was three days ago—we’ve heard nothing from them since. We did some digging. It seems the scientist in question may be affiliated with the Black Book. At this point we don’t know whether he is alive or not. In fact, no bodies have turned up anywhere.”

“Two days ago, we got word from an agent in USAMRID that a case with what looked like embryos showed up there. Another agent verified yesterday that the embryos are to be transported from Maryland to the Dulce Base in New Mexico. This is where your group comes in. You will learn how the shipment is being transported, intercept it, secure the embryos, and bring them back here. If you can, find out what happened to the scientist, but that’s secondary to the embryos.”

She handed me another file. “This gives the location of the warehouse and a few more details from the USAMRID contact. Use it to plan your investigation.”

“I suggest you examine the personnel files carefully as well. Then make your decision about who else you are bringing into this. Don’t take too long, as the transfer of the embryos is happening in two days and your group had better be prepared.”

Well, that basically gave me no time. And I was decidedly of the view that six people were not going to be enough to accomplish this mission. In my honest opinion, we were all going to get our heads blown off.

So for an hour I sat. I read the files and decided who else I would “honor” with admission into this sordid little affair. If only I could stop thinking about the last time I brought a group together.

Everything had been going fine. Well . . . as fine as dissecting the remains of a decomposing alien could go. I left for twenty minutes—it was my turn to get lunch. On my way back, I heard shots. I rushed into the lab. Blood was splattered on the walls; bodies littered the floor. It was a massacre. We were scientists, not fighters. My colleagues and friends were dead. I was supposed to be their leader, I should have been blown away with them, but no such luck. Now I was to lead another group against God knows what odds. I had no choice—the world needs people to protect it. But of course no one knows this, because we do such a damn good job of covering everything up.

It was time to gather the other agents and arrange their discreet access to the labs. My heart started to beat faster. I hoped we would win this time.

* * *



“What are you doing?” Tristan looked a bit disgusted. Kai turned toward him, revealing the mutilated jelly donut in her hands and the telltale white powder all over her face.

“Um . . . eating my donut. Why?”

I laughed at her from behind my coffee cup.

“We can’t take you anywhere, Kai. You see, Tristan, when she was born her mom thought she had the spirit of the coyote in her or something like that. She likes to rip food apart like she’s just killed it. Ever since I’ve known her, she’s been a real joy to take to fancy restaurants.”

“Oh, so you think you’re some kind of wild animal? Great, my first time working with other people in the organization and I’m stuck with a gun-wielding wack-ball. No offense, but this makes me a bit nervous.” Tristan smiled to take the edge off his words, but his tone was sincere.

Kai shot Tristan a plastic smile and took a wetnap out of her worn leather jacket. She carefully cleaned off her fingers and mouth. Tristan stared at her, confused by her reaction. Suddenly, realizing that he might have actually pissed her off, he started to utter a half-assed apology.

Kai leaned into him, put her hand on the back of his neck, and pulled him closer, as if to kiss him. Her sweet-smelling breath warmed his cheek.

"I think, Tristan, that you take things a little too seriously. Now that's just a hasty judgment, but I call 'em as I see 'em. And what I see is a 6 foot 4 Aryan hulk who's spent a little bit too much time alone. I don't think you understand that a little levity goes a long way." While she was whispering to him she scooped up some jelly with her finger.

"As for me being a gun-wielding wacko, well . . . you can't do much better than having me watch your back. So lighten up, kiddo, and we'll all have some fun on this ride." She pulled away from him, smeared the jelly on his nose, giggled, rolled her eyes, and walked away.

I handed Tristan a napkin.

"Kai has always been a goofball, but it's her sense of humor that keeps her from being a cynic like Vallen. Don't worry about her. You're wondering if you made an enemy of her—well, you didn't. She doesn't joke around with people she doesn't like."

"So, why do you two know each other so well?"

"A few years ago I was working in South America tracking drug czars for the DEA. I stumbled on a downed craft like nothing I'd ever seen. I settled in to watch the thing. Pretty soon another group showed—Kai and two others. They started moving in on the vehicle. Suddenly, something that looked like a cross between a lizard and a human popped out of the ship and waxed Kai's two compadres. Kai dropped the thing almost as fast as it took out her teammates, but I could see another sneaking up about to waste her. I said what the hell, and shot it from my hiding place. Good thing the creatures don't like bullets too much.

"The next thing I know there's this posse of South American military types moving in. I guess just about everyone wanted that ship. Kai started to hightail it out of there, and I ran after her. Eventually Kai radioed God-knows-who and this silent black helicopter came swooping down. Kai made them wait for me. So after I save this girl, her buddies in the chopper tell me I've seen too much, and that I now pose some kind of threat to national security. So they give me one choice—join up. I thought I was in some kind of bad action flick, but it all turned out to be the 'real' reality, if you catch my drift.

"For the most part I did solo stuff like you've been doing. But sometimes they team me up with Kai on tracking missions. Kai's pretty tough. She's fast and a good shot. But she gets cocky sometimes and rushes into situations. My job is to watch her back."

The more I talked about her, the more interested Tristan became. That made me a little antsy. I mean, it's not like I've got any kind of thing for her, but she's like a little sister to me, or maybe a cousin. When Tristan asked the inevitable question, it shook my good mood for the day.

"So, are you and she just friends, or is there something more going on?"

I forced a smile at Tristan. Just then Kai returned, bouncing up behind me. She always reminded me of Tigger from the old Pooh stories when she did that.

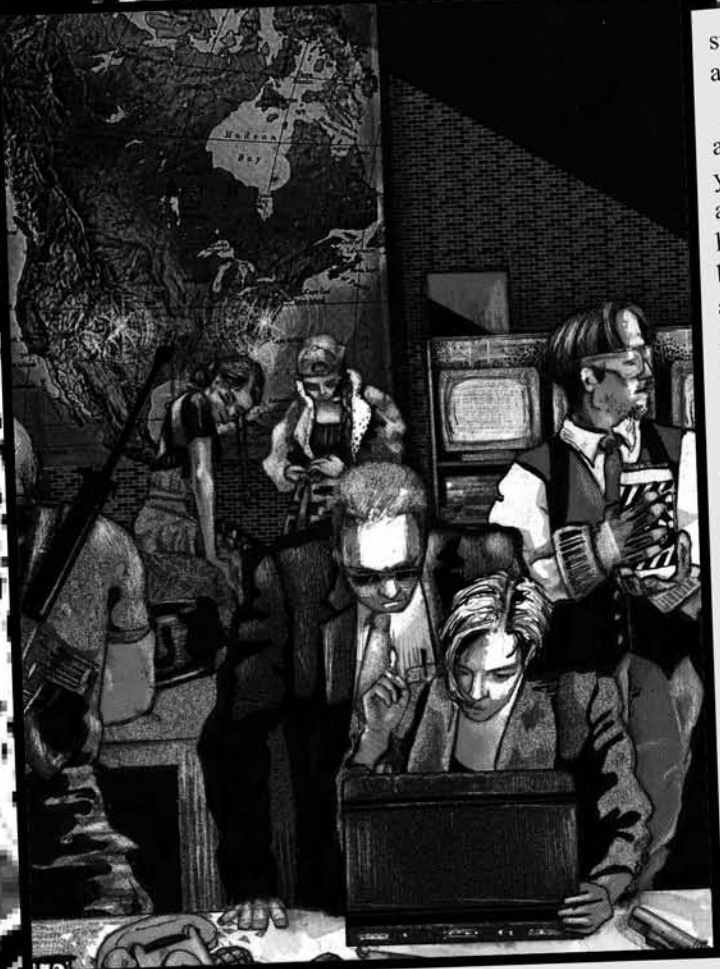
"Hey there, sorry to interrupt all this guy talk, but we gotta meet Vallen and crew at the lab."

During the drive to Baxter Labs, Tristan kept staring at Kai. He knew that being in Aegis was like living in some kind of bizarre nightmare world, but the different attitudes held by Vallen and Kai really puzzled him. Vallen was clearly burnt out and completely disillusioned. More than anything, he appeared frightened by his involvement in the organization. But Kai saw life as a big adventure, at worst as a black comedy. Maybe it was because she was younger. Then again, she was also psychologically tough. She had served in Project Moondust for several years, recovering crashed alien craft. She'd seen a lot more aliens than most. She handles it well, gotta give her credit. 'Course, I think she sort of believes she's living in some kind of comic book world where the bad guys are green and scaly. I don't think she fully understands how many bad guys there are in the world, or that most of them are human. Vallen gets it—that's why he's so down. Until Kai gets betrayed bad by another human, she'll be content to live in her comic book world of action and adventure. I just hope I'm there to protect her when the bad happens.

* * *

The six of us sat together in what looked like some kind of high-tech war room. The room was hidden behind some very clever secret passages in Baxter Labs. A screen on one wall projected images of building plans for a warehouse. On another wall, a map of the United States showed little glowing lights indicating USAM-RID, Maryland and Dulce, New Mexico. Off to one corner was a computer work station, something Richard called an obsolete "linkup to the HERMES mainframe." On the corner of the table closest to where Richard was sitting was a red phone with no buttons, just a red light that would flash if someone called. Richard coughed and drew my attention to the end of his briefing.

"Johnson, Kai, and Jeanette, you will go to the warehouse. You'll be looking for clues, anything that could lead us to the whereabouts of the scientist who originally had the embryos. We think that he may have been Black Book, but how he ended up with the embryos and what happened to him are mysteries. If we can secure



him, that's a major plus. There's also the matter of the FBI agents, but that's secondary.

"One thing is clear, these embryos could provide us vital information about alien activity on Earth. We don't want to screw this up."

Richard's voice was filled with confidence, like many years ago when I knew him. He had always had an air of command around him and seemed filled with ambition. Yet even back then I knew that I had lost him to some secret too dark for him to share. I was so jealous, but I knew there was no place for me in his world. In time, I got over him. Then, out of the blue, he brings me into this dark world. Still not sure why I agreed to come along.

I heard my name.

"No offense to Jeanette," the man I knew only as "Johnson" was speaking, "I'm sure she's a fine scientist, but why are you sending her with us? Wouldn't she be more useful to you at the Institute?"

Richard glared at Johnson. His forehead wrinkled and his tone got sharper.

"I really don't think I need to justify this . . . but to satisfy your curiosity, I'm sending her with you because if you come across any of the good scientist's notes, she is best suited to interpret them. Besides that, you will be

surprised at how resourceful she is. You will find her assistance necessary at some point, I'm certain."

Richard glanced over at me. I couldn't help but smile at him. It was a tender smile, just like those I gave him years ago. I quickly glanced around the room to see if anyone had seen it. Tristan had. He looked at me as if he understood everything that had ever occurred between Richard and me. It was as obvious to Tristan as it was to me that Richard wanted me to go with Johnson and his gun-toting partner "Kai" because I would be well protected if trouble arose.

"So are there any other questions before you suit up and head out?" Richard couldn't help the irritated tone that lingered in his voice.

Johnson noticed it and dug a little deeper. "Just one, sir, that phone over there, is it a direct line to Aegis Prime or something?"

"What? This phone?"

Richard picked up the phone. The cord hung in the air.

"This phone is purely for effect. I always wanted a Batphone when I was little, so I've got one now." Richard cracked a smile and the worry lines disappeared.

Johnson laughed and the tension in the room abated. "Okay, ladies, let's gear up and go."

Johnson grabbed what seemed to be the usual gear for Kai and himself: a couple of assault rifles, two handguns apiece, extra ammo, intrusion equipment, a mini video camera. While Johnson loaded up, Kai fitted me with a flak vest. It was bulky and hard to maneuver in, but I was relieved to know that someone was watching out for me.

"Now remember, Jeanette, if there's any trouble, stay down and keep covered, we'll handle it. Let us secure the place before you even enter it. Will you need anything?"

I was a little nervous.

"I've got everything I'll need in my bag. I packed ahead of time for this."

Kai looked at me strangely when I said that. I could tell she was curious about what was in my bag. She would learn soon enough.

Richard turned to Johnson. "Remember to contact us in four hours. By that time we'll be in and out of USAM-RID. If there's a problem, get on the cellular. That goes both ways, so if we run into trouble, you'll know."

As the three of us continued to get ready, Richard briefed Tristan and Alise (those seemed like real names) on their part of the plan.

"So the three of us are heading over to the Institute in Maryland. I've got some connections that will enable use us to enter the facility with official CDC identities. After we get in, I will make a show of heading down to one of the labs to work on a 'viral strain' with a colleague of

mine. The two of you fade into the background and locate Dr. Boland's office.

"Our plant in USAMRID has indicated that Boland is the scientist who has the embryos. Be careful, Boland's definitely Black Book. We want to keep this low profile, so avoid confrontation. Our goal is to find out the details of the transport of the embryos. Alise, you'll need to hack into Boland's personal files. Our plant went trashing and came up with five possible pass codes. He uploaded them to HERMES, so get them before we go.

"Tristan, you back up Alise. Also, once in Boland's office, see if you can pick up some indication of how they're traveling. Remember, this needs to happen quickly and quietly."

Richard looked up at the entire group. "We'll rendezvous back here in six hours . . . unless something comes up."

A short time later my group departed. I could hear Johnson explaining how things were supposed to go. I heard him mention my name once or twice and I nodded in agreement. I really didn't hear a thing he was saying. My mind was distracted by Richard. I couldn't help but wonder whether he had brought me into Aegis because he wanted me back in his life. Since he couldn't leave the organization, maybe he wanted me in it. Hell, what was I

thinking? Right then, I had to pay less attention to my personal life and more to the dangerous situation I was about to walk into.

* * *

We turned the corner, and there wasn't a security guard in sight. I looked carefully at the door, checking for motion detectors and surveillance cameras. I found both.

"This is not going to be as easy as Vallen thinks." Tristan could tell I was concerned. "This is a military base. We can't just waltz in and gain entrance to a high-security office. Well, Tristan," I turned toward him, "do you have any suggestions?"

"Tell me the list of pass codes slowly." He positioned himself in front of the lock's number pad. "People can be very predictable when they find a series of numbers they like. They tend to stick with them."

Tristan held his fingers over the buttons of the number pad and closed his eyes. As I whispered combinations of numbers, he concentrated. Suddenly, his eyes popped open and his fingers moved quickly and smoothly. The door unbolted, then swung open.

"That was impressive. Nice talent you got there."

I cautiously walked into the room. Once it was clear we were alone, I whipped out my laptop and began hooking it up to Boland's PC. "So what do you think about his password? We've got a couple of numbers that look like birth dates, and then a woman's name. We can try either avenue since they're pretty common codes, but I don't know him well enough to guess."

"I read his file. It looks like Boland does research work for the Black Book, but his connections don't run very high. He may not even know who he works for. From what I can sense about him, Boland isn't an evil man. I think he owes the Book, or they might have some other hold on him." He paused, and we both listened intently for any noise down the hall. Nothing. He continued, "He's just not the type for birth dates, and that means we're overlooking something. What else did you get from HERMES?"

"Um . . ." I fumbled through the list, "just a random quote. 'My peace is gone. My heart is heavy.' HERMES says it's by—"

"Goethe . . . I know the quote. That's what we're looking for." He began to peruse Boland's bookshelf. "Look, he's got books by Wagner and Nietzsche, so he's well read, but he concentrated mostly on German authors. He was probably very patriotic toward Germany, maybe even bought into the whole 'superiority of the Aryan race' bullshit." He looked at another selection. "But the quote doesn't fit that mentality. He's changed over the years, regretting the decisions he made." Suddenly he pulled a book from the shelf. "Got it! Try Faust."



"Bingo, we're in!" I smiled without removing my eyes from the screen. "You are good, Tristan, very good."

Moving away from the bookshelf, Tristan went to the desk. He picked up something and I glanced over. It was a lighter. He stood still, lost in thought. I heard him whisper faintly: "Fingers, loud, neon track number."

"Hey, Tristan. You still with me?" I walked over and saw his eyes slowly refocus. I looked down at the desk and noticed something. "Hey, what do we have here?" I picked up a pad and pencil. Using the side of the pencil tip, I carefully shaded the middle of the page. The impression of an e-mail address showed. "I bet this was the last thing Boland wrote. Let's see if I can find it." I turned back to the laptop. "Lucky for us Boland kept copies of the stuff he sent out."

"You know, Alise, you're a damn fine detective. I hazard a guess that you weren't always involved in the CDC. I mean you really know what you're doing—"

I cut short whatever empathy mumbo-jumbo he might be using. "Stop fishing, Tristan. If you want to learn about me, I can't really stop you. But if you have any respect for me, keep out of my private life, okay?" Guess I didn't need to be so harsh, but he didn't need to know what I carried around in my head.

After a couple of minutes, I found it: a memo.

"This is it," I said excitedly. "Taking kids to the station at 6:00 p.m., rendezvous with sitters at Steven's. See you in two days." I saved the file to the laptop. "'Station' . . . does that mean bus or train? Also, who the hell is this Steven? If the rest of the message is so cryptic, why is 'Steven's' not?"

"Maybe 'Steven's' is blatant because there is no other way to put it," Tristan suggested. "Call the train station and find out about any places called 'Steven's' nearby."

"How do you know for sure it's the train station?" I asked, but I already knew.

"Trust me. It's the train station, and we don't have much time. Let's go."

We cleaned up any trace of our presence and headed for the exit. Just as Tristan reached the door, he paused. He whispered, "Bad guy at the door" and ducked back.

The door opened to reveal a huge security guard standing there, blocking the light from the hall.

"What the hell are you doing in here?"

Before he could move, I struck. As my open hand impacted on the guard's face, I cut loose with the juice. The guard dropped like a sack of potatoes . . . a big sack of potatoes. Guess he wasn't used to those kind of shocks. Tristan wasn't either; he refused to look me in the eyes. Can't blame him; the tech gives me the willies sometimes, too.

"Don't ask any questions," I warned. "Let's just get Vallen and go before the gorilla wakes up."

"You'll get no arguments from me." He followed, staring back at the unconscious guard.

I hurried down the corridor and called Vallen on the cellular. "Richard, I was just notified that we have . . . um, a situation back home that needs our immediate attention."

Vallen joined us directly. We called Johnson's team to tell them where to meet us. It looked like we were all going to the train station.

* * *

Johnson and I moved together like a well-oiled machine. It was difficult to focus on him through the green glare of the night vision goggles, but sound was enough to guide me. The smell hit as soon as we entered the warehouse, and my feet kept sticking to the floor. I really didn't want to know what I was sticking to; it reeked as if it had died a while ago. Johnson's voice in my communicator broke the silence.

"I want you to stay real close to me, Kai. I've got a bad feeling about this."



Now, for as long as I've known Johnson, he'd never based anything on intuition. Naturally, I became very nervous. "Hold up a minute, Johnson. Before we go any further, you tell me what's wrong." He stood close enough to me in the dark hallway that I could feel his body warmth.

"The last run I was on . . .," he started reluctantly, "the last time I was part of a cell, we were doing a warehouse job, and things went wrong. We lost two good agents: one dead, the other scared into catatonia. There are too many similarities here, and I'm replaying the scenario in my head. I just don't want you to get hurt," he looked at me and then back toward the end of the hall, ". . . either of us for that matter. Of course, we've got to baby-sit the newbie, too. I just feel real uncomfortable with this."

"It will be okay," I reassured him, trying to focus on the mission at hand. "We'll move together down the hallway, then to the right. The blueprints we checked out earlier indicated that the power box is no more than ten feet from the corner. We'll keep close—I'll hit the power, you watch my back."

We secured the building with no problems. Nothing alive was left here. Broken glass vats spilled some kind of greenish goo on the floor. As I walked I could hear the glass crunch, followed by the squishy sound of my boots in the slime. Johnson pulled out his radio.

"Jeanette, we are secure here. You can move in, copy?"

"I read you. What equipment?"

"You're going to need some gear to collect samples. We've got some weird stuff here." I started looking around as Jeanette made her way inside. There was an overturned desk riddled with bullet holes. I found remnants of what might be blood on the floor. Jeanette would have to grab samples of that.

"Johnson, look," I pointed to the ceiling. "There's a camera. That means there's monitoring equipment somewhere around here."

"Jeanette, you continue to grab samples of whatever you can. Take a look through the desk, too, and see if you can find something useful."

After searching for a few minutes, Johnson found a secret panel leading to a hidden office. Meanwhile, gathering samples, Jeanette found a couple of computer disks taped to the inside of the desk. I spent some time fiddling with the VCR in the monitoring area and called out when finally it worked. "Hey, guys, I got some feed from the day of the incident." Jeanette joined me in the office, but Johnson remained outside to keep an eye on things. "Okay, this must be the scientist, but who's he talking to? He's huge . . . or maybe the scientist is a midget." The video went on for a minute or two, then fritzed out for a couple of seconds. When it came back, the desk was turned over and there were muzzle flashes.

"What's going on?" I asked, trying to piece the events together. "The really tall guy's kicking butt, and he's taking a lot of bullets without going down. It looks like the scientist was working with someone, and a strike team of some kind showed up at the wrong time. Maybe they wanted what the scientist had. Or maybe they were friendly, but didn't expect to find the scientist palling around with anyone. Very interesting."

Jeanette stared at the screen, obviously viewing the scene with inexperienced eyes. "What's that thing that strike team guy has on his arm? It looks like some kind of claw." I froze the frame.

"Oh, shit, that's a Saurian plasma claw. I've seen a couple of those in my day." I turned toward the novice beside me. "This is bad, Jeanette. I think we're in deeper than we expected."

"Kai, we may have a problem," Johnson's voice over the radio startled me. Suddenly the power shut down.

"What's going on, Kai? Why did the power go off?" The nervousness in Jeanette's voice wasn't making the situation any easier. I pulled her down to the floor with me and whispered.

"Be silent and move only when I say. We are going to head for the door, so put these on." I handed her a spare set of night vision goggles and hoped she wouldn't freak out on me. My heart was pounding so loudly I could hear it echo inside my skull. I couldn't stop thinking about Johnson. I didn't know if he was down, but I couldn't risk breaking radio silence until I knew what was going on. Moving across the floor like a spider, I silently edged my way toward the door of the office. Silhouetted against the window across the warehouse, I could see someone walking. It wasn't Johnson—it wasn't the way he moved. Then it dawned on me how tall the shadow was. My mouth dried up. If I had not just watched this guy on the video take out at least three people with no problem, I wouldn't have been so scared. Slowly, I reached back and motioned for Jeanette to follow.

I maneuvered out the door and shot a smoke grenade across the room to serve as a distraction. Jeanette and I jumped up simultaneously and bolted for the hallway. We reached the exit in seconds. I looked back to see Johnson rounding the corner. I guess he liked my distraction. "What are you waiting for? Open the door!" Johnson yelled, pushing past Jeanette.

"I'm trying, but it's stuck!" Her voice was tinged with panic. "It's jammed or something. Help me!" Jeanette could see the tall man at the end of the hall now, and she started to whimper. The three of us shoved the doors with desperate strength, but it was too strong. Jeanette closed her eyes, seemingly gathering all her strength. Suddenly the doors gave way. We spilled out of the building. I ran as fast as I could and jumped in the back of the van.

"That's it, no more warehouses ever. Every time I set foot in one of those places, things go wrong." Johnson looked toward Jeanette's white hands on the steering wheel. "We probably lost everything we picked up in the place because that guy showed up. I mean, it was one guy, what the hell were we running for? I think it might have been pretty useful to interrogate him." Johnson sounded really annoyed. Jeanette continued to drive in silence and was clearly too shaken up to talk much. I had to admit, though, for someone who had just had the crap scared out of her, she drove pretty well.

"Johnson, we definitely didn't want to try to detain that guy. He was on the video, and we watched him take out at least two regular combat guys and maybe a Saurian MIB. He could even have been one of those superhuman Atlantean types that I heard some eggheads talk about at the Ranch."

"You've got to be kidding me!" Johnson's eyes seemed to pop out of his head. "We have the Black Book, Saurians, and an Atlantean all vying for the embryos? Oh, yeah, this is going to be fun." He cradled his head in his hands. "Okay, we need to get on the horn and let Vallen know what's going down."

I moved up front with Jeanette to check on her. "Hey there, how you holding up?"

"I'm okay, and there's something I need to explain, but I just need a little time. Oh, and by the way, all the samples I took, the disks I grabbed, and the tape are in my bag. You see, I'm not so useless after all." There was resentment in her voice.

"Look, Jeanette, I'm sorry I offended you before. You did real well in there and I shouldn't have underestimated you." Johnson actually sounded sincere.

Jeanette had proven herself a valuable member of the team. Johnson said he would not doubt her again.

* * *

"We'll see you soon." Vallen put away the cell phone.

"We will meet Johnson's team further down the line. They apparently ran into a few problems, but everyone's all right."

I could tell Vallen was concerned about Jeanette.

"So, what's the story between you and Jeanette? It's pretty obvious that there is something special between you two."

Vallen thought for a moment before replying. He clearly wasn't sure that he wanted to open up to someone who was pretty much a stranger. But really, I left him little choice. I took his hand and looked deeply into his eyes.

"I see you and her dancing, you were both younger, the cross you wear, she gave that to you, but you're not religious. You love her deeply."

I couldn't figure out why I was prying into Vallen's personal life. This was not the way I really wanted to learn more about him. It's so hard to resist, though. Whether or not people are willing, I learn whatever I want about them. My voyeuristic tendencies disgust me. . . still, I can't help myself. I like to pretend I'm trying to help people open up. Who am I trying to kid?

Vallen reached into his shirt and pulled out a well-hidden chain with a cross dangling from the end. He just held it in his hand. My guess is that normally he trusts no one and lets no one close to him, but he was not angry with my intrusion into his psyche. I started to back off.

"I'm sorry. I should not have done that, Richard. Your life is private and I have no place there. I can't explain why, and don't take this the wrong way, but I feel closer to you than the others. I thought perhaps you might want a friend. Unfortunately, I'm not so good at winning friends without reading them first. I think you and I see things on the same level."

"It's been a long time since I've had a friend. For the most part, I lost everyone I care about because of what we do, so I guess I really would like to have someone I could talk to. Thanks, Tristan."



Vallen's voice was a little shaky. It is not the easiest thing for a man to admit that he could use a friend, much less admit it to another man.

Alise walked up carrying three train tickets.

"Dr. Boland is not very clever. First he keeps his secret e-mails, then books the ticket under his own name. Anyway, the train he's traveling on is about to leave, so if we're going to make it, we gotta go now."

On the train I thought about what had happened with Alise before. She was acting as if nothing out of the ordinary had happened. I wished she were as receptive to having a confidant as Vallen. I was curious how she had been able to take down that guard the way that she had.

Vallen interrupted before I got the nerve to ask.

"Here's the situation. Johnson's team is still investigating down there, but they got some vital information for us. It turns out we not only have to worry about encountering Black Book, but there may be both Saurians and an Atlantean involved.

"This is a bad situation. We don't want to mess with any of them without Kai and Johnson around, so for now we just want to locate Boland on the train. In the event that he is alone, we grab him. If he's traveling with anyone, we lay low until the others arrive. We've got a long train ride to deal with the situation, so let's not be hasty and start making mistakes."

Vallen was in complete control, a fact he seemed to notice himself. This further fed his confidence.

It was my job to locate Dr. Boland. I walked through the corridors of the train, clutching the lighter that I had found in his office. After about an hour of searching, I finally picked up on something. I rested my hand on the door of the compartment. There was a feeling of discomfort on the other side, and my hand holding the lighter began to tingle.

"This is it. This is where he is."

"Is there anyone in there with him?" Alise was definitely getting anxious.

"I sense no one else with him. Let me go in; I've gotten to know him a little and think this will work best."

I could tell Alise was not fond of the idea. I would have liked to believe that she was concerned because she actually cared for me, but my guess is that she just didn't want me to screw things up.

I opened the door and four heads rather than one turned to see the intruder—me. There was Boland, sitting with three big, bulky guys, all wearing black suits, black shades, and earphone radios. Even while I was in the room with them, I still could feel the presence of only one person. That really freaked me out.

"I'm sorry, I must have the wrong compartment. Um, Linda Freeman isn't traveling in this box, is she?"

I smiled stupidly. The only name I could think of was my high school girlfriend.

The three men just stared coldly at me. It was Boland who answered my question, in a pronounced German accent, just like my grandfather.

"No, no, you have the wrong place, but if I see her I'll let her know you stopped by, Mr.—?"

His voice trailed off as one of the Men in Black moved toward me and shut the door in my face.

I walked slowly down the hallway to where Alise and Vallen were waiting. As soon as they saw me, it was clear there was something wrong.

"So what happened, was Boland bigger than you imagined?" Alise was half joking, but she knew things were not good.

"Okay, we have a problem. When I opened the door to Boland's cabin, I sensed he was the only person there. But . . . well . . . there were three big guys in suits sitting with him, and they were not happy to see me. Besides that, they were making Boland real uncomfortable."

Vallen took off his glasses and rubbed his eyes. It was really obvious that he was getting overwhelmed.

"So what do you think they were?"

"I don't know. I know we fight aliens, or at least I have heard that. But up till now I've never even seen an alien. I mean, these guys looked just like us. Specifically, they looked like me. Not facial features, but build and heritage. But they definitely couldn't have been human. They had no 'presence.'"

"Is it possible that for some reason or another you just couldn't sense them, but they were human?" When Vallen asked, I knew he was just hoping that I had made some kind of mistake.

"I've been wrong about lots of things in my life, but one thing I can tell you for sure is whether something is human or not."

I was completely positive that we were in for a long, dangerous train ride.

"Okay, the best we can do is wait for Johnson's team. Kai will probably be able to tell us what we're dealing with. Until then, let's keep a close eye on Boland's compartment. None of them go anywhere without us knowing about it. Got it?"

Vallen was tired, but he always seemed to have a solution. We just waited for the right moment.

While Johnson and I were going over what I had seen on the video, we pulled into a cemetery. "Um, Jeanette? Have you completely lost it?" Johnson asked, trying to keep his voice calm. "I mean, this is a nice place to sight



see, but we definitely don't have time for this right now!" Jeanette sighed and turned to us.

"Look, Johnson, you said you wouldn't doubt me again, so try and trust that I know what I'm doing." She sounded like her patience was wearing a bit thin. "I can find out if the scientist is still alive, and I can tell us generally where he is."

"I don't understand, Jeanette. There's more happening here than you're telling us," Johnson snorted at my gift for understatement. "Look," I continued, glaring at Johnson, "a good team sticks together and tells each other what's going on. Johnson and I have already told you we recognize your worth, but you've got to come clean with us."

"I already told you what I'm doing here. I'm meeting someone who can give me the information about—"

"You have some kind of contact?" Johnson interrupted.

"Yes, in a manner of speaking, but it will take some time for her to show up," Jeanette hesitated. "Like about three hours. Just don't interfere when I'm talking to her, live up to your word, and trust me!" Obviously regretting his promise, Johnson shifted in his seat. We were both pretty nervous, but we were resigned to waiting and hoping that Jeanette wasn't crazy. She was purposefully

being vague, and neither of us liked that. Johnson did unstrap the strap on his holster for a quick draw, just in case. Shaking her head over his precaution, Jeanette jumped out of the van and turned back to us. "It will go faster if you help me."

It was pretty cold, trudging around in the middle of a cemetery. Jeanette instructed us to draw a pentagram in the dirt around some graves. This was pretty creepy, like out of a horror movie or something. I watched as Jeanette strategically placed candles on the points of the pentagram. The flames flickered in the breeze. Then she stood in the middle of it all and sprinkled strange powder on the ground around her while chanting. Johnson and I slowly backed away from her to sit on some tombstones and stare as Jeanette began her strange divination. She sat cross-legged in the middle of the pentagram and waved her arms about as she half-spoke, half-sang in what sounded a lot like French. A tingle ran up my back as I was reminded of the old spiritual dances and prayers my mother used to perform, back when we lived on the reservation. Time dragged and I might have dozed.

Suddenly, the smoke from the candles' flames started to stir and form an image of an elderly Black woman in some kind of Caribbean garb. I gasped involuntarily as her face appeared, wrinkled and rounded. Johnson and I watched the smoke play games with the proportions. I realized that I was witnessing a spirit. I had never seen anything more amazing in my life. I nearly wept from regret for ignoring my people's folklore and religions.

The smoke seemed to dance around Jeanette as she spoke to it. Finally it swirled around her head and disappeared. In the spirit's wake was a silence so deep that it was disturbing. I felt as if there was noise all around me, but I couldn't hear anything because I was deaf. After an eternity, the stillness was broken by the spirit's return. Jeanette lifted her hands into the air and smiled as the smoke twirled through her open fingers and circled her head. She spoke very tenderly into the air, as if ending a conversation with a dear friend, slowly closed her hands around the smoke, and the spirit was gone.

After a couple of minutes, Johnson and I realized Jeanette was finished.

"Well," Johnson said, breaking the silence. "That was interesting. Did you find out anything?" I glared at Johnson before turning to Jeanette.

"That was amazing! I've seen plenty of weird stuff, but very little of it has been used for good. Maybe," I asked in a quieter tone, "when we have more time you can explain what you were actually doing?"

"I summoned the spirit of my grandmother Abelyne. She and I have a bond that is still strong even in death." Jeanette sounded defensive. "She watches over me and guides me."

"Did . . . was she the one who opened the door for us at the warehouse?"

"Yes, Kai, she did." Jeanette told me proudly. "She also found the scientist, who is alive and relatively close by. He's in hiding, though, and won't come out until he feels it is safe to do so. Abelyne feels he is waiting for someone to bring him to safety." Johnson began to gather up the stuff.

"Okay, thanks, Jeanette. That was fascinating, but now we have to get back to reality and find out what's going on with Vallen's team." He turned his back on Jeanette and me and headed back to the van. We watched, completely stunned.

"Johnson, wait up!" I yelled, catching up to his retreating form. "I'm so pissed that you can't see the potential in Jeanette's ability. Maybe I'm biased because I've had more exposure to this sort of thing, with my mom's gift for spirit talking and all, but that's no reason you should just dismiss everything we both witnessed!" Johnson kept walking. "Just because you can't do it, you get all bent out of shape and can't believe it's a valid way to gather information!"

In response, the sky rumbled and it began to rain. Big, heavy drops splatter on and around us. Night sounds were soon replaced by the drone of rain. In silence, we continued to march out of the cemetery. Jeanette caught up with me after a bit and touched my shoulder gently.

"Kai, thanks for understanding me."

Johnson stopped and spun around.

"Look, if you two Girl Scouts want to hang out here all day, calling up dead grandmothers and telling ghost stories, you can be my guests! But," he held up his hand, "as I remember it, our prime objective was to get the embryos. What Jeanette did was useful as far as the information we need goes, but right now we need to get back to Vallen and take care of business. I don't want any more attitude from you, Jeanette. And Kai," turning to me, "never sit there and make rash judgments about how you think I feel."

Johnson turned back to Jeanette, leaving me blushing and somewhat annoyed. "I do appreciate your abilities, Jeanette, but we are hours late for our rendezvous and we have no more time for playing around with mystical hoohaw. I am cold, wet, and hungry, and now we haven't got the time to stop for food. And that pisses me off. We have to call in a helo pick-up to get us to wherever the hell the rest of the team is. So," he took a deep breath and appeared to make an effort to shake off his anger, "let's go, and you can tell us all the fine details of what your grandmother found out in the van."

* * *

"So, are the three of you brothers or something? I mean, you look so much alike."

I watched for their reaction, but there was none. I couldn't see the glare that I knew they were giving me from behind their shades. I didn't turn my head to look at the one sitting next me. He was just like the two across from me. There was little human about them, except their appearance.

"So, they didn't teach you a sense of humor in the gene vats, eh?"

The one directly across from me (he never told me his name, so I just called him Hans) spoke.

"We aren't clones, but you know that. Dr. Boland, this will be a much nicer trip if you just remain quiet."

I didn't understand. Several people (that I know of) had died trying to get their hands on the embryos I was carrying, and these creatures came from such embryos. They were so cold and emotionless. I couldn't fathom their intentions, but I didn't think the welfare of the human race figured into them. They only disguised themselves to look like us for easy infiltration.

It all reminded me of the experiments back home in Germany during World War II. The goal was the creation of die Übermenschen, the super soldiers. In their human disguises, the three "men" sharing the cabin with me epitomized the goal of those projects. They were perfect warriors. Perhaps that's what the U.S. military was intending, at least the part of the military that Black Book owned. There was a time when I too would have been impressed by their skills and capacities. But I was all too aware that they were not human. Their interest in killing humans and ensuring the survival of the embryos had nothing to do with loyalty or nationalism or any of the other human beliefs that motivated my colleagues in the Black Book, or back in the Reich for that matter.

I was sure it all had to do with some hidden agenda that the Black Book was too blind to see. It was unfortunate that I no longer wanted anything to do with the whole situation, as I was powerless to do anything about it. The best I could hope for was that the plan went off without a hitch and I got as far away from these things as possible.

I fumbled around for my lighter, my lucky lighter, but I couldn't find it anywhere.

"Boland, what are you doing?"

I was surprised to hear a voice. He must have noticed me getting twitchy from lack of nicotine.

"When I left my office, I must have forgotten my lucky lighter. That's troubling to me. Besides, I really need to smoke. That would calm me."

I realized as I spoke that they would never understand the concept of a lucky lighter. They just stared at me blankly, offering nothing to the conversation. By this time I was really going crazy.

"Look, I don't care if the three of you come with me, but I've got to smoke. I don't have my lighter, so we have to go to the dining car to get matches. While we're there we can eat, too. That will get us out of this stuffy compartment for a while."

I stood up, believing that I had convinced them. Who was I kidding?

"Sit down, Boland, this is not a school trip. You're not going anywhere."

If I was three times bigger and 40 years younger, I would've taught the jerk a lesson. As it was, talking was my only option.

"You three may not need to eat or sleep or suffer from any addictions, and life may be grand on your home planet. But right now you're on Earth and your survival depends on the cooperation of humans. So you better get used to the fact that we eat, drink too much, and go to the bathroom. Now, I'm going to go have a smoke, and then I'm going to get something to eat. If you three think differently, go ahead and try to stop me. But I warn you, if you do I'll scream and carry on and draw attention to the three giant brutes accosting a little old man. So if you want this to go smoothly, you'll let me walk out this door."

With that, Hans stood up. It hurt my neck to stare up at him. I was so scared I started shaking.

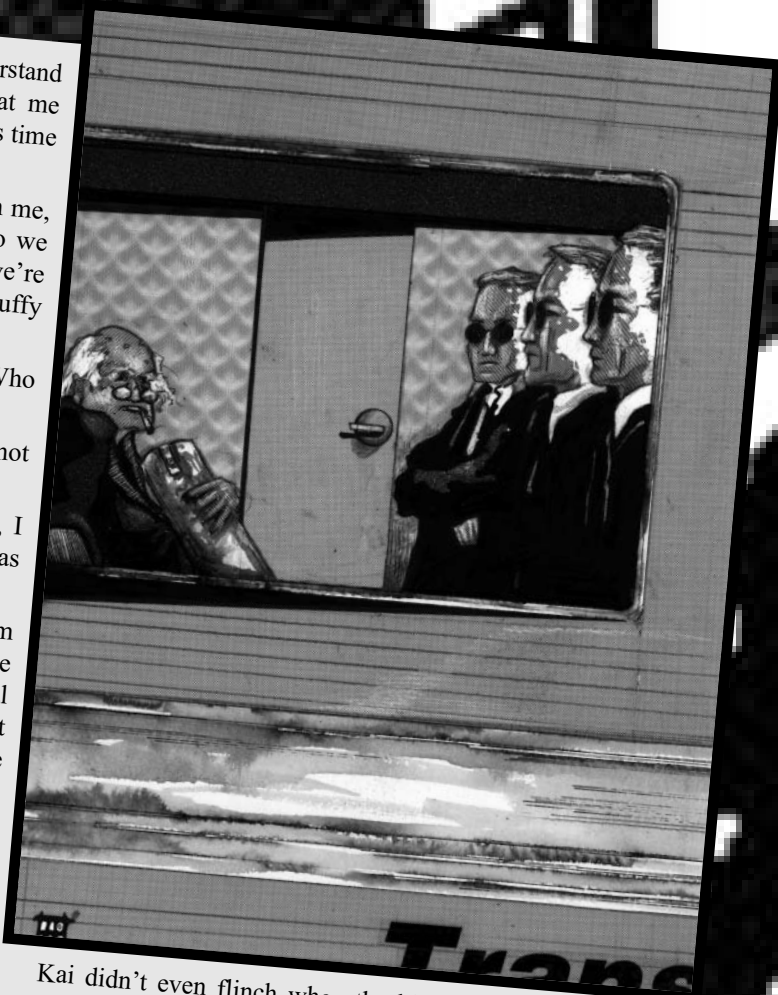
"Okay, old man, but I'm going with you."

"Suit yourself, Hans. Have you ever had a cigarette?"

* * *

We were in the last coach car. Johnson's team had boarded at the last stop and Vallen had briefed them. Good thing Kai had Blue Fly contacts. Otherwise, they never would have made it in time. Johnson then had flashed his DEA badge and used some story about a drug sting. Over the course of several miles, we quietly cleared everyone out of the car. As we neared the Steven's Point station, we heard movement in the compartment. When they left their compartment, we were ready. Or so I thought.

It all went so fast that it's tough to piece together now. I was standing in the doorway of one of the compartments toward the end of the train. Boland and one of the bruisers took a few steps toward the front of the train, passing the next compartment forward. Tristan and Kai then moved out of that compartment. Tristan grabbed Boland under the arms, pulling him out of harm's way. Kai bounced up behind the man-mountain and plugged him twice in the head with a silenced pistol. That took him down—fast.



Kai didn't even flinch when the blood splattered in her face. Somehow the other two Saurians knew there was trouble because they came bounding out, pulling on and charging up their plasma claws.

"Kai! Look out!" Johnson's voice rang out like a shot. Johnson moved fast past me and slammed the brute into the wall. He and Kai moved together like clockwork. As Johnson used his momentum to spin the Saurian around, Kai carefully aimed her handgun. Johnson ducked at the exact moment Kai fired. The timing was so beautiful, it seemed rehearsed. That Saurian also went down—hard.

Meanwhile, the third one grabbed the embryos and bolted toward my end of the train. Jeanette stepped in front of me for some crazy reason and pointed a gun at him. Then he was on her, slashing her across the chest with his glove. She went down immediately.

Before I knew what I was doing I had tackled the Saurian. It was just me and the alien at the back of the train. I looked in his eyes and knew exactly what he was going to do—he was going to jump off the train. After everything we had been through, I just couldn't let him get away. From behind I could hear Johnson yell, "Alise, get down!"

It was too late. The Saurian bailed and I clung to him as he leapt. It wasn't bad enough that I had just tackled an alien. Now I was hurtling off a train going about 40

miles an hour. Oh, my God, what was I thinking? We hit the ground and flipped one over the other. He took the brunt of the initial landing, but I felt my ribs crack. The sound was bad and so was the pain. My chest heaved and my mouth filled with blood. It was hard to breathe. My left shoulder felt wrong, and I knew I must have dislocated it. Jesus, I couldn't believe I was still conscious.

The Saurian wasn't in much better shape. He looked beyond me at the train that was steaming away, and then focused his attention back onto me. I knew that he could destroy me in close combat. My adrenaline pumped, and the pain receded a bit. I pulled my gun from the holster at the same time he leapt at me with his plasma claw. My bullet to the head won. He went down. I kept firing, unloading the pistol into him until his head was just a gray mash—probably excessive, but I was really pissed. I sat there for a few minutes with my gun smoking. I noticed the dead Saurian still looked human. I figured when you killed them, even if they were in disguise, they would ooze green goo or something. Maybe I've just seen too many movies.

Suddenly the pain returned. I stifled a breath and fought to stay conscious. When my vision cleared, I dragged myself over to the embryos. They were intact. Finally, it was over.

A silverish boot appeared in front of me. I craned my neck forever before I found the top of the guy. He appeared to be the most perfect person I'd ever seen. He wore a skin-tight silver bodysuit that concealed nothing. His long blond hair waved in the wind. He reached down and took the embryos from me.

I hissed, "I don't know who you are, but I can't just give you those." It was really bizarre—I'd never met this guy in my life but somehow I felt he knew me.

"I know you've gone through a lot to obtain these embryos, but you and Aegis aren't ready for this information." His voice was music. "Don't worry, Alise, you'll get another chance. For now, be happy that you're still alive. You and your group did just fine tracking down these embryos. Good luck healing, Alise. I know you'll be fine." He smiled, showing perfect white teeth. "You know, there's a little of me in you."

I watched him float up to the craft overhead and was filled with disgust and disappointment. I wanted to know how he knew me and what he meant about tracking down the embryos for him. Where did he get off flying in and taking our hard-fought gains? Just who the hell were we working for? As usual for Aegis, every job is double-cross and backstab. He was right about one thing, though. I was lucky to be alive, and so was everyone else.

Next time we'll be ready for anything.

Next time we will win.





The World of Lies

On the surface, the world looks very much like the one outside your bedroom window. The same people are walking the same dirty streets, the same animals rummage through the same garbage, and the same mindless drivel is shown on the same television stations. But sometimes that world just doesn't seem right. You wake up in the morning and get the feeling that something isn't as it should be. Why do certain figures appear out of nowhere and become famous overnight? Why do the rich get richer and the poor get poorer? What is the government really paying for when it shells out \$75 for a screwdriver? Why is it the more questions you ask the fewer answers you get? Why is it that any answer always leads to another question? Sometimes you cannot see what defines your world. This is the nature of conspiracies. This is the nature of *Conspiracy X*.

In *Conspiracy X* the players assume the roles of the operatives and conspirators of Aegis, a secret organization at work within the United States government. Aegis has been aware of an extraterrestrial presence on Earth for over forty years and has had a in-depth understanding of the supernatural for the last fifteen years. Aegis' self-appointed duty is to monitor alien and supernatural activities and counter those it deems unacceptable.

But Aegis is not the only conspiracy in existence. The Black Book operates within the American military-industrial complex and has extensive dealings with extraterrestrial agents on Earth. Indeed, the Book has formed several high-level treaties with the invaders. This group supports alien efforts in building and maintaining bases of operation. It even facilitates alien abductions and activities in exchange for advanced technology and knowledge.

Once part of the same organization, Aegis and the Black Book now wage a secret war of covert operations, abductions, and human experimentation behind a facade of lies and disinformation. As part of Aegis, you are authorized to employ any means in your fight against the Black Book and its inhuman allies. The Aegis arsenal combines high-tech surveillance equipment and state-of-the-art weapons with psychic warfare, supernatural rituals, and stolen alien technology. Lies, deception, cover-ups, sacrifice and force—even terminal force—are part of the job.

The conflict has raged for nearly fifty years, and the stakes are high. Humanity's existence on Earth as master or pawn—indeed mankind's entire existence—depends on your vigilance and success.

About GURPS

Steve Jackson Games Incorporated (SJ Games) is committed to full support of GURPS. Inquiries concerning GURPS may be addressed to SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write SJ Games. Resources now available include:

Pyramid (www.sjgames.com/pyramid)—SJ Games' online magazine includes new rules and articles for GURPS. It also covers all the hobby's top games—D&D, Traveller, World of Darkness, Call of Cthulhu, Shadowrun, Conspiracy X, and many more—and other SJ Games releases like In Nomine, INWO, Car Wars, Toon, Ogre Miniatures, and others. Pyramid subscribers also have access to playtest files online, to see (and comment on) new books before they are released.

Internet—Visit SJ Games on the World Wide Web at www.sjgames.com for an online catalog, errata and updates, product releases, and hundreds of pages of information. SJ Games also has conferences on CompuServe and America Online. GURPS has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet—Much of the online discussion of GURPS happens on this

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About GURPS

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email list. To join, send a message to majordomo@io.com with "subscribe GURPSnet-L" in the body, or visit the GURPS World Wide Web site (gurpsnet.sjgames.com/www/).

New supplements and adventures—SJ Games is always working on new material and is happy to let you know what's available. A current catalog is available for an SASE, or check out the Web site.

Errata—Everyone makes mistakes, including SJ Games—but they do their best to fix their errors. Up-to-date errata sheets for all GURPS releases are always available on the Web site or via SASE.

Q&A—SJ Games does its best to answer any game question accompanied by an SASE, or submit it to rec.games.frp.gurps.

Gamer input—SJ Games values your comments. It will consider them not only for new products, but also when it updates books for subsequent printings.

About Eden Studios

Eden Studios was formed in 1997 to reinvigorate the Conspiracy X RPG. Since that time, Eden has published a number of Conspiracy X supplements and has reprinted two books. For those Game Masters interested in specific Conspiracy X world material, the entire line of Conspiracy X supplements is described in the Appendix and online at www.conspiracyx.com.

Eden also produces C. J. Carella's WitchCraft RPG. This game of dark secrets and magic also takes place in the modern world, and is based on extensive research into current magical theory and practice. The main rulebook and the two supplements are available, with a number of future supplements in the works.

The latest release from Eden is All Flesh Must Be Eaten, the zombie survival horror roleplaying game. You've

(continued on next page)

CHAPTER SUMMARY

The **Prologue** contains a short story providing players and Game Masters with a feel for the world of *Conspiracy X* and the trials of the elite Aegis operatives.

The **Introduction** includes these brief remarks and some reference information.

Chapter One: Indoctrination provides a number of documents containing basic knowledge held by any Aegis operative. The capacities of a HERMES link, the responsibilities of being assigned one, the goals and obligations of Aegis, and an overview of the aliens and paranormal are discussed.

Chapter Two: Operatives details how to create Aegis operatives with backgrounds in a number of areas. A full discussion of the new Influence and Sphere of Influence advantages, and the Pulling Strings they allow, is also included. Templates for FBI Agents, Army Rangers, CDC Scientists, MKULTRA Parapsychologists, and many more are presented.

Chapter Three: Ops Center discusses formation of the characters' secret headquarters and the equipment they may access readily. This second stage of character creation is done by the players as a group and cleanly establishes the "adventuring party."

Chapter Four: Paranormal modifies the *GURPS* psi and magic rules to account for Seepage, the source of supernatural activity in the *Conspiracy X* world. Seepage is a subtle and powerful force, but it is also a dangerous one.

Chapter Five: Secrets is intended for the Game Master exclusively. This chapter explains some of the many hidden mysteries and conspiracies of the *Conspiracy X* world, the goals of the various groups, the capacities of their operatives, and the horrors of the supernatural. Players should definitely not peruse this chapter.

Appendix presents conversion rules for the *Conspiracy X* game mechanics to *GURPS*. It also presents a number of suggestions for using the materials from both *Conspiracy X* and *GURPS* sourcebooks.

HOW TO USE THIS BOOK

The material that makes up the bulk of this book, through Chapter Four: Paranormal, is directed at both player and Game Master. It provides commonly known background on the *Conspiracy X* world (at least commonly known by Aegis agents) and campaign-specific *GURPS* rules modifications. Unless Game Masters want their players' characters to start completely ignorant of the "truth" behind the "lies" (a perfectly valid beginning to any conspiracy game), nothing in these chapters "gives" anything away. A good deal is revealed in these chapters, but some of it is false or misleading (as the Game Master determines).

Chapter Five: Secrets is chock full of the "truth"—at least as far as the Game Master wishes it to be. This information is solely for the GM to parcel out as the campaign progresses, if at all. Naturally, as with any source material, GMs should pick and choose what is "real" and what is "misinformation." The strength of the *Conspiracy X* world is its grounding in modern 20th- and 21st-century events, history, conspiracy theory, people, places, and things. Game Masters need look no further than the grocery store tabloids for source material. Alien abductions, ghost stories, supernatural monsters, even Elvis sightings are all part and parcel of *Conspiracy X* stories.



MALE/FEMALE CONVENTIONS

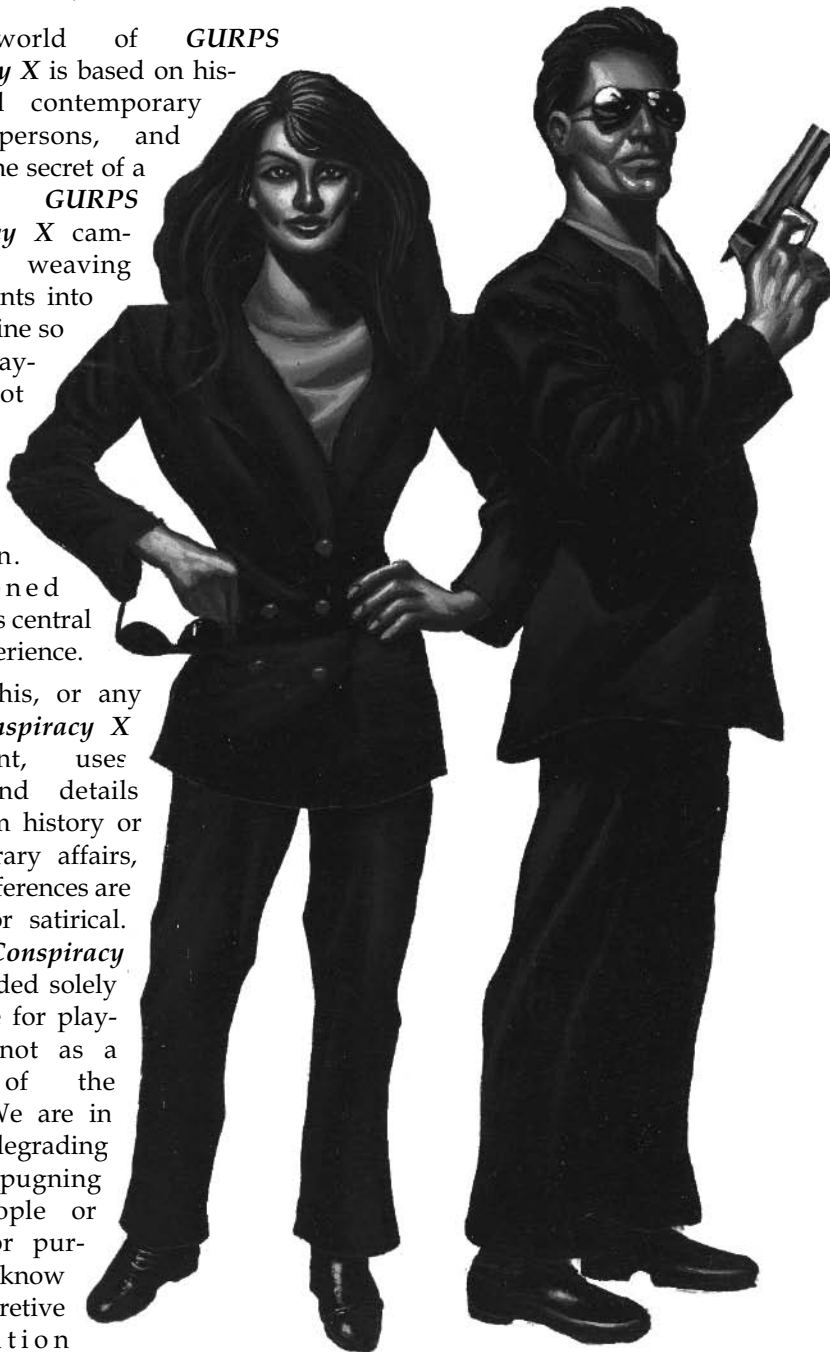
Every roleplaying game struggles with the decision about third person pronouns and possessives. While the male reference (he, him, his) is customarily used for both male and female, there is no question that it is not entirely inclusive. On the other hand, the "he or she" structure is clumsy and unattractive. In an effort to "split the difference," this book uses both the male and female designations at various points in the text. In all cases, unless the context indicates otherwise, the opposite sex is assumed to be included.

DISCLAIMER

The world of *GURPS Conspiracy X* is based on historic and contemporary events, persons, and groups. The secret of a good *GURPS Conspiracy X* campaign is weaving "real" events 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, or any other *Conspiracy X* supplement, uses names and details taken from history or contemporary affairs, all such references are fictional or satirical. *GURPS Conspiracy X* is intended solely as a game for players and not as a source of the "truth." We are in no way degrading or impugning these people or groups, or purporting to know actual secretive information about them. In fact, we can safely say that we know little or no verifiable truth about any of the matters we discuss. We would like to assure any MIBs and Aegis operatives out there that we will not tell anyone what we know or think we know.

Honest!



About Eden Studios

(continued)

seen the Dead trilogy and played Resident Evil countless times; now it's time to really enter the realm of survival horror. Covering the breadth of the zombie genre, All Flesh Must Be Eaten presents eleven campaign worlds and a zombie creation system to horrify the players.

For those looking for a game about aliens with a humorous bent, try Eden's Abduction card game. This non-collectible game is a light-hearted look at alien abduction.

In a similar bent, Eden's recent non-collectible card game is Knights of the Dinner Table: HACK!, a hilarious game of dungeon crawling and death, derived from the wildly popular Knights of the Dinner Table comic book by Kenzer and Company.

Eden has also produced a strategy computer game, Rail Empires: Iron Dragon, based on the Iron Dragon board game by Mayfair Games.

In the future, Eden will release the Buffy the Vampire Slayer RPG, and a line of supplements. If you are interested in the latest events, subscribe to Eden's monthly newsletter, Whispers, from our web site. Information on our product, support material, and our fan listservs may be found on there too. Contact information is Eden Studios, Inc., 3426 Keystone Ave, #3, Los Angeles, Ca. 90034, eden@edenstudios.net, www.edenstudios.net.

Page References

Any page reference that begins with B refers to *GURPS Basic Set*, Third Edition Revised. Thus, p. B23 references page 23 of *Basic Set*. Other references include C1 (*GURPS Compendium I*) and P (*GURPS Psionics*). A list of abbreviations for *GURPS* titles may be found in *GURPS Compendium I*, p. 181; a full list of abbreviations appears online (<http://www.sjgames.com/gurps/abbrevs.html>).

INDOCTRINATION



STEVE
KRYSTAL
© 1996

>HERMES QUERY: AEGIS GOALS

266 matches found. <Number><Summary><Annotation> available.

>HERMES HYPERLINK: SUMMARY

//Aegis Indoctrination Text, prepared by the Central Office for Recruitment Services.//

THE OVERVIEW

Aegis came together in the face of one single, unprecedented threat: alien invasion. Some might argue that invasion is too strong a term. No large-scale battles have been fought, no armies flood in the streets, no flying saucers hover over the White House. Certainly, at this point anyway, there is no invasion in conventional terms. However, ever since we discovered the truth about aliens among us, we have known that they do not have our best interests at heart. What else could we expect? They are, after all, an entirely different sentient species, with their own morals, beliefs, and goals. They care for themselves just as we care for ourselves. We do not fault them for their ambitions or for their needs, nor do we support them. We fight for ourselves, for as a species that is all that we can ever do.

Aegis stands as the United States' first line of defense against the alien menace. Whatever else happens, whatever missions we undertake, whatever else we do, we should never forget that our primary mission is the defense of the nation against our foes, whoever they might be. When a new operative, agent, or researcher joins a cell, they swear an oath. They promise to hold their tongues, never to reveal to the public the truth about the war that threatens us all. They also swear to protect that same public from this insidious threat, no matter what the cost, personally or publicly. Make no mistake, joining Aegis is just like joining an army. It means that you are willing to put your life, your livelihood, and your reputation on the line in order to save your people and your country.

TOO MANY QUESTIONS

All this is pretty heavy stuff, I know, but it reflects the true state of affairs. We know that aliens exist; there is absolutely no doubt on this issue. We know that aliens are here on Earth; again this is unquestionably true. We even know that there are at least three different races of aliens here among us, a fact that the evidence points out conclusively. We know that the alien races, all three of them, are capable of doing significant harm to us and all we hold dear. Finally, we know that we must be ready to protect ourselves from any threat the aliens might present, no matter what the cost.

Unfortunately, that is about all that we know for certain. We have many, many more questions than we have answers, which is why so much of what Aegis does centers around research and intelligence gathering. Sure, the alien presence is a threat. Their technology is superior to ours in almost every way, including offensive capacity. But that leaves the question of motive. Why are they here? What do they want from humanity and Earth? We know that they are capable of extremely dangerous behavior, from abducting our citizens to shooting down our aircraft and infiltrating our government. They have even subverted our terrestrial nemesis, the Black Book. But why?

More importantly, I think, is why now? The greatest question facing Aegis is determining why the aliens are here now. Certainly there are some who argue that aliens have been among us all along, but there is little or no scientific evidence to support this claim. We can only say with assurance that aliens have been here among us since the mid-1940s. Anything else would be pure speculation. If we were dealing with just one alien race, we could dismiss the question of "Why now?" easily: because that is when they got here. Unfortunately, we face not one but three very distinct alien races.

HERMES Link

Good morning.

I hope that your trip here wasn't too rough. Just one more in a series of cloak and dagger assignments that no doubt has and will continue to come your way. You wouldn't be here if you, and Aegis, didn't think it was absolutely necessary.

Now, it's important that you listen closely to what I'm gonna tell you over the next few minutes, because it could save your life some day. I'm gonna brief you on the HERMES system, and the use and care of the link you're about to receive.

Who am I? My name's Mal Evans. We probably will be working together a fair amount in the coming months. You could say I'm a colleague of Jennifer Morse, the gal you've been dealing with mostly so far. I'm one of the old hands. I started in the Bureau right after Bobby Kennedy was killed, came in straight out of two tours as a rifleman in the Marine Corps. Yeah, I did Indian country. Got a Purple Heart at Da Nang, and a silver star at Khe Sanh. I paid my dues.

I got recruited into Aegis pretty much the same way you did. I stumbled across a file that wasn't supposed to exist and asked a few questions. I didn't know it at the time, but it was a recruitment test by another cell. Yeah, I know, sounds familiar.

No, I will not tell you any more. Not about Jen and the cell, about who recruited me, about our work. The less you know, the less of a threat you are to other people's lives. That's a guiding principle for Aegis. Security is our only real defense against our enemies. The human bad guys won't hesitate to put a bullet in you if they think they can get away with it.

The nonhuman kind, well, they can do a lot worse than kill you.

Reach into the drawer there and pull out the envelope you find. Go ahead, open it up. That thing you're holding may look just like a normal pager, but it's got some unique features. It's called a HERMES link. Open it up. Let

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HERMES Link

(continued)

me punch in my code. I'm setting the link to lock onto you as its new user. Feel the cool tingle on your palm? The computer inside that thing just identified you. I asked one of our technicians once how the thing works. He said it traces the warmth of the blood vessels in your hand and maps out your hold. Every person's grip and layout are different. Hold it up to your eye—that end facing front. Okay, now it has a retinal image to work with. Even more, I hear it takes a sample of skin and reads your DNA, but nobody's confirmed that so far. In any case, from now on, you can be pretty sure only you can use that link.

If anyone else were to get hold of it and try to tamper with the security reader, they'd get a nasty surprise. There's a quarter-gram of methyl-acetylene oxide inside the link. Break the security links inside, and the whole thing goes thermal in your hand. Never seen it happen, but you gotta figure having your fist melted off would distract just about anybody.

The link itself is your only way to get hold of anything in Aegis. You can use it to send text messages and reports up the chain of command. It's a great way to keep in touch with the other guys in your cell, once you know who we are and we coordinate your link. Also, you can send reports and information to Aegis Prime, the main people in charge, wherever the hell they are. Not that you'll get an answer, but I've been assured that they do read our mail.

The top part of that display there is a high color monitor for displaying information on any topic you search for through the HERMES database. The keypad may look a little weird, but you'll get used to it soon. I can operate the thing one-handed in my pocket. Go ahead, punch in a request for something. Try "Roswell," that's always good for a laugh.

Notice how some of the information is blacked out, and other stuff highlighted? The blackouts are information someone considers too classified for
(continued on next page)

The question of the three races burns in the mind of every Aegis researcher. The questions they ask are questions you should ask yourself every day. Without answers Aegis cannot do its job. We need to know what kind of threat these alien invaders represent. What are their intentions? Why are all three races making themselves known now, at this particular moment in our history? What special place does Earth hold in their interstellar schemes? What are their relations to one another? Is there a way that we can pit one race against another? Why have they not attacked in force? What kind of force do they have at their disposal? There is just so much that we do not know.

For several decades Aegis scientists, agents, and operatives have been working to answer these and other questions. In that time we have learned a great deal, but there is still much more to find out. At this point, most of what we do focuses on the gathering of information. We cannot fight a war until we know for sure who the enemy is and what they are planning. As members of Aegis, it is your job to find out everything you can about the alien threat, including identifying exactly what that threat might be. We cannot for a moment doubt that there is a threat. While there may have been no formal declaration of war, there is plenty of anecdotal evidence for the hostile intentions of all three alien races. Do not fall into the trap that the Black Book has succumbed to. You cannot make deals with the devil and come out ahead.

As important as gathering intelligence is, we must remember that information is only a means to an end. Data about our enemies carry great value, but we should never sacrifice our national security for it. To do so would be a terrible confusion of priorities. Furthermore, if the information you gather does reveal a threat, you should never hesitate to act against that threat. We are, on every level at every moment, soldiers fighting a desperate battle. Aegis cells are made to act, to fight the alien threat wherever it rears its head. Never be afraid to attack, subvert, or even inconvenience the enemy. Every time you fail to act, it is a victory for the enemy.

THE BODYGUARD OF LIES

New recruits and even old hands often ask the question "Why all the secrecy?" Why keep the existence of aliens a secret from the public? There are plenty of arguments against secrecy. The public has a right to know. It would rally support behind our cause. It would help flush the aliens out of their secret enclaves if everyone knew what to look for. While these arguments are not entirely without merit, they become inconsequential when weighed against the problems that public disclosure would cause Aegis, the United States, and the world as a whole.

The first issue is one of morale. Telling the public that alien invaders walk the Earth would very probably create mass hysteria and panic. While this might serve to rally the support of the people for a while, it would have disastrous effects on the general state of mind of the U.S. citizenry. Furthermore, once it became known that some of these aliens looked just like humans, that others are capable of controlling minds, and others of making themselves to appear human, the level of paranoia in the country would rise immeasurably. Every man, woman, and child would look at their friends, coworkers, and neighbors in a new light. Trust would all but evaporate.

Trust is an important part of the secrecy pledge. Aegis relies heavily upon government funds, agencies, facilities, and equipment to do its job. As important as the government is, it is also rife with alien and Black Book infiltrators, not to mention our own operatives. Public perception of government is already at an all-time low. Should the public discover how bad things really are, how pervasive corruption and influence-peddling really are, trust would collapse completely. As bad as the situation in the government is, Aegis' official policy is "better the devil you know than the devil you don't." We know we can work with this

government. Should a new system replace the current one—a very real possibility were alien infiltration to become public knowledge—much of Aegis' power and influence would be lost. It is in our decided interest to keep the current system alive, all the while fighting to cleanse it from within.

The notion that the public has a right to know has no place in Aegis thinking or operations. The public is better off not knowing. Chaos, turmoil, discontent—these make us weak and make our enemies stronger. Revealing the alien threat would do Aegis no good, and might even help the enemies we seek to defeat. Can you imagine open Congressional debates on the subject of alien policy? It is more than likely that the aliens would themselves find supporters among the people, after the chaos following the initial revelation died down. It is almost certain that a number of federal legislators are already puppets of the aliens. In open debate, these corrupt men and women could argue for alien rights, treaties of friendship, and even alien citizenship. Admittedly, this is not likely, at least not right now. If it were, the aliens would probably have revealed themselves already. Currently they are not prepared to bet that they would be accepted. Aegis is not willing to bet that they would not be.

Thus, the ability to cover up, deceive, and outright lie is important to any Aegis operative. This means that Aegis is often forced to do some decidedly unconstitutional and even immoral things. Remember, we answer to no one but ourselves, for whom else can we trust to do the right thing? If it becomes necessary to silence one individual in order to protect the great secret, that is a small price to pay in wartime. We can only hope that when we have to do something regrettable, we will do it as humanely and painlessly as possible. Sometimes all that is necessary is to discredit someone's account of a UFO sighting. Other times more extreme measures must be taken. Remember, this is war, a most insidious, secret war.

WINNING THE WAR

If we as a people are going to prove victorious when all is said and done, we must have courage. There is a long bloody fight ahead of us, but it is definitely one that we can win. For now the aliens have the advantage. Our society is an open book to them, while we must struggle for every scrap of information about the enemy. Every day we learn more of them. Every day Aegis scientists and researchers discover new secrets about alien technology, biology, and psychology. We are quickly catching up to them. Now more than ever Aegis cells must fight the good fight. Every bit of information brings us closer to victory. We must learn from every defeat and inflict defeats upon the enemy at every turn. It is your sworn duty to protect your country and your world. You owe it to them and you owe it to yourself.

HERMES Link

(continued)

you to read. Don't get too wrapped around the axle about not knowing everything; it's gonna get to be a real familiar feeling soon. Always gotta think about security, like I said.

The highlights are links to other topics that the computer thinks you should look up. The funny thing is, every time you type in a topic, you may get different stuff out. Has to do with the search algorithms or something. But don't waste your time typing the same thing in over and over; it usually doesn't change that much. In the end, there's no substitute for good field investigation. You can't sit at home, type away on HERMES, and hope the answers fall into your lap. Sooner or later, you gotta go out and get your hands dirty.

If you try to use HERMES to contact another Aegis cell, you get a canned message advising you that the action you want violates security. Also, HERMES won't tell you where the information it has comes from. I don't know who thought up the security for this system, but they shoulda worked for the Kennedys. John and Bobby might still be around.

Okay. Turn it off for a second and listen up. That link is one of a kind. It's vitally important that you never break it or lose it. If, God forbid, you ever do, you tell one of us right away so we can get it turned off before someone else gets their hands on it. In the meantime, you do without for a few weeks. Lose two, and Aegis may just decide to lose you.

I told you we take security seriously.



Mission Statement

Hey, I guess Mal told you to read the Aegis mission statement files on your link, huh? I thought I'd drop in and see if you had any questions. Don't worry how I got in. Part of my special "charm."

Name's Kelly Rand. I'm the cell's "special weapon." Sorry, it's an inside joke. I'm sure Doc Raeder will explain it to you at some point.

The mission statement was written by some eggheads in the Office for Recruiting. These guys have nothing better to do than get all the party line down in the files for the new people. It's basically a good idea, but they tend to forget that everyone isn't an egghead, too.

Officially, Aegis holds itself up as the first line of defense against the aliens. See, the various nonterrestrials don't think like we do. They have their own wants and needs, which don't mesh with humanity's. Not everyone necessarily hates these guys, 'though some have some pretty personal reasons to hate. Mostly, we just have to fight them off so we can protect our own species, right?

Okay, so the important part is to always remember that we're at war with the aliens. It may not be down to street fighting yet, but it's headed that way fast, buster. In everything we do, we have to think of the effect on the rest of mankind. Well, American mankind mostly, I guess, since this is an American organization. Also, you have to remember that each of us is only a very small part in a very big thing. You go down in the line of duty, you do it proudly, and you do it quietly. No one talks about what we do. Especially not to the rest of the country. Some of this stuff gets out, and we'd have a blind panic on our hands. Not to mention all the New Age freaks who believe that the aliens are gonna be our space-brothers.

I saw a Saurian MiB tear the arm off a policeman once. Some space-brother.

As far as Aegis knows, there are at least three alien races on the planet right now. These goons each have their

(continued on next page)

VISION
180 DEGREE VISION
SENSITIVE TO MOTION
POOR COLOR DISTINCTION
ULTRAVIOLET SPECTRUM
THREAT LEVEL 25109

HERMES
DATABASE
SUBJECT
QUERY:
GREYS
HEIGHT: 4' 5"
WEIGHT: 81 LB
BIPEDAL
CETACEAN
XENOMORPH

SCAN MODE 717015
THREAT ASSESSMENT

PSYCHIC ABILITY
PROJECT THOUGHTS
COMMUNICATION
TIME LOSS EMINENT
WHEN CORNERED
THREAT LEVEL 78326

PHYSIOLOGY
LOW PHYSICAL STRENGTH
IMMUNE TO DISEASE
MOUTH FOR BREATHING
SECRETE DRY CHEMICAL FROM SKIN TO
DISSOLVE FOOD FOR INGESTION
THREAT LEVEL 02079

REPRODUCTION
UNKNOWN
POSSIBLE ASEXUAL
THREAT LEVEL 01169

ANALYSIS MODE
76302 992 04
42098 783 59
46871 217 10
10226 926 56

IMAGE SOURCE SVRCE4102.GFX

>HERMES QUERY: GREYS

87,405 matches found. <Summary> available.

>HERMES HYPERLINK: SUMMARY

//Summary of Aegis knowledge of the extraterrestrial beings known as "the Greys."//

The Greys are a race of extraterrestrial origin that possesses extraordinary psychic abilities. The <first documented appearance of Greys> is dated 19 May 1937. As their "language" is entirely psychic, only <trained psychics> can communicate directly with them. They can <read> and <project thoughts>, which allows them to communicate with nonpsychics, though establishing this type of communication is rare and <hazardous>. They will avoid confrontation by any means available, but are extremely dangerous when cornered. <Time loss> is often indicative of the presence of Greys. In <physical appearance>, Greys appear as 4-5 foot tall humanoid beings with smooth <gray skin> and large heads. They have large <black composite eyes>, no nose, and a slitlike mouth that is used mainly for breathing. They have been observed making dolphinlike whistling and hooting noises when they are in physical pain.

See also: <physiology>, <technology>, <behavior>, <culture>

Bibliography: <referenced reports>

>HERMES HYPERLINK: FIRST DOCUMENTED APPEARANCE OF GREYS

//Aegis Case File: Disappearance of Watch team, extraterrestrial presence.//

Case File: 102.34.244.033.89

Case Date: 19 May 1937 Report Date: 7 June 1944

Case Location: New Orleans, Louisiana

Case Brief: Disappearance of psi-war recruiting team traced to appearance of extraterrestrial sentient creatures.

Case Report: Recent examination of a Watch report dated from 1937 has led Aegis to believe it is the first reported appearance of the Greys. The circumstances of the original team's disappearance and subsequent recovery is typical of early Grey encounters. The Greys have since become more careful not to attract attention to themselves. Original report text follows:

"A **<psi-war team>** was recruiting in New Orleans, LA. HQ reported them missing on 19 May 1937 and sent a retrieval team after them. The retrieval team eventually secured all eight members of the recruiting team. Of these eight, five were dead of exposure to the elements, one had been fatally hit by a train, one had suffered fatal burns, and the last was fatally mutilated. During the course of its investigation, the retrieval team of six suffered three casualties and one member is missing."

"Detailed analysis of the **[break]**

>HERMES HYPERLINK: TIME LOSS

//Report of time loss is indicative of Grey presence.//

Individuals experiencing time loss should suspect the involvement of Greys. Greys have the ability to "blank" an individual's mind, during which time the subject receives no sensory stimulus and does not notice the passage of time. Persons so affected can end up in dangerous situations—if they "blank" when operating a vehicle, for example. Greys appear to have little regard for this unintentional but deadly side effect of time loss. The duration of the time-loss phenomenon can be as little as a few moments or as much as several hours, depending on the type of situation. Even longer occurrences, up to a week, are more likely in the event of an **<abduction>**.

>HERMES HYPERLINK: PHYSICAL APPEARANCE

//Summary of 46 individual reports citing Grey physical appearance.//

Average height: 135 cm (4'5")

Average mass: 37 kg (81 lb, Earth gravity)

Appearance: Short humanoid with smooth, thick, gray skin. Eyes are black, revealing composite structure under close examination. Limbs are jointed like a primate, and they walk upright. Hands have five digits including an opposable thumb. Feet have two toes, with ridges that appear to be additional toes under casual observation. Greys do not wear clothing or other adornments, and are rarely in possession of physical objects.

Mission Statement

(continued)

own plans and desires, and the only thing saving us is the fact that they don't work together very well. They have better technology, better weapons, and stronger psychic talents. So we do whatever we must to stop them from making any forward progress.

I guess the biggest problem that Aegis has is that we really have no idea what the heck each of the aliens wants. I mean, yeah, they want to take over our world, but why? How? You get the picture. So a major part of our job is gathering information on what the aliens are doing. The mission statement calls it research and intelligence gathering. I call it being well-informed. Sometimes we get lucky and recover something of theirs, new technology or live specimens. That's where our science personnel come in.

Aegis is really concerned over the lack of hard evidence of the aliens' plans. The timing of the alien assaults is too close to be coincidental. Why are they hitting us now? What do they really want from this planet? Since there are so many questions, the best course of action right now is to search for answers and try to learn as much as we can.

I'm a big fan of high-stakes poker. Familiar with the game? Well, right now, we're sitting down to the big game with every cent we have. The other players are bringing all they own to the game, and no one leaves the table until one person has all the marbles. Right now, we aren't allowed to know how many players are playing and what cards are wild. So we cheat. We try to sneak a peak at the other players' cards whenever we can, steal their good cards. Some day, the time for open war will be here, and then we're gonna need every extra ace we can grab from the deck.

Every once in a while, the stuff we find out is just too damn dangerous to allow it to continue. About two years ago, my cell discovered a center for human research being run by Greys with help from our old friends, the

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Mission Statement

(continued)

Black Book. They were programming abducted humans to be sleeper agents in the event of a political problem here in the States. After we shot off a contact report over HERMES, we moved in with the big guns and sterilized the whole joint. Too risky to let anyone leave the place alive. We took all the data we could and then buried the place below two tons of concrete.

Yes, that included the abducted humans. We couldn't prove that they weren't programmed yet. Better to be safe than sorry. I cried over that one for a week, but then I got it together and carried on. We're soldiers, fighting for the survival of our nation. We can't shirk away from the tough decisions. Remember that line in the mission statement about "every time you fail to act, it is a victory for the enemy?" It's true. We turn our backs, and the bad guys walk away free and clear.

So now comes the big question. If we're all soldiers together, why does Aegis Prime hide so much stuff from us? Well, the big thing is, we have to be careful how much information gets out to the general public. The mission statement gives you reasons, and I happen to agree with them all.

Letting the public know what's going on will really kill morale. Let Jane Q. Public know that her next-door neighbor might be a shapeshifting buggoid and she's gonna lose it big time. Panic in the streets. Imagine the worst stadium riot you ever saw, times a million. I mean, we've got aliens that can change into human form, aliens that can control minds, and aliens that look just like you and me but can't be killed by anything less than a Mack truck up their backside. You think people are gonna take that news lying down? Nope, we can't afford a general panic.

Aegis takes most of its funding from the government, and from secret funding through black ops funds. Most of our best people have government backing, and we all use government facilities and gear. The whole

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>HERMES HYPERLINK: PHYSIOLOGY

//Physiology of Greys based on autopsies and on direct contact with the aliens.//

Sensory data

Auditory: Rudimentary. Some sophistication resembling cetacean aural neural systems.

Olfactory: None

Vision: 180 degrees of vision. Sensitive to motion. Color distinction is generally poor, better at the blue end of the spectrum, extending into the ultraviolet.

The Grey physiology is consistent with that of an aquatic-evolved species. The skeleton is composed of both hard and flexible cartilage, with the "mouth" serving only as a breathing apparatus and not for feeding. Greys ingest their food, which consists largely of planktonlike animals, through the skin. They secrete a dry chemical that dissolves the outer cell membranes of their food, allowing them to ingest the contents more easily. Their cells exhibit a DNA structure which uses the same encoding scheme found in terran life, but with markedly different contents. Their chemistry is compatible with terran ecosystems, and they can digest Earth-grown food. They are remarkably resistant to disease and do not seem to become ill except under extraordinary circumstances. Their natural lifespan and mode of reproduction are unknown, although some evidence points to a form of asexual reproduction. From our observation and psychic contact, and considering their relatively poor hearing and underdeveloped vocal chords, psychic rather than verbal communication is assumed.

>HERMES HYPERLINK: TECHNOLOGY

//The Greys' native technology is based on psychics, though use of human technology is frequent.//

The Greys employ a mix of native and human technology. Exactly why they have an interest in human tech is unknown, but the favored hypothesis is that they are using our tech because it is more efficient for dealing with terran species. Their native technology has not yet been entirely deciphered, and all attempts at reverse engineering have failed. Their tech appears to contain no moving parts, even down to the atomic scale, and also contains no trace of the psychoactive materials as used in human <psychotrons>. Efforts by psychics to determine the function of Grey technology have met with minor success, and certain psychic-powered Grey technology has been incorporated into such terrestrial equipment as the Aurora fighter aircraft weapons module. Examples of Grey technology: their craft, presumed capable of interstellar travel; geological formations of unknown function found in Grey habitations.

The human technology most commonly used by Greys is of medical or mundane use. The medical technology recovered from Grey research areas is often related to genetic engineering. Their subjects range from fish to humans, with no discernible pattern. No documentation of these experiments has ever been found, nor, in fact, has any documentation at all been recovered, even for the equipment in use. Terran equipment is probably furnished by <the Black Book>, and serial numbers often indicate that the equipment is stolen.

Mundane items such as flashlights, paint, and aerosols have been found in some areas of Grey habitation. The Greys have no apparent use for such items. Speculation is that these items are gathered merely for their novelty. No Grey has ever been observed using these or any other mundane items.

>HERMES HYPERLINK: BEHAVIOR

//Observed Grey behavior in terran environments is nonconfrontational.//

Greys' behavior can best be described as timid. They generally avoid confrontation by inducing **<time loss>** prior to their arrival. This is the usual means for performing **<abductions>**, but it is not 100% effective. Some individuals are more resistant to the phenomenon than others from the outset, and others shrug off the effects of the time loss, particularly during prolonged experiences. Greys are never directly violent, although their activity can often generate situations that are dangerous to those who are unprepared. When dealing with Greys, be aware of the unintentional danger posed by time loss.

It is inadvisable to chase Greys without the intention of destroying them. Though they never display physical violence, they can be especially dangerous when cornered. Groups of three or more Greys have never been taken alive and are extremely dangerous. Do not attempt to communicate with Greys; they will not be accommodating, and it may only serve to agitate them. Specially trained psychics have been able to initiate contact, but without prolonged interrogation, little in-depth knowledge has been gained.

>HERMES HYPERLINK: CULTURE

//Grey culture has little in common with human cultures, although their motivations are similar.//

The Greys as a race, without exception, are nonviolent. Perhaps a better term would be aviolent. While they do not attack even when their lives are threatened, they are ambivalent to the fates of humans that attempt to interfere with their activity. There is no evidence to suggest anything other than that they work with unified purpose, and no nationalities, sects, or other types of divisions can be found. Greys do tend to work in small groups and it is hypothesized that these groups are, in fact, family units. They are almost always encountered in groups of three or four, and do not separate.

The Grey activity observed on Earth suggests that they are explorers, but with very little morality concerning their subjects. Their abductions and experiments indicate that they have little knowledge of our types of ecosystems, and theirs is assumed to be equally alien to us. They appear to have had little or no contact with other alien races, but there is definite animosity between Greys and Atlanteans. Why is unknown.

>HERMES HYPERLINK: BLACK BOOK

//Evidence exists of a close working relationship between the Greys and the Black Book.//

The Black Book has attempted to forge extensive contacts with Greys in an effort to secure knowledge of their technology. Although there is no indication that the Black Book is dissatisfied with its relationship, no evidence indicates that it is making any progress toward understanding Grey technology. The Black Book assists the Greys in abductions, often by locating individuals for them. No standard criterion for abductees has been observed, but it is clear that in any given case they are looking for subjects with specific characteristics. Unlike most of those Grey abductions unassisted by the Black Book, these individuals are rarely returned. The success of the experiments is unknown, and the abductions have continued at a steady rate over at least the last forty years.

Mission Statement

(continued)

infrastructure of the American government is already shot through with alien sympathizers and Black Book operators. Thanks to the political record since JFK took a hit, the American public already thinks that the government is the enemy. If we ever let them know just how badly their bosses have been subverted, it could cause another damn civil war. Militia weenies parading into DC with small arms and ropes for lynching their congressmen from the nearest pole. We have some influence inside the current system; changing the system might hurt us just as bad as it hurt any enemy infiltrators. So the answer right now is to keep the system just the way it is and to try to keep a handle on things.

You're gonna run into some left-wingers who are gonna scream that the public has a right to know the truth. There are people who are gonna say that they need to know what is really going on in their country. Don't let these guys get to you, because they don't understand what's important. The average schmoe on the street is better off not knowing what's happening. I mean, some of these guys actually think of cute little green men when they think of Roswell and Gulf Breeze. No, the answer is to keep the truth right here where we can guard it. Sometimes, in war, the best defense against the enemy is a good, believable lie.

It's a talent you're gonna have to learn, slick. When you can seek out the enemy, engage him on your terms, and let the local citizens off easy with an "exploded gas main" cover story, you're in the right pocket. Try to learn how to walk the fine line between security and humanity. If you have to do something you're gonna regret later, do it fast and painless, so that at least you know that no one suffered. Look out for the desire to handle every problem with a hammer; sometimes a quick lie and a little sugar are all that you need.

Good luck, slick. Welcome to the good fight.

The Aliens

Please, sit down. I'll be with you in a moment, I just need to finish recording the results of this sample.

Quite an interesting specimen, actually. A little something that we picked up from an informer at a bio lab in California. Definitely nonterrestrial in origin. Tissue, some fluid chemistry, traces of aerobic musculature, and maybe a nerve cluster. Looks like it came from a leg, probably low on the calf. I think it's going to go in the report as Saurian, but I'm uncertain as to exact taxonomy. Pity we couldn't get more of it.

I'm Dr. Anthony Raeder, head scientist and, as far as you are concerned, head of our cell. I was working for PEAR Labs for a while, then I went to Nellis Air Base to work with MOONDUST.

You haven't heard of them? Check your HERMES link. You should be cleared for that. Crash recovery specialists, very active. I learned how to shoot from them. I guess you could say I have a gift for the field and tactical aspects of my profession.

I've been told to update you on what we know about the aliens—sort of a live supplement to the HERMES data. Hard task, actually, as so much of our information is in a state of constant flux. Please keep in mind that everything I tell you today represents what we know right now. Some of this information is a guess, and some is probably just wrong. Be careful what you rely on for sources. HERMES updates are fairly reliable, but rarely complete.

We'll start with the Greys. You may have heard them referred to as Reticulans or Little Green Men. Physically, the Greys are about four feet tall, with smooth gray skin and no obvious sexual organs. They have large almond-shaped eyes, lacking pupils. The Greys have no noses; their mouths are small slits, atrophied to the point of near-uselessness.

The Greys' only known means of communication is through strong psychic talents. The entire race appears to be very gifted psychically, having

(continued on next page)

PHYSIOLOGY
UNKNOWN
REPRODUCTION
UNKNOWN
PSYCHIC ABILITY
UNKNOWN
INTENTIONS
UNKNOWN
THREAT LEVEL 99386

HERMES DATABASE
SUBJECT QUERY:
ATLANTEANS
HEIGHT: 6' 2"
WEIGHT: 220 LB
BIPEDAL
ANTHROPOIDS
XENOMORPH [?]
PROBABILITY: 89%

SCAN MODE 345901
THREAT ASSESSMENT



NANOTECHNOLOGY
CELL AND ORGAN REPAIR
ENHANCED IMMUNITIES
POWER GENERATION
SMART-EQUIPMENT INTERFACE
THREAT LEVEL 97830

ANALYSIS MODE
69012 327 74
34290 091 81
56601 562 32
12219 893 31

IMAGE SOURCE SVRCE6759.GFX

>HERMES QUERY: ATLANTEANS

193 matches found. <Summary> available.

>HERMES HYPERLINK: SUMMARY

//Summary of Aegis knowledge regarding the individuals known as the "Atlanteans."//

In some ways, the individuals known as Atlanteans are the most mysterious of all the aliens. Though most believe them to be a race of extraterrestrials, some contend that they are a <secret society of humans>, possibly dating to prehistory. Others claim that they do not exist and that many similar but <disparate reports> have been combined into a common myth. These beings are believed to be responsible for civilian accounts referring to <Space Brothers>, <Nordics>, and <Ancient Astronauts>.

In any case, Atlanteans are usually detectable only by the consequences of their actions, and face-to-face confrontation is rare. In <physical appearance>, Atlanteans seem to be normal humans, attractive in appearance and in perfect physical shape. They have <advanced technology> and are supremely confident in their encounters with humans. Although little is known about what they are or what their motives may be, a great deal is known about their technology. Some of this knowledge is even in the <public domain>.

See also: <physiology>, <technology>, <behavior>, <culture>

Bibliography: <referenced reports>

>HERMES HYPERTEXT: ADVANCED TECHNOLOGY

//Atlantean technology is based on advanced nanotechnology.//

Atlantean <nanotechnology> achieves what to human culture is merely science fiction. Their nanomachines form a variety of advanced tools, including <bioimplants> and <generalized assemblers>. Both Aegis and the Black Book have <access> to certain items of nanotech.

The bioimplants are suspected of performing such advanced functions as cell and organ repair, smart-equipment interface, power generation (used for powering other processes), and immune-system enhancements, including protection from foreign nanosystems. Some of these capabilities are known from direct exposure, while others are inferred.

Advanced materials, such as diamond and diamond composites, have been recovered from areas with suspected Atlantean involvement. These materials appear to be under testing for <aerospace applications>, although no craft utilizing these materials have been recovered. Aegis has also recovered <simple assemblers> which can be used to produce these and other materials, but nothing more advanced than a self-repairing diamond-composite honeycomb.

>HERMES HYPERLINK: ACCESS

//Aegis and Black Book have limited access to nanotechnology.//

If Atlantean nanotech is as advanced as some reports intimate, knowledgeable application of this technology to any process would result in a thousandfold increase in performance characteristics. It is therefore unlikely that the Black Book has dealings with Atlanteans, as their technology level is consistent with known terrestrial and other alien technologies. There is also no direct evidence of Black Book dealings with Atlanteans, as evidenced by equipment recovered from Black Book sites.

Aegis, both from its contacts in the scientific community and through its own investigations of Atlanteans, is believed to have much greater knowledge of this technology than any other organization. Aegis has access to research in this field that is more state of the art than that in the public domain. Some agents are known to have <bioimplants> of limited functionality, but the origin and reason for this is unclear.

>HERMES HYPERTEXT: NANOTECHNOLOGY

//Nanotechnology is the construction of machines and materials from single atoms and molecules.//

Nanotechnology, not to be confused with <microtechnology>, is a newly developing technology that involves the construction of machines and materials one atom at a time. This would allow engineers to build incredibly small, complex machines and remove many constraints on construction with rare or difficult-to-manufacture substances, as any material can be created atom by atom if the proper base materials are available. Theoretically, when the methods of nanotech are mastered it will be possible to build machines capable of being transported through the blood stream to aid with tissue repairs and enhance the human immune system. Also, structures could be built out of pure diamond from vats of raw carbon by nanotech assemblers. Although researchers are currently able to produce machines capable of limited manipulation on an atomic scale, decades, perhaps centuries, of research will be necessary before such advanced applications are possible.

The Aliens

(continued)

talents far beyond those of humans. You've met Ms. Rand, I expect? She is our psychic. Yeah, that stuff is real, and we have some of the best working on our side. Be glad for it.

Anyway, Kelly assures me that the Greys are dangerously powerful. They can read thoughts, change human perceptions, even control minds. They appear to have some kind of designs on humanity, although why or what specifically is still unknown.

Aegis has been able to piece together that the Greys are allied with Black Book and have been actively abducting humans for some kind of experimentation. Witnesses and abductees often describe a phenomenon called "missing time syndrome," in which the victims notice that time has inexplicably passed without any memory of events. If you hear a witness mention this effect, it's a very good indication of Grey involvement.

As for their technology, the Greys use a material similar to terrestrial coral, which they shape into rounded lenses. They manage to grow this material by unknown means, but the living coral accentuates and expands their psychic talents. For instance, a Grey telepathy lens expands the user's own innate telepathic abilities. Even if you have no natural telepathic abilities, you may be able to use the lens. The Greys themselves surround their stations and bases with this coral, and I believe the coral serves some other social function for them. We know now that the Greys absorb nutrients through the skin and rest in liquid baths. It's possible that this coral is involved in the Grey physiology somehow.

Aegis isn't exactly sure what the Greys want. They are trying to breed a new species of humanity, but for what reasons? The Greys as a species appear to be pacifists, incapable of direct violence. This hasn't prevented them from striking out at Aegis operatives and psychics through mental assaults and human operatives. So

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The Aliens

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what is their plan for our planet? I think it's domination, but I can't prove anything.

Like I said, the Greys have some kind of arrangement with the Black Book senior chain of command. In many cases, Grey abductions are arranged by Black Book human operatives. Aegis cells have repeatedly run into Black Book gunmen backing up Grey psychics, who disappear as soon as they are threatened. Overall, the Greys are a powerful threat that should always be approached very carefully. Never forget their talent for manipulating humans.

The Saurians are next. Aegis has been able to find evidence of at least two types of these aliens. They all seem to be working with Black Book—giving them technology for who knows what. Probably information on humans. Some Saurians take human form as the Men in Black of conspiracy legend. Externally, an MiB looks identical to any other human. Internally, they are exact duplicates of us, except for their brains. When the lizards aren't in human shape, they are bipedal, with long reptilian tails and ripping teeth in their jaws. The entire creature is covered in scales; they seem to be made for combat. What little we know about these aliens is based on first-hand reports from survivors of encounters with them.

Saurian technology is basically military in nature. They have an excellent grasp of both energy distribution and stealth technologies, which they have traded to Black Book for unknown concessions, like I said. Their weaponry is very powerful, including plasma generation and defensive screens. Their spacecraft are the equal of anything we can put in the sky, and tend to self-destruct when we knock one down. It's no accident that we've never recovered a live Saurian or any intact bodies.

Culturally, the Saurians are warriors, but their dedication to this planet is not yet understood. Also,

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Any type of machine that can be constructed with conventional mechanics has a counterpart in nanotechnology, so it is possible to construct gears, cams, axles, flywheels, motors, generators, and the like with features and dimensions measured in nanometers (10^{-9} meters). By comparison, conventional microprocessors have feature sizes measured in microns (10^{-6} meters) and dimensions measured in millimeters. Nanotech-based devices have theoretical speed advantages similar to their size advantages. Mechanical nanocomputers based on "rod logic" have theoretical cycle rates thousands of times faster than modern semiconductors and would allow for massive parallelization. In addition to performing traditional operations at higher speeds, nanotechnology opens the door to a variety of new technologies, including self-replicating machines, viral-sized machines to perform biological functions, nanoscopic programmable factories, new and purer material construction, and cleaner and safer industrial processes. Most believe that construction of early nanotech devices will likely require a eutectic environment—one in which most, if not all, atoms are under strict control, e.g., a pure vacuum. Many believe that nanotech may be assembled in noneutectic environments, such as "vats" of nanotech assemblers. Even they believe, however, that nanotech machines able to survive outside of a special environment are unlikely to be constructed due to background radiation, availability of construction materials, and a number of other issues.

See also: <engines of creation>, <nanosystems>

>HERMES HYPERLINK: PHYSICAL APPEARANCE

//Atlanteans appear indistinguishable from humans.//

Average height: 183 cm (6'0")

Average mass: 82 kg (180 lb., Earth gravity)

Appearance: Atlanteans so far encountered appear to epitomize human perfection. They are invariably beautiful, stylishly dressed, and fit. They move and talk with an air of power, confidence, and knowledge.

>HERMES HYPERLINK: PHYSIOLOGY

//The exact nature of the nanotechnology implants is unknown.//

No one with the extraordinary nanotechnological implants expected of Atlanteans has ever been captured. This is not surprising, considering the abilities such an individual would have. Though such technology would hypothetically keep Atlanteans from aging or getting ill, lack of direct observation or study leaves this assumption unproven. This lack of direct evidence of nanotechnology has led some to suspect Atlanteans of being nothing more than humans with access to advanced technology. Their confirmed technological capabilities are not outside the range of conceivable human technology.

>HERMES HYPERLINK: BEHAVIOR

//The Atlanteans work on an individual or small-group basis toward unknown personal objectives.//

There is no direct evidence pointing to a particular Atlantean master plan. It is the general consensus of Aegis that the Atlanteans do not have such a plan. Atlantean activity does not conform to any pattern, and many incidents appear to be contrary to previous activity.

All reports indicate that when operating in the field, Atlanteans work alone. Their operations often require years or decades of planning to infiltrate an organization, and the operatives disappear suddenly when their work is complete. Because their activity does not usually attract attention until it is complete, they are generally detected only after the fact.

This type of planning and execution is consistent with small dedicated groups of individuals. The variety and inconsistency of some of the groups' activities suggests that various groups' purposes may be in conflict.

>HERMES QUERY: SAURIANS

3549 matches found. <Summary> available.

>HERMES HYPERLINK: SUMMARY

//Summary of the reports of various green, reptilian, bipedal creatures, collectively termed Saurians.//

The term Saurian refers to an alien race or group of races that works closely with the <Black Book>. The exact nature of these creatures is unknown, but first-hand encounters have led to a detailed description of at least one of the races. Whether other reptilian races exist is an open question, as there are several reports that have mentioned creatures unlike any others encountered. However, the reliability of these accounts is questionable. In <physical appearance>, the one identified race is bipedal with birdlike legs, a lizardlike tail, and reptilian textured skin, from which the term Saurian is derived. No subjects of this race have ever been captured, and when encountered they are very aggressive.

More is known about what Saurians do than who they are. Their work with the Black Book consists of black military programs, few of which ever become public. The <"stealth" craft> is one such program, while others (such as the <TD-121>) are not even suspected by the general public or public officials.

Saurian bases are scattered and hidden, but the majority of them are in warmer, desolate climates. There is speculation that this is the Saurians' preference, though it could simply be because of the areas' low population densities.

See also: <physiology>, <technology>, <behavior>, <culture>

Bibliography: <referenced reports>

>HERMES HYPERLINK: BLACK BOOK

//Black Book's dealings with the Saurians have resulted in numerous secret military projects.//

The Black Book is as protective of its relationship with the Saurians as it is of its relationship with the <Greys>. While the Saurians appear to be more than capable of taking care of themselves, Black Book spares no expense to keep others from having contact with them. In particular, no deceased Saurian has ever been found, nor have any been taken alive. All information about the Saurians' physical appearance is reported by Aegis cell members who have survived encounters with the reptilian race.

The Black Book is working on dozens of military programs with suspected Saurian involvement. While few of these programs reach the public eye, some such as the <stealth program> and the <Black Manta> have been sighted or leaked. Many of these projects are military aircraft, but some include ground forces, strategic weapons, and SDI. Often, these developments become

The Aliens

(continued)

why do the Saurians work with Black Book when their war technology is so obviously beyond our own? Couldn't they just seize control if they wanted? It is fairly well known that the Saurians have no psychic talents, and they do not seem to get along well with the Greys. This is probably related to the Saurians' violent tendencies and the Greys' own pacifism. The Saurians who work with the Book are very cooperative with the humans, as long as it helps their own goals. They have provided technology and weapons to the Book and combat support for Black Book operations. The most famous is the TD-121 troop transport that the Book uses to move its operatives around the country.

Aegis is trying to determine exactly what the Saurians are up to. The biggest guess right now is that the Saurians are trying to establish a favorable American military infrastructure that will then be available for their use during a takeover. Whatever they're after, the Saurians are a serious threat, capable of great violence. Use your best caution to approach these beings.

Finally, there are the Atlanteans. Those who have dealt with Aegis decided that's what they wanted to be called, but their actual point of origin is still a mystery. Physically, the Atlanteans are almost identical to humanity. They nearly always appear perfect, tall and thin, but muscular. They are in ideal physical shape. Seems to be a vanity thing really, suggesting a lack of mental stability in my view.

We believe that Atlanteans are a synthesis of organic and nanotechnological components. Their science can perform what can only be described as miracles. We have theorized that their nanotech implants are able to adjust their size, speed their reflexes, augment their strength, or increase their healing. In fact, we have no idea what limitations they might have. They do appear fascinated by human psychics

(continued on next page)

The Aliens

(continued)

and occultists, but we don't know why. I've never heard of a case where an Atlantean used any kind of obvious psychic talents; perhaps they're like the Saurians, psychically dead.

Aegis has not been able to discern any overarching pattern to Atlantean operations. We have identified, and had relations with, a few individuals, but each one reveals only private goals and desires. Again, perhaps this is part of that vanity thing and mental instability.

Atlanteans appear effectively invulnerable, on numerous occasions surviving wounds that would instantly obliterate a human. Through cross-referencing information discovered by numerous cells since Aegis was born, we also suspect that Atlanteans are immortal. Probably a result of their nanotech components.

In a very few isolated incidents, Aegis has been able to get its hands on nanotech samples. I am in the minority here, but I can't believe that such beings could be so careless. It's my view that these samples didn't fall in our hands due to luck or skill. I maintain that they are deliberate gifts from Atlanteans who think of themselves as our benefactors.

Of course, in fairness, Aegis has been involved in battles with Atlanteans who clearly do not think of themselves as our friends. Apparently, we make excellent tools, or slaves. In fact, the Atlanteans frequently use human servants, who may be modified to become more machine than human. Officially, at this point, we're treating the Atlanteans as another potential enemy. Personally, I wonder just exactly how much influence the Atlanteans have in our arena.

Each of the aliens is potentially dangerous, not just to our operations, but to national security. But don't let the military types dictate to you. Whenever possible, take prisoners, or get samples. The more evidence and knowledge we can get, the better off we are.

incorporated into mainstream U.S. military programs. Use of Saurian technology is evident in a few of the nonpublic programs. Presumably the Saurians are merely aiding in human-designed equipment in these instances.

>HERMES HYPERLINK: GREYS

//There are no conspicuous relations between the Grey and Saurian races.//

Although both alien races work with the Black Book, no relationship between the alien races themselves has been uncovered. No Black Book projects discovered to date have included both races at the same time. Although it is unlikely that each is unaware of the other, it is possible that Black Book is making an effort to keep them from dealing with each other. It is also possible that the Greys have nothing to offer the Saurians and the reptilians see no reason for interaction (see <behavior>). It is also equally likely that the Greys have no interest in the Saurians, as they have not demonstrated <psychic abilities>.

>HERMES HYPERLINK: TECHNOLOGY

//Saurian technology is based on advanced particle physics and wave mechanics.//

From the few samples of Saurian technology recovered, they appear hundreds of years more advanced in the <physical sciences>. While the basic principles behind the technology are understandable, their application is far beyond current human understanding. Saurian devices routinely manipulate energy in ways that seem to defy the modern wisdom of physics, and the raw power they harness for common activities exceeds projections of humanity's abilities for the foreseeable future. One Black Book site was discovered doing megaton-scale nuclear war-head testing inside an underground bunker. The devastating blasts were contained by a Saurian <containment field>.

Of the items recovered, several are <personal weapons> that resemble prosthetics. This suggests that Saurians prefer to use weapons that appear as extensions of their bodies rather than "tools." One such device, covering the arm to the elbow, has earned the name <plasma claw>. These weapons fire <contained plasma bolts>, roughly under user control, which can melt nearly any material, including most types of vehicle and ship armor. The weapon has no "ammunition," but an energy source of unknown operation is evident. Extensive testing does not appear to have diminished the "charge."

The <TD-121> appears to use a Saurian drive mechanism to achieve its neutral buoyancy in the atmosphere. Short-term possession of one of these craft revealed numerous advanced alien, although clearly prototype, systems, while the control systems and electronics were of obvious human origin (though also advanced). The craft is capable of supersonic travel and nearly instantaneous acceleration. It is also designed to be capable of low-Earth-orbit altitudes.

>HERMES HYPERLINK: PHYSICAL APPEARANCE

//The one confirmed Saurian race is reptilian in appearance.//

Average height: 183 cm (6'0")

Average mass: 96 kg (210 lb, Earth gravity)

Appearance: The one confirmed race of Saurians is a bipedal species with a vaguely reptilian appearance. They stand roughly the height of a human adult. Their

thick skin is dark and patterned, hairless and scaled. Their legs are birdlike, with an extended heel that looks like a backward knee. The head is large, with small eyes and a protruding snout. Hands are three-fingered with an opposable thumb. A prominent tail, used for balancing their forward-leaning stance, reaches roughly two-thirds the length of their legs. An artist's conception constructed from multiple reports appears in <svrce0233.gfx>.

>HERMES HYPERLINK: BEHAVIOR

//The Saurians seem to be directing the development of the U.S. military-industrial complex.//

Unlike the other alien races, the Saurians are reluctant to interact with the general population. This is almost certainly due to their desire for secrecy and an inability to disguise themselves easily. However, their practice of working through the <Black Book> has had more direct effect on human society than any but Aegis realizes, and few secret military programs are without some trace of their influence.

The Saurian operations, and the nature of their treaties and deals with the Black Book, have caused some analysts to speculate that they are directing the growth and development of the U.S. military-industrial community for some undisclosed purpose. Theories as to their goals include the construction or repair of some advanced technology, the building of technological infrastructure capable of supporting trade with the Saurians, the creation of a target worth conquering, and the development of Saurian skills to make the human race useful as skilled slave labor. The least likely of these theories posits that Saurians act merely out of genuine goodwill and the desire to further human knowledge.

THICK SKIN
DARK
PATTERNED
HAIRLESS
THREAT LEVEL 49320

PROMINENT TAIL
FORWARD BALANCING
CLOSE COMBAT WEAPON
THREAT LEVEL 73658

HERMES DATABASE
SUBJECT QUERY:
SAURIAN
HEIGHT: 6' 3"
WEIGHT: 247 LB
BIPEDAL REPTILIAN
XENOMORPH

PLASMA CLAW
ARM TO ELBOW WEAPON
FIRES PLASMA BOLTS
ENERGY SOURCE OF
UNKNOWN ORIGIN
THREAT LEVEL 87931

ANALYSIS MODE
24536 495 02
73454 214 23
12889 183 49
90031 872 35

SCAN MODE 438880
THREAT ASSESSMENT

IMAGE SOURCE SVRCE0233.GFX

<<Testing. One. Two. Testing . . . so we're definitely on? Okay. With the completion of the translation of this untitled tome by an as yet unnamed author, the next logical step is to edit it down to usable tidbits. Maybe I should give an overview . . . this puppy came to us directly out of the southern part of Queens, New York, so for now, we have labeled it The Queens Tome. From the condition that it arrived in my hands, it had recently seen some violence, although no details were provided. The book itself, as far as the lab boys and my own research determined, was written around 1950. We received it on May 17, 1983. It's large and leather-bound, with over 400 hand-written . . . that is, scrawled pages, which attempt to logically describe the supernatural. Of course, it's not like we knew any of that until 1993, because the whole damn thing was a giant cryptography puzzle. The only things we knew before the code was broken was that it was a big tome of magic of some kind, and that its creator was paranoid as all hell that someone might figure out what he wrote. Well, I for one am willing to forgive him for his trickery, his delusions, and even his penmanship—the work is inspired. It's the biggest breakthrough in this area to date . . . and I think it's going to change our understanding of the paranormal from here on. I know that it reads like a chemistry textbook, but a good chunk of this stuff is need to know information. Don't worry, I edited down all that I could. And if any of you students of the occult want a gold star for extra credit, the complete manuscript can be found in a file located at cit.her.trans.big.scary.book.

Note: The book is sewn together. It looks as if relatively recently it was painstakingly taken apart and then sewn back together again. This may have been as routine as a rebinding to combat wear and tear; it may also have been a good way to remove pages without leaving evidence as to how many were taken, or where they were taken from. On the other hand, I've just read the grimoire of grimoires, so I'm willing to accept that maybe I'm just a little paranoid.>>

THE POWER

When the sun sets and night's cold fingers envelop us—we understand. In the depths of the fiercest storm, when sudden thunder seizes our hearts—we believe. Eyes open wide to face primal fears. Where shadows move and rotting voices whisper our names endlessly. Where horrors walk the Earth and man once again is hunted. Where black rituals silence the choking screams of youth with precise thrusts of cold steel. Where madmen cackle while molding the true nature of reality. It is here that we become intimate with fear. But with the rising sun, we find ourselves safe from its grasp. Somehow mankind collectively turns its head, convinced these things do not bear thought. Only the few choose to struggle with the truth.

Why do humans deny the supernatural? Because its very nature rebels against our precious science? Not likely—there are many leaps of faith society prides itself in making. Perhaps it is a subconscious understanding that fuels our repulsion. The abominations that hunt and stalk in the night are not nearly as dangerous as the dark waters which spawned them. The currents of human fear guide the sea, silently pouring it into forms menacing and deadly. These waters are all around us, waiting to pull us under. They want to flow inside, to drown and corrupt us, to rework us in their own image, using mankind as a physical embodiment of themselves. This is the real fright, for we, of all Earth's creatures, are most vulnerable to the sea's power—these waters stem from the deepest secrets of our own minds. So perhaps it is best for us to deny the supernatural. After all, could anyone who knew the truth stare into a mirror and expect a sane man to stare back?

How do you fight something intangible? How do you resist your darkest dreams, or destroy your greatest fears? We are a people with psychic potential untouched, unharnessed, uncontrolled. Power that pushes itself out of us, seeping through our beliefs and fears. This "seepage" has become a sea of dark waters flowing across our minds, a sea through which unchecked energies surge, looking for release. A world mind, sentient in its own way, but driven horribly mad. This first and most complex creation



of humankind cannot be fought. In time we may learn to master our own psychic abilities, curb the "seepage," and watch the last of the black sea dry up. But, until then, we may only combat its children.

Seepage: Definition

The Seepage refers to the uncontrolled psychic energies that stem from mankind itself. Essentially, it's psychic phenomena waiting to happen. Guided by powerful fears, these energies are responsible for all supernatural activity. Although humans come a step closer to understanding and utilizing our psychic potential with every generation (therefore decreasing the Seepage), the Seepage levels are always growing. This is due to the efficiency with which we seem to handle the simple genetic desire for reproduction. There are more people living on this planet than ever before. In fact, more than half the people ever born are still alive. So, each individual may contribute less to the shifting seas of the Seepage, but there are so many more minds to contribute. Further, the average life span is increasing, so each mind contributes for a longer period of time.

Seepage is not simple energy as we understand it, but psychic in nature. Sculpted by human minds, over time the energies themselves have become vaguely sentient. A twisted and insane psyche on a planetary scale, lurking beyond normal perceptions, watching and waiting . . .

Some have been researching and experimenting with these forces for centuries. Unfortunately, the more one studies the supernatural and comes to truly comprehend its very being, the more one opens to its corrupting influence. Eventually, one slips under its dark surface without so much as a ripple. Indeed, close study of the writings, books, and manuscripts of these unfortunates raises a frightening question: Who is studying whom? The paranormal is so varied and diverse, it becomes impossible to determine its limits and means. Yet it has learned how to crawl out of our minds, how to build horrors that strike deeply into the human psyche. Perhaps it knows us because it IS us. Conversely, what do we really know of it?

Seepage: Origin

Look at the ways of man. We sit on the edge of automation with cities growing taller and thicker than any natural forest. Yet the poor sleep in hovels in these steel prisons. A surplus of food is grown and then burnt to thwart price fluctuations, while millions starve. As is readily witnessed, our power routinely surpasses our capability to control it. And our harvest is often not what we have sown. It is the same with our latent supernatural capabilities, the actual nature of which has yet to be described. How could such power evolve without the ability to master it? Energies so great they cannot be contained, but so abstract they cannot be tapped (with the exception of psychics) . . . perhaps it is just our way.

It is theorized that few paranormals have been documented of late because mankind is at a great turning point. With time and patience our potential will be unleashed, and our abilities will become great assets. We will learn how to harness the collective unconscious to help unite us all. Whatever the truth of these idyllic thoughts, until that time we will be plagued with the Seepage. Our unconscious, uncontrolled fears may be all too real, and the supernatural world will continue to exist outside of fiction.

Seepage: Methods

The Seepage is directed by the beliefs of mankind. Dating beyond memory, it has

<<The "seepage" as so darkly described here is the basis of understanding all supernatural activity. It is a psychically active world-mind guided by our own fear. Now I hope you've all read up on your psychics, because that's essentially what we're dealing with—psychic abilities beyond the scope of anything yet encountered. It's been here all along. And we're its power source! (Isn't that great?) We naturally contribute energy into this collective. In fact, whatever "seeps" out of us is at least partly responsible for our aura. All these years, we could see it and never even knew . . . professionally, I am jealous. I mean, the man might have been a wackball, but he was a gifted wackball. His work opened my eyes and let me look into an area that I had never before known. For example, it is more than theorized that the Greys are a psychically active race . . . oh, let it be known for the record that I have no actual proof of the Greys' existence. I don't carpool with any of the little guys or anything, but I believe they're out there. But back to the point, assuming they are real, and assuming that they're psychically active . . . I wonder if they went through a similar period? Could we learn from them? (chuckle) Here I sit, hard-core believer in the mystic and supernatural, and I only "think" aliens could potentially be out there . . . I should get myself straightened out. After all, a little faith never hurt anyone. Or has it? The supernatural feeds on fear and forms on faith. Consisting of our own psychic energies, it would make sense that it is affected by our thoughts. The Seepage uses mass belief as a basis of formation. We all contribute, but I'm afraid the fears of any one of us mean little, if anything. This also means that it's incredibly hard to combat. Like chasing specters . . .>>

<<Why is there Seepage? Not even the "answer man" seems to know this one. I see little connection between the way we live our lives and some psychic potential raging out of control. But then, all of our research has yet to reveal anything about this dangerous force. So little is known of psychics, maybe the mind energy does reflect our aggressive nature. Due to the nature of my work, I am unequipped to travel. However, I have suggested to Aegis Prime that studies on supernatural activities within other cultures be conducted. Upon confirmation, I should be able to have a cell formed within one month's time. So look forward to continuing updates and reports from this area.>>

"fed" on human fear and has been molded in its likeness. It continues to use faith and fear to guide its manifestations. Therefore, local beliefs and legend will often dictate the supernatural activity within an area (vampires still visit Romanians in their sleep).

Conversely, it seems that random paranormal activity can occasionally instill and invent its own belief. For example, pixies, elves, and fairies have been encountered in Europe for hundreds of years, "foo fighters" were described by pilots from all nations during World War II, and will-o'-wisps are a fact of life to the denizens of the bayous of Louisiana. Curiously, each of these seemingly distinct phenomena are described as dancing balls of light. Different cultures and times ascribe different lore to the same manifestations, as befitting their particular worldviews. In all cases, the event occurred before the stories and belief behind it existed, and therefore could not have been formed by the after-occurring faith. This suggests that the stories are attempts to explain paranormal experiences existing independently of the cultural traditions of which they are a part. The stories then spread, and with them belief and fear, and the random manifestations solidify into enduring phenomena.

Of course, inside the heart of man, it is different. The Seepage works slowly, finding those most open to its energies, corrupting their souls and twisting their bodies. It offers them gifts of power to gain a foothold, then licks their minds with madness until they are strangers unto themselves. Lost inside their own twisted psyches, their bodies roam the night, performing for the Seepage like exquisite puppets.

Seepage: Levels

The supernatural energies that afflict the human race encircle the globe in a sea of swirling menace. Within its embodiment are pools and eddies following the currents of terror. Psychic energies are relatively unaffected by distance, so whereas a highly populated area may have greater ambient supernatural potential, actual Seepage levels would depend on the fears people carry with them on a daily basis rather than the concentration of the "source" (i.e., many minds). In addition, high Seepage levels in a city or other population center may well be restricted to areas of fear and wonder. Settings far from population can also be rich in supernatural activity—if there is doubt, just look toward Stonehenge. It is wholly dependent upon the degree of mental agitation and profoundly held belief in the area.

Pools are sites high in supernatural activity that form a reservoir where some of the energy gathers as it slips out of men's minds. Stories build around Pools and the manifestations that occur therein. These places become feared or revered and are entered only by the brave of heart. A land like this always has an origin story, something that began its dubious and unsettling history—a tale that may very well have become lost among the annals of man, but the preternatural presence remains. A Pool that gains significant power and outgrows local tales to become a worldwide legend becomes known as a Locus.

The Seepage can fluctuate in other ways. For example, levels of Seepage traditionally rise slightly with the uncertainty that the night



brings. These gothic forces can also thrive in the wake of extremely emotional events, especially those resulting in death. The Seepage level of a well-known murder site can become greatly increased for two reasons. First, the fear of those who become aware of the event will effectively guide energies to the crime scene. Second, a violent death often leaves a powerful impression on the very fabric of the supernatural. The exaggerated supernatural potential of these areas lasts only for a short time. Soon the impression fades and the locals get on with their lives, unless more sinister events occur in the same area, which may eventually lead to it becoming haunted.

Varying Seepage levels will essentially determine the likelihood of bizarre and otherwise unexplainable events occurring within a particular location. A greater chance exists in high areas, a lesser chance in low. This also affects the probability of Foci powers functioning and the difficulty of resisting corruption. Even supernatural "creatures" are affected. With their essence tied into the Seepage itself, they will naturally gravitate to areas more saturated with these forces, therein finding their paranormal powers enhanced. Conversely, low Seepage areas inhibit such manifestations.

THE EMPOWERED

Focus: Definition

An individual who possesses an unusually strong connection to the Seepage is called a Focus. These rare persons are points where the Seepage concentrates its energies. They become supernatural magnets; strange and inexplicable paranormal activity surrounds them. As a link between the natural and supernatural, Foci are constantly surrounded by higher than normal Seepage levels. Life is distinctly different for a Focus. The occurrence of highly anomalous events, although not commonplace, is an irrefutable fact of their lives. It is not uncommon for the paranormal to manifest around a Focus when he enters an area of supernatural power. Staying within such areas will result in much more frequent supernatural activity than would be found otherwise.

Foci are a unique state between physical form and intangible energies, not only affecting (strengthening) any supernatural occurrence in their presence, but drastically reacting with entities (other Foci and Incarnate). The Incarnate and other entities or events draw on the ambient power about a Focus, whether or not he is willing to lend it. "Feeding" on his energies will not weaken a Focus or diminish his abilities. Although an Incarnate will most certainly be aware of a Focus within a certain proximity, the reverse is not true.

When desired, a Focus may attempt to harness ambient supernatural energies. When successful, she appears as a chaotic psychic or a powerful sorcerer. Conscious manipulation of the paranormal can be done in a variety of ways, either by using a ritual or by attempting to invoke a manifestation. Rituals are by far superior to invocations for controlling the supernatural, but they require lengthy preparation and execution time. Invocations can be done quickly, almost instantaneously, the drawback being the destructive and unpredictable nature of the results. Control of an invocation is a desperate hold that can be easily lost.

Foci are an odd lot, their lives drawn to the bizarre. Many of them have become great scholars of the occult skills, men and women constantly attempting to grasp the very nature of the supernatural, all the while dancing the thin line on the edge of san-

<<High and low Seepage areas can be determined in two ways. The first is with Clairvoyance. The other is common sense. Hey, if you're standing in the center of Stonehenge on Halloween, don't be surprised when the devil pops up to say, "Hi." Graveyards, churches, dark basements, and Indian holy lands are all high in supernatural potential. Football stadiums, grocery stores, and bowling alleys generally are not. Fluctuation generally goes from an original level to a higher one and then back down. Some kind of powerful calming presence or manifestation is needed to lower background Seepage levels. I imagine that in the dim and distant past a hero could have lifted a curse from a village and theoretically lowered the background level. But in these times, that's strictly storybook . . . maybe world peace would work, but then again, that's strictly storybook too. In a high seepage area, a Focus (the Seepage's answer to psychics) would find it easier to use his abilities. In fact, anything of a supernatural nature would be bigger, faster, stronger, meaner, and all around less pleasant to meet in a dark alley. Which, oddly enough, is where you'll most likely find them. Of course, we should keep things in check by restating that even inside a high Seepage area, the chances of a supernatural event occurring are exceedingly slim. That's why it is called "paranormal" instead of just really rare. While the Seepage makes a Focus stronger, he returns the favor when inside a pool by increasing the chance of manifestation. This leads to strange stuff happening around Foci on a regular basis.>>



<<Before I go any further with this report, I better explain the term “manifestation,” especially since he uses it constantly and never really defines it, even when he discusses it later on. Manifestation refers to the generation of any supernatural activity that does not have substantial physical form. In other words, a vampire is not a manifestation, but the supernatural force it uses to mesmerize someone is. Phenomena, telepathic illusions, and Incarnate and Foci powers are also manifestations. Good, now you know. Let’s return to our regularly scheduled lecture. Foci are those individuals who are unnaturally connected to the Seepage. This direct link affects them in a variety of ways, the most noticeable of which would be the weird stuff that pops up on a regular basis—fish falls, spontaneous combustion, poltergeists, and any number of other things that could make their lives absolutely surreal. Odd as this stuff might be, luckily for Foci, the Seepage seems to look after its own and these manifestations rarely hurt them. The same cannot be said for the Foci’s friends, families, or back-ups. Further, there is the occasional Focus whose head just suddenly explodes one day. Foci may also invoke the supernatural of their own free will. This is a questionable tactic at best. Some only learn to conjure when their emotions pump like quicksilver, also known as “don’t push a Focus into a corner, anything might happen.” Others eventually learn to grasp their abilities to some extent, in the same way you might grasp the ledge of the building you just fell off—blind and desperate. There’s still little to no control over what manifests—at best a 50% chance to control it. In the long run, this could easily become more hindering than the original circumstances. So to all you Foci, holy men, mystics, magicians, or whatever you call yourselves—watch out. If you’re interested in this stuff, make sure that you read up on rituals. That’s where a Focus can play a role of the utmost importance.>>

ity. Others consider themselves touched by darkness but always resistant to its distant beckoning. They are avenging angels, using hell’s own power against itself. They are self-serving power-mongers; they are savage-willed, half-mad conjurers. Their descriptions vary wildly, since Foci are so rare that they have a tendency to invent or discover their own explanations for who and what they are.

There is a darkness to Foci as well, for they are submerged within the Seepage, and one slip can be their downfall. A single mistake in the rituals many use to aid their abilities can let the Seepage inside, filling the Focus up, drowning her until there is nothing left but the body, while something else looks out of her eyes.

Focus: Invocation

Invoking is done by attempting to turn the psychic energy a Focus is contributing to the supernatural into a catalyst. His energies react with those naturally pooling around him, causing the potential occurrence of a manifestation. This occurs naturally and with little effort. Some Foci are not even consciously aware that they invoke at all. They unconsciously invoke during times of stress. Whether the Focus consciously tries to invoke or not, the results are typically unpredictable. Almost anything within the realm of the supernatural is possible: fires, telekinesis, terrifying illusions, or even animal teleportation. To his advantage, this method does not allow the dark fingers of the Seepage into his mind. There is no risk of the corruption that comes with rituals.

Focus: Relation to Psychic

Foci and psychics seem nearly identical in nature, but they are actually as separate as night and day. First and foremost, the sources of their power are essentially opposite. Foci manipulate the Seepage energies around them. Psychics control the power inside themselves. I have already said that the Seepage is psychic in nature, but this energy is extremely different because it radiates from the minds of the world. A psychic need only contend with his own personal energy—energy that is self-generated and familiar. A Focus requires ambient, foreign Seepage and may fall victim to its pools and eddies. On the other hand, due to the origin of his energy, repeated or prolonged use of a psychic’s abilities may result in fatigue and even damage. A Focus does not suffer from these hindrances. Another significant difference is the manifestations themselves. Psychics gain control of the powers they possess by training and discipline, usually in one or two specific areas. This mastery results in psychics contributing relatively negligible amounts to the Seepage. A Focus’ connection to the Seepage prevents such personal mastery and discipline (there are no psychic Foci—the very concept defies itself). Foci cannot attain total control of their invocations without a ritual, but this chaos allows them a grand variety of manifestations. Moreover, some of these manifestations present themselves with more strength than even the greatest psychic might generate.

There has been documentation of psychics and Foci (not necessarily with those titles) throughout history. Recently, it has been theorized that psychics are the next step in mankind’s evolution. Yet none seem to comprehend the subtle yet significant differences between psychics and Foci. So . . . how do we explain Foci? Should we dismiss them as random mutations or genetic regressions? I believe a far more terrible truth may exist. Foci could be a counteraction to the awakening of psychic powers—a deliberate creation of chaos to battle the control represented by psychics. This poten-

tial strikes terror . . . for it means that the Seepage can see the threat to itself represented by psychic mastery, and that it has taken steps to combat it.

Psychic Voids: Definition

Psychic Voids are entirely nonpsychic individuals. They contribute nothing to the Seepage, nor do they possess any of the abilities most humans take for granted. ESP, hunches, and *déjà vu* as experienced by the majority of the population are unattainable. Voids have no auras and therefore cannot be “read” by other humans. This explains why a Void is difficult to understand or trust on an instinctual level. Regardless of a Void’s actions, humans find it hard to trust anyone they cannot get a gut feeling about. Even those who have mastered their psychic potential will find it difficult to use their abilities on a Void. It’s as if the Void’s mind is foreign to the energies being worked upon it and is thus that much harder to affect.

Being entirely separated from the Seepage leads to some odd occurrences. For example, a Void cannot be possessed, for there is no connection with the Seepage and no way for a spirit to enter the Void’s body. The Seepage connection also allows supernatural visions to enter one’s mind, and therefore telepathic illusions are completely wasted upon a Void (although phenomena can be seen). A simple ghost would not be experienced by a Void, despite the shocking vision his comrades might share. Voids are limited to their five senses for information gathering, and are as unconcerned or unaware of the dark waters of the Seepage around them as a rock on the bottom of the ocean is of the turbulence around it. Foci will find it difficult to affect a Void directly, since their powers would be stretched and weakened against those separated from their source. For example, a Focus would find it difficult to knock a Void down with telekinesis, but would not be at a disadvantage to lift a chair he was sitting on. The same is true for psychics.

It cannot be determined what results in the birth of a Void; they are as bizarre and indecipherable in that respect as Foci. On occasion, the rituals that are used to save victims of corruption can destroy all psychic potential within the human mind (perhaps not unintentionally), resulting in a Void.

Psychic Sinks: Definition

A psychic sink, or Psink, is a bottomless pit for psychic energy. A Psink passively and continually absorbs psychic energy within a certain radius. This radius can also be actively expanded to several times its normal size by force of will. It is theorized that the Psink radiates the energy he absorbs, but it is difficult to determine. When aura reading, a Void is noticeable but unreadable, while a Psink is a hemisphere-shaped enigma. The abilities and disadvantages of a Psink are shared by all those within his radius of influence, and all persons within that range will have no aura until outside of it (with the exception of Foci, who will appear to be mundanes).

The Seepage, if it could, would be frightened of a Psink—consistently pulling ambient energies into himself, for seemingly no purpose. A Psink lowers the paranormal energies within his radius. A Focus within that radius would find it increasingly difficult not only to attempt to affect the Psink, but to invoke at all.

The Incarnate can and do fear Psinks, avoiding them entirely or

<<Where the hell did this guy get this information? He knows psychics as well as some of our top-notch researchers. Remember this thing was written in 1950, and it is not even about psychic abilities! I don’t see why he would do that much study, and then only mention psychics in passing. In some of the bits I cut he documents psychic ability in comparison to supernatural manifestation. His figures and concepts are right on par with today’s studies! So did he do all this work on his own? No, I think our mystery man had a governmental connection at some point in time (I’m guessing German). Perhaps he was part of a psychic investigative team, and his own interests led him into the realm of the paranormal. I’m beginning to believe he was a Focus himself, and the inability of then-current psychic research to explain questions he had about himself led him to greater things. It is probably this angle of thinking that brought such a brilliant end product. This is the only accountable grimoire (or any occultist tome, for that matter) in history that discusses psychics and the supernatural. Such comparative study would prove beneficial. I believe that it is within their shared company that the truth lies. Oh, I love it when a plan comes together.>>



<<You might not realize it, but you've probably met a Void before. Ever meet someone that you just couldn't get a feel for, someone that you didn't trust, but with no real reason behind it? That may have been a Void. Their total separation from the collective unconsciousness keeps us from having empathic sensations about them, and that leads to a feeling of separation. This causes a majority of the public to shun a Void, without ever really being aware that they are doing it. Voids are directly affected by their nature as well. By never experiencing a "gut feeling" or a "hunch," they have a habit of relying on logic for their deductions and tend to be less emotional than most. Others are oddly emotional, like the guy who winds up laughing at a funeral. Many Voids have little belief in the supernatural. After all, they can't even see a TI (a common manifestation), so why should they believe? As you can imagine, this creates unique advantages and hindrances for them.

A Psink is a psychic black-hole. They absorb energy unknowingly and without tiring. The perfect guy to go investigating a haunted house with; of course, nothing supernatural will happen—but then again, nothing supernatural will happen (if you catch my drift). Know what I'd like to see? A Psink against a Grey. I'd love to see his little Grey face as he tried to control the Psink's mind, little beads of sweat emerging from his oversized head. Naturally, that's assuming they're out there (Greys, I mean . . .). My theory about Psinks is they are a creation of the supernatural. The Seepage is a sentient world-mind, right? It's working on our fears creating monsters and madmen, spirits and spooks . . . well, I think the Psink is created out of the Seepage's own fear. Psinks slowly consume its energies (poetic justice, don't you think?). Beyond the advice in the text, let me extend one final thought to you: Don't get trigger-happy or overly freaked about a guy with no aura. Incarnate have no aura, true—but neither do aliens, Voids, and anyone within X feet of a Psink. So look before you leap, okay?>>

targeting them first if confrontation is inevitable. Foci feel similarly.

A psychic's energies come from inside him and therefore cannot be drained unless he attempts to use that power within a Psink's radius. Psychic capabilities do, however, become exceedingly difficult to use in a Psink's shadow. If a psychic is required to do so, a Psink can be overpowered. They absorb psychic energies passively and at a set rate. If a powerful psychic pushes himself, it is possible to throw more energy at a Psink than he can handle. Any attempt of this sort, whether successful or not, is bound to leave the psychic horribly exhausted. It is equally difficult to affect anyone near a Psink, for, directed at him or not, any psychic energy attempting to operate within his radius will be absorbed.

Humans are often quite uncomfortable around Psinks; not only are they unreadable, but ESP, hunches, and gut feelings (which constitute the untrained psychic abilities all humans possess) fail to work in the Psink's presence. Unintentionally, but unquestionably, Psinks take something away from mundanes, leaving a lessening or "graying" feeling in their wake.

Seepage manifestations are significantly affected by proximity to Psinks. Phenomena become vague feelings, and illusions fade from sight. Spirits of all sorts (being embodied of supernatural energies) can be weakened or destroyed by a Psink's proximity. The energy-absorbing aspects of a Psink are cumulative.

Corruption: Definition

Corruption is a permanent mental change induced by the Seepage. It is a phenomenon that works directly on man and occurs in degrees over an extended period. This phenomenon is extremely powerful and can be the high price paid for a poorly executed ritual. Oddly, it can also be induced by a ritual curse (Vampiric Blood-letting), although no sane man would undertake this willingly. Those strong of will may resist the insidious effects for years, but the untiring onslaught will be their doom. The corrupted are in constant danger. They are living with the dark knowledge that they are becoming something else, drowning in forces as old as thought.

The corruption of Foci and normal men alike always results in the loss of their own identities. A corrupted individual is no longer human, but merely a wandering echo of flesh for the Seepage. Feel no guilt in stopping them, for once they are fully corrupt there is no salvation. They are horrors wearing mens' skins; the only sorrow to be felt is for the battle already lost within them.

Within mundanes, corruption's true goal is to open their minds to the supernatural, attempting to turn them into Foci. Oddly, it is those strongest in self who are most likely to become Foci (or, more accurately, one of the Incarnate). All those who become corrupted are slowly melted down and then poured into one of the primal fears of man: the fear of being hunted, the fear of the unknown, and the fear of death. These are represented by the forms of the Incarnate (Foci) and Forsaken (mundane).

The process of corruption will last only until the victim submits. The longer the corruption takes to work, the greater the amount of time the Seepage has to increase its channel with the victim. If the corruption is successful too quickly, the Seepage never establishes the pathway needed for it to keep connected. The result of a quick corruption is an individual who has the mentality of one of the Incarnate, but none of their supernatural power. They are known as the Forsaken, those whom the Seepage tried

to bring over, but failed.

With Foci, the corruption is far more dangerous. Their tie to the supernatural makes them especially vulnerable. The increased paranormal energies surrounding a Focus increase the power of corruption, making it harder to resist. When they finally swallow enough of the dark waters of the Seepage and drown, the result is always the same: an Incarnate.

Incarnate: Definition

The Incarnate are usually corrupted Foci, but can be former mundanes. Once the unfortunate becomes corrupted, he will find the Seepage has built a channel into his soul and is pooling its energies. Although there are steps one can take in opposition as the path widens, once corruption is completed, all one can do is drown—drown in the river of mankind's fear and unharnessed power filling one's soul—drown in the evil taint of the Seepage. Once this occurs, an Incarnate is born. Avatars of the Seepage, nightmares brought to life, Incarnate are limited in power only by what their physical bodies can take. They are the monsters that walk the night. Like Foci, the Incarnate have the ability to invoke manifestations. These manifestations they control completely, with a power and permanence far beyond the capabilities of a Focus. Incarnate boil with supernatural energy, but they emit no aura due to their total control of their power. The Incarnate are the Seepage embodied; they cannot drown, for they are the water.

The mind of the former human is dead, or worse than dead; the old restrictions do not hold true. Incarnate have different rules that govern them. They have total mastery over a few manifestations such as Telepathic Illusion and Telekinesis and are not plagued by the chaotic whim of the Seepage as Foci are. The Incarnate also possess other abilities that Foci cannot even aspire to. One of their only limitations is in the number of manifestations they can invoke; they no longer possess the wide range of a Focus' chaotic powers. However, compared to the control they wield over the abilities they possess, this limitation is hardly significant.

Incarnate: Predator

Our praised and productive "competitive edge" is actually just a byproduct of man's ancient fear of being hunted. This fear can be seen in those who have a phobia of snakes, sharks, or spiders. The fear is not due to the actual danger presented by the creature, it is the creature's predatory nature that causes it to become an object of irrational fear. This stems from the roots of our existence when we were not the dominant life form on the planet. This fear is reborn within the Incarnate predators—the hunters of the human race. Vampires, werewolves, and even outlandish creatures such as the Wendigo have been created. Most of their supernatural abilities tie into physical prowess, although it is really determined by individual circumstances. Mutation is a common eventuality for these beasts, giving them bodies to match their minds.

Incarnate: Adept

Wizards and sorceresses, adepts are created out of our fear of the unknown. Men and women who were once occultists become this living obsession (yet another



<<This is where the answer man becomes a little obsessive; take everything he says about "no longer human" with a grain of salt. In any event, this section reveals that some insanity does not stem from problems in our society or ourselves, but instead is a direct result of supernatural forces. Don't worry, this doesn't just happen randomly, it takes some form of paranormal infection. Failed rituals, possession, vampiric blood-letting, and werewolf ritual mutilation all qualify; fortunately, they don't normally pass by unnoticed. Corruption attempts to create one of the Incarnate. Fortunately, this rarely works. If the victim does become Incarnate, it is at the moment he snaps—one moment you're dealing with a crazy guy, the next you're facing one of the Incarnate. Not a pretty picture. On the other hand, even if the corruption fails to create the Incarnate, it will still eventually produce one of the Forsaken. I feel sorry for these guys, because not only have they been driven insane by supernatural forces, but they didn't make the grade. It is like they are paranormal poseurs—people who think they're Incarnate, but possess none of the powers. Other than their delusions, which can still make them a threat to themselves and others (have you ever tried to argue with a guy who only thinks he's a vampire?), the only unique thing about these people is their aura. The aura of a Forsaken is greater than that of a mundane, and they contribute a bit more to the Seepage. As of yet, Aegis knows of no sure way to cancel or cure supernatural corruption.>>

<<I hate to sit down and disagree with the answer man on anything, especially after what he's unknowingly done for us, but the boy doesn't have it all straight here. Obviously, something about the Incarnate gets under his skin, because he claims both here and when he spoke about corruption that the Seepage replaces the psyche of its victim, leaving something that is no longer human. Well . . . he's wrong, it's worse than that. What he is trying to describe is more along the line of possession; in reality it is the same mind as before, but now driven horribly insane. Am I making sense here? Look, at least if it was a different psyche in there, the Incarnate might not have all the memories of the original uncorrupted persons, but they do! Picture if one of your friends joined the Incarnate's roster, he'd know who you are, what you do, where you live, etc. This is not good. Imagine if a member of Aegis got pulled under—needless to say, be on your toes, people. Okay, with that out of the way, let me warn you about even nastier stuff. Incarnate have no aura; do you know why? As the answer man says, it's not because of their lack of power—it is due to their total control of the supernatural energies coursing through them. In truth, they generate more power than Foci, they just don't let any "seep" out. These guys are capable of stuff you don't want to believe. I've seen a predator rip a guy in half with his bare (though clawed) hands, and the Incarnate didn't even break a sweat. Speaking of the Incarnate, let's meet them, okay?>>

<<Give them a big round of applause, folks. Contestant number one all the way from Romania or as close as your own backyard, he spends much of his time hunting and killing, and considers himself "more than human." Meet the Predator! Incarnate number two, in the tradition of the great mages, spends a lot of her time researching spells that can alter the fabric of reality. She's in pursuit of the ultimate answer and not afraid to kill

reminder to myself). The Adept Incarnate is a result of experimentation with the dark forces; it is not governed by the aptitude of the individual. The Seepage does not build off of the existing personality, it replaces it. Adepts quest for knowledge of the meaning of life, the universe, or the like. Desire to know overwhelms all, and with time these spell-casting knowledge-mongers gather many rituals, always with some dark or fascinating goal. These Incarnate are often not openly threatening the way a predator is. However, their desire for knowledge often leads them into some of the darker rituals, at which time it becomes surprising how little concern for human life these warlocks have. Further, once angered, they become terrifying foes, armed with spells and rituals capable of tearing reality asunder.

Incarnate: Prophet

Of all of man's fears, perhaps the greatest is the fear of death. In his desire to soothe this fear, early man created stories about the dead, not to honor them, but to comfort the living. From these early beginnings, religion was born. An existence beyond our mortal coil was hypothesized. A Prophet Incarnate feeds on the human fear of death by becoming a figure of faith. High priests, demons, messiahs, and even the gods themselves have come back to us. Based upon the beliefs held by the particular religion adopted, Incarnate take forms that vary from the awe-inspiring to the terrifying, from the peace-loving to the bloodthirsty. In all cases, Prophets consider themselves "chosen."

Prophets of demons or inhuman deities often mutate to appear as more of what they believe themselves to be. In whatever guise, the actions of Prophets can rarely be predicted.

Incarnate: Mutation

Mutation is a permanent physical change induced by Seepage. This is believed to happen only to the Incarnate. Although lore states otherwise, evidence has yet to surface to support it. Mutations occur slowly, but irreversibly. The Incarnate's own power slowly twists its body.

. . . the beast inside leaves its mark on the flesh. The processes of mutation seem to employ an inhuman form of regeneration—instead of healing, it alters the body. Wolfen aspects may surface, but still a man cannot become wolf. Normally, the mutation bends humans into Predators. Claws, fangs, additional mass, and fur, actually thick body-wide hair, have all been duly noted as common attributes. Rumors of sudden or periodic transformations are unjustified, as proven by extensive investigation on my part and by colleagues. Thus far, it has been



determined that werewolves and other lycanthropes exist, but do not physically transform as fantasized in legend. They are Incarnate Predators projecting the Telepathic Illusion of wolfen transformation. Although wolfen or bestial mutations are the most common, they are by no means the full extent of paranormal mutations encountered.

Although one of the more rare manifestations of Seepage, Divination is almost always significant. There are a number of locations and individuals known for their recurring but unpredictable visions. This manifestation results in sudden supernatural visions that provide actual, true information about a place, person, object, or event, both past and future. Divinations “feel” different from illusions, but few are familiar enough with Seepage manifestations to know the difference. Ignoring a Divination might be dangerous; relying on a false Telepathic Illusion is usually deadly.

Telepathic Illusion: Definition



Telepathic Illusions are precisely that: illusions that can affect the human mind en masse. Thus, anything is possible: a cold spot in a room, a decrepit manor radiating despair, or bizarre and ethereal sounds. Most images are shadowy and unreal. Exacting and well-defined images may be formed, although this is rare. Telepathic Illusions exist independent of any individual, yet they can be sensed only by minds capable of ESP and are often mistaken for hallucinations. Usually no physical evidence can be taken of their passing, and they cannot cause direct harm themselves. Nothing actually manifests physically. Of course, that is not to say they are not extremely frightening and realistic. Further, if the same Telepathic Illusion was seen by a group of persons, it is difficult to prove that something did not occur. Study shows Telepathic Illusions exist in lesser and greater manifestations.

Lesser illusions are rarely described precisely. Take the example of a haunted house. One who experiences this kind of illusion would feel and believe the supernatural and otherwise spectral manifestations within the house. But once outside of both the house and the illusion, the realness fades. The poor victim would remember his experience, but would find it difficult to determine what led to the conclusion of supernatural activity. The sights seen and sounds heard would suddenly seem inexplicable.

This can be understood by examining the telepathic nature of the illusion. The lesser illusion reaches inside a victim's mind and inspires fear. It does not attempt the more difficult task of actually finding and tailoring an illusion that would both logically and emotionally do the same. This is especially true in the case of multiple observers, who most likely have varied phobias. This is not to say that the Seepage has localized intellect sufficiently to conceive such a complex strategy, but, like the spider whose web is composed of infinite beauty, it appears instinctual.

Documented lesser Telepathic Illusions include feeling the presence of the spirits in an Indian holy ground, a particular tree in a dark forest emanating something that can only be described as “evil,” shifting shadows, odd lights, creaking haunting noises, strange smells, and any circumstance where the emotions of the event are stronger than any sensory input.

in order to get it. Say hello to the Adept! And our final contestant, Incarnate number three, is no mere mortal. He's got religions to uphold and prophecies to fulfill. He's the son of gods, demons from hell, and everything that you hope isn't true about the afterlife. A warm greeting to the Prophet! But seriously, folks, I met one of these guys once and was lucky to survive the encounter. I only joke to keep from screaming. Step lively around these boys and girls, because they are more dangerous than anything I can think of—capable of recreating all the horrors in our recorded history, or inventing their own. My advice for handling these individuals is to shoot them with a sniper rifle when their backs are turned.>>

<<Listen up, dear reader, monsters do walk the Earth and we should fear them. An Incarnate who believes himself to be a werewolf can cause this to become a reality. The massive forces crawling inside him slowly change his form to fit the image, and a Telepathic Illusion (TI) can complete the effect. So where you and I might normally see a hairy guy with extended canines, the TI might lead us to see a giant wolf. An interesting note: whereas it is impossible to have a shapeshifter or one who truly suffers from a shape-transforming lycanthropy, it is within the realm of possibility to have a werewolf who only manifests a TI of his wolfen state on nights of the full moon. He might even be a decent guy on other days. Remember, multiple personality disorders are a form of mental disease, and fully within the range of corruption. The Incarnate are insane, not simply evil. Due to the time it takes for mutation to occur, Incarnate who have been mutated have been given plenty of time to become comfortable with what they are. They will know the limitations of their abilities, as well as the strengths. Insane yes, but adversaries to be wary of.>>



THE MANIFESTATIONS

Divination: Definition

A greater illusion can generally be determined by its clarity. In its wake, there is little to no question as to what the illusion was, and that illusion is extremely difficult to deny or explain. The thrall of a greater illusion can also have a more powerful hold over the people witnessing it, inducing additional sensations. With the exception of their greater clarity,

greater illusions share all the properties of lesser illusions.

Examples of greater illusions include actually speaking with a god, ghost, or shade, a vision or waking dream, distinct voices, and any illusion that involves easily interpreted sensory input. These are rare and are often connected with the creation of ghosts.

Phenomenon: Definition

Phenomena are supernatural manifestations similar to Telepathic Illusions but with the addition that they may affect the physical world. Generally, manifestations of this sort can be determined by actual evidence of their passing: a spirit captured on a photograph, ectoplasm, fish falls, or spontaneous fires, to name only a few examples. The ability of Phenomena to affect the physical world makes them extremely dangerous. They are uncaring forces with neither bodies to stop nor consciences to hinder. Less harmful and slightly more common are Phenomena that accompany Telepathic Illusions: the mind remembers a haunting specter, while the photographic evidence shows only a humanoid glow.

Ghosts: Definition

Sometimes the particularly violent death of an individual leaves a powerful impression upon the Seepage. If the individual is a Focus, his death can lead to the creation of a ghost. Impressions of this ilk can exist for undetermined periods, possessing a quasi-intelligence and sense of self. Normally, the surviving personality is different from that of the dead man. Sometimes, the two personalities form something of a hybrid, where the ghost retains only some of the predecessor's traits. Keep in mind that the originator of the psyche is now dead, and what is left is a supernatural attempt to recreate it. These are sentient Telepathic Illusions, which makes them more dangerous and unpredictable. They can devise purpose and goal, and can interact significantly with humans and the environment. They still lack the ability to touch the physical world, however, so any danger they present is through trickery. Ghosts cannot be harmed in traditional ways; only rituals may be used to affect them. A binding or banishment is most effective.

Some ghosts bond themselves to a person, place, or object. The area to which a ghost bonds is called a haunting (likewise, a person or place is haunted). It is difficult to say whether the spirit can will the bonding to take place, but some (in fact, most) ghosts bond to their creations. Theories hold that a bond is made to supply a constant flow of Seepage energy to the spirit. Without supernatural energy to sustain it, a ghost cannot manifest and may eventually disperse or be destroyed.

I must note that although I have never personally witnessed such an event (nor have I spoken with anyone who has), many records mentioning ghost sightings state that the ghosts appear to be acting out the scenes of their own demises. There might be a goal to be achieved by this replaying of death. A better explanation is that the event is actually a pattern woven into the Seepage similar to certain spells, like rituals.

<<Hey, cool! It's supernatural VR! These things are described as "unable to cause direct harm," but what isn't explained is that they are signifiers of higher Seepage zones. That or they are paired up with something that can hurt you. About half of the Incarnate guys that he talks about can generate these, seemingly at will. Of course, it is the naturally occurring TIs that are really being discussed here, and those are fairly safe as long as you keep your cool. Try to think of it as a movie, or if you didn't know you were in a supernatural area already, consider it a clue applicator. Many of the supernatural effects are created with TIs. In the wake of hauntings and other similar events there is routinely no evidence left over. In other words, those walls that drip blood do so only in your head. Evil, isn't it? Not only are you scared out of your mind, but everyone else thinks you're crazy.>>





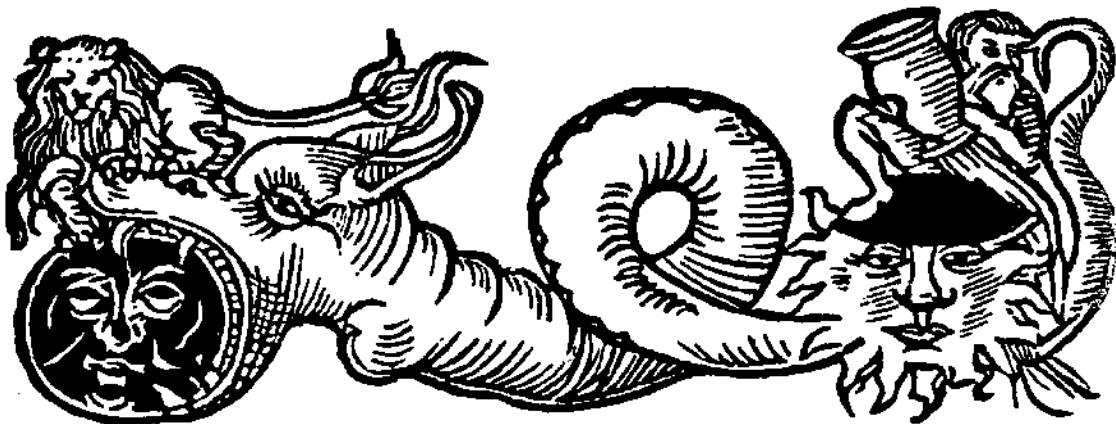
Poltergeist: Definition

The creation of a poltergeist is so similar to that of a ghost that finding a reason for their difference is difficult. Some likely factors are high vs. low background Seepage levels, the means of death, and whether a Focus or one of the Incarnate was involved. A poltergeist is similar to a ghost in all respects, with the exception of its additional ability to invoke and control manifestations as one of the Incarnate. The spirit does, however, remain limited by the ambient supernatural energies of its environment.

Most poltergeists will be found in high Seepage areas. Normally, the manifestations are more frightening than damaging (extinguishing a candle flame, knocking things off of a shelf, or shutting and locking a door). Their actions are usually a series of childish tricks and cunning. Some, however, have been known to be quite powerful, capable of violent or even deadly force. Telekinesis, Telepathic Illusion, and possession (for the most powerful) are their normal range of abilities. Being essentially "living" Phenomena, these entities effectively feed off pools of Seepage energy. Therefore, any supernatural activity has a chance of drawing their attention, and a Focus within a poltergeist's domain will invariably be noticed. A spirit within proximity to a Focus, or to a setting with a high degree of supernatural activity, can manifest more strongly and with greater frequency.

Throughout history, poltergeists have played many roles. The weaker ones have appeared as elves, goblins, or tortured spirits playing tricks on the unsuspecting. The strongest have bent their twisted psyches around other human concepts and appeared as angels and demons, or even gods.

<<Have you ever seen a fish fall? If not, you're really missing something . . . I mean, you are standing there minding your own business, and suddenly these fish start to fall out of the sky. Maybe not a lot of fish, and maybe not for long, but it was distinctly raining fish for a minute there. Then it stops and your brain starts reeling, logic trying to force a plausible answer onto your lips. Notions of a great wind, possibly a typhoon, slide across the canvas in your head. You can almost see this big waterspout twist into the sky hurling all of these fish into the jet stream, where they are carried hundreds of miles just so they land on your head . . . and then you realize how stupid you're being. Fish falls are just one of many Phenomena that can, and do, occur all the time, and we just don't have an explanation for them. Like the forces of nature, Phenomena are forces of supernature. They can range from enigmatic and amusing to deadly. In all of the reading that I've done, there does not seem to be any kind of consensus on whether Phenomena are a random supernatural occurrence to expel energy when the pooled Seepage grows too high, or a purposeful event directed by fear. I look at it as being both. I mean, during a storm we all know that lightning discharges randomly, but you still won't catch me running across a field waving a fork into the sky. Of course, Phenomena guided by the power of the Incarnate or a Focus can be really bad news.>>



INDOCTRINATION

Psychic Phenomena

Oh, you're back. Cool. Doc asked me to explain the whole psychic thing to you. That's me, Rand the Magnificent. Prognosticator extraordinaire. Mind reader and fortuneteller. No, just kidding. I can't tell the future. At least, not reliably.

Okay, so the question you've probably got is something along the lines of "WHAT psychic talents?" You probably don't really believe. Not many people really do. Trust me, I didn't believe either until I started having problems. When I was thirteen, I dreamt about the death of a close friend of mine. The next morning, I found out she'd died in the middle of the night. After that, I started having dreams of the future more often. When I got into college, I went to a parapsychology experiment at UCLA. I ran through their Zener card experiment five times straight with a 60% success rate. The next thing I knew, I had guys from the Army talking to me. Short trip from there to here.

The secret is, everyone's got some level of psychic power. Your average citizen has brief flashes of insight, things he can't explain. Each living being produces a certain amount of psychic energy depending on his natural talents. Some people have a higher potential, but with the proper training anyone can learn to use some level of psychic ability. Take me, for instance. I've worked at the Noetic Sciences Institute and at the Anders-Reis Labs in Stockholm. Over the last ten years, I've probably doubled my talents. It hardly hurts at all.

How's it work? Good question. My personal theory revolves around magnetic waves and cheese soup. No, really. It's as good an explanation as anything else I've heard. Yeah, there's a so-called official take on things. You have to go back a long way, though.

Okay, imagine it's Paris in the late part of the Empire. This gent named Mesmer claims he can heal people with a magnetic field. No one can explain it, but it seems to work. For the next thirty years or so, everyone is hot on the whole magnetic thing. Lots of quacks pop up with magnetic healing wands, magnetic filing drinks, and magnetic trousers to increase your libido. A few smart types actually start to research the effects Mesmer got.

Now, some of these researchers didn't get very far. Most got stuck in the weeds of the whole argument. A few figured out maybe the effect was centered in the people, not Mesmer's magnetic fields. So these new-wave researchers start looking at the "spirituality" of this special form of healing.

New wave, New Age. The terms change, but the same ideas keep cycling around.

Along comes Madame Blavatsky, this strange Russian chick who swears she has all kinds of neat mystical powers. She was eventually called a fraud by a group of scientists including Sir Arthur Conan Doyle. Yeah, the Sherlock Holmes guy. In the meantime, though, she gets the word out about her approach to mentalism. The other scientists start working toward quantifying their data, and this results in another Parisian inventing a card-guessing game to test psychic powers. Charles Richet takes the random factor and guesswork out. You beat the statistical odds of guessing the right cards, you might be a psychic.

After the Great War To End All Wars, part one, the Soviets buy into the psychic stock market in a big way. It was all hush-hush, of course. Stalin couldn't very well let it be known he was supporting something as mystical as psychic research. They tended to focus on



telepathy and on purely physical phenomena. See, being good Communists, they couldn't say a spiritual force is involved. That might upset the commissars. Bullets in the head all round if that happens. So they concentrate on the hard stuff: moving stuff by thought, telepathy, remote control of people's brains. Just so happens all this stuff is good for the espionage community, too. Clever buggers, those Soviet scientists. They knew which side their bread was buttered on.

Meanwhile, all the Capitalist running dogs in the West are playing polo, going to tea parties, and generally trying to pretend war is gone for good. A few independent researchers are still addressing the psychic, but with little to no government support. They tinker around with Richet's guessing game, and a couple named Rhine get real good results with the special cards, called Zener cards. You know, the ones with the funny symbols. The Rhines work out some of the standard test practices; isolation rooms, double-blind experiments, and close scientific control all come up now.

The hard part is, the researchers find out that psychic talents seem to get weaker the longer a subject is tested. No one could figure that one out for a long time.

Okay, so no one makes much more headway for a few decades. Semyon Kirlian, in the Soviet Union, invents the style of photography named after him, taking pictures of people's auras. That's really the only fun thing anyone digs up. Then along comes the Great War To End All Wars, part two.

Hitler and his flunkies really believe they're some kind of chosen people. Der Führer sends out his loyal minions to try and collect up all the best occult artifacts the world has. Someone convinces the Allies they can't let Hitler win an occult advantage, so Roosevelt and Churchill whip the OSS into an archaeological frenzy. Some of the OSS team are psychic researchers. Along the way, they get into research on truth serums and mind control. This ends up turning into the basis of the CIA's later mind-control research.

Yeah, I know it sounds crazy. It's true, though. We even ran a program to bring Nazi and Japanese war criminal scientists over here to help with our research. It was called Operation Paperclip. Look it up. Great reading. Kinda puts truth, justice, and the American Way in a new light.

Now the CIA and the KGB get into a race. All through the fifties, sixties, and seventies, it was like some kind of warped alphabet soup of espionage tricks. KGB comes up with Project Rasputin. We develop Project Bluebird. They find out about Bluebird. We change the name to Artichoke. They find out about Artichoke. We change the name to MKULTRA. This is the

big, bad nasty the American press finds out about in the eighties. Boy, was that fun.

MKULTRA is the mean old invincible dragon of American black operations. The CIA used MKULTRA and its sister projects to experiment on American and foreign citizens. MKULTRA operatives sprayed towns with nerve agents. They dropped LSD into people's drinks. They did illegal brain surgery on prison inmates and opponents of the government. There are so many different offspring of MKULTRA, even the CIA can't track them all. MKNAOMI, MKDELTA, MKOMEGA, hell, there was probably even an MKAARDVARK and an MKFRUITBAT somewhere. When the press blew the lid off, the CIA dissolved the whole thing, but all the assets were just sucked up into other agencies, including Aegis. Some of the stuff just disappeared.

Hey, don't get the impression we were the bad guys. The Soviets were doing the same stuff. They had the advantage of not having to answer to the press. RASPUTIN did real well for itself until Gorbachev and Yeltsin. When the Union collapsed, RASPUTIN went underground, too. Again, Aegis and other agencies snapped up some of the goodies. The rest of the RASPUTIN stuff is AWOL.

The one big invention everyone plays with in this period is remote viewing. Psychics with good telepathic or clairvoyant talents would concentrate on enemy operations and eavesdrop psychically. Biggest problem with the whole exercise was getting too much information up front. After a while, psychics who know what to expect begin to see what they expect.

Nowadays, the common line of thought says that psychic talents are hereditary and genetic. Once you learn how to use a psychic talent, it's just a matter of concentration, health, and dedication. Plus a little luck. You can push yourself if you want, but that hurts . . . bad.

A few people are born without any psychic talents at all. These people are called Voids. It's a little harder to use talents on a Void, which can have its advantages for a Void. Even worse are Psinks, people who actually suck in other people's psychic energy. These guys give me a headache, literally. A few minutes trying to bust one of them, and I may be psychically dead for a week or even two.

Speaking of psychically dead, I know a guy at PEAR Labs who used to be a really strong pyrokinetic. He took drugs to strengthen his psychic reserves. One day he overdosed, and the next day he woke up with no psychic talents left. Now he's no better than a Void. Worse, in fact, 'cause he remembers his former powers. Yep, being a burn-out sucks. Gotta be careful with all this stuff.



OPERATIVES



This chapter discusses the creation of *GURPS Conspiracy X* characters. Some new twists on old concepts are presented: Professions, Influence Advantages, Sphere of Influence Patrons, and Pulling Strings. Several new or modified advantages, disadvantages, and skills are also discussed. The chapter rounds out with a list of templates that may be quickly customized and played.

CHARACTER POINT TOTALS

The realm of *Conspiracy X* is very similar to the “real” world. The types of people who populate a *Conspiracy X* game are the same people seen and read about in “real” life. For that reason, *Conspiracy X* is more a “realistic” campaign than a “cinematic” one. At its core, *Conspiracy X* is a horror game. If the characters are physically or mentally too powerful, the tension and paranoia of a true conspiratorial horror game are lost, or at best minimized. *Conspiracy X* characters are better than average, make no mistake, but they are far from superhuman.

On the other hand, *Conspiracy X* characters are far above normal with respect to connections, politics, and influence. This is the reason the characters are so valuable to Aegis, a secret organization whose lifeblood is influence. Thus, it is recommended that 175 character points be used for character generation. The extra points are needed to round out the character’s contacts, connections, and Pulling Strings, and should be spent only on influence-ranking advantages, Sphere of Influence Patrons, Contacts, and similar advantages (such as the cost of the Aegis Member Template, see p. 60). GMs should not allow the character to use their points to garner significantly above-average attributes, skills, or “normal” *GURPS* advantages.

For disadvantages, the regular suggested limit of 40 points is generally fine for *Conspiracy X* characters. Aegis agents are recruited for their skills, abilities, and connections. Those that are too enfeebled, disadvantaged, or unstable are screened out. Thus, GMs should carefully review any disadvantages chosen to make sure they will not severely compromise the agent’s performance or Aegis security. The latter issue is paramount for a secret organization.

PROFESSIONS

Conspiracy X characters are largely defined by their Professions. A Profession is the agent’s “day job.” It is what makes the operative valuable to Aegis. Early in the character creation process, if not the first thing, a player should choose his character’s Profession.

A number of possible Professions have been sketched out below, which include the standard *GURPS* jobs notations (see p. B192). As with any job, Professions have certain skill and advantage prerequisites that must be possessed. Some *Conspiracy X* Professions are so unusual, such as the MKULTRA Psychic or Groom Lake Test Pilot, that a 10-point Unusual Background advantage is required.

All Professions require the purchase of a Sphere of Influence (SoI) Patron advantage (see p. 56). For some, only one is possible. For others, a choice must be made. SoI Patrons, in turn, require the designation of some ranking advantage to measure the character’s influence (see p. 57).

PROFESSION TABLE

Almost all members of Aegis would be considered average or comfortable financially. It is difficult to conduct an extended campaign against subtle enemies and the depredations of the supernatural if one is concerned about making ends meet. The notable exception is the criminal promised freedom or other considerations for joining the Aegis war effort.

Success rolls for jobs are conducted normally, but a GM may excuse a critical failure under certain circumstances. Aegis operatives are watched over, and sometimes protected, by other, superior members of the conspiracy. If the character has proven herself particularly useful to Aegis in the last year or so, a critical failure result will be neutralized by unnamed “powers that be.” The character should be made aware of the manipulation—perhaps her immediate superior will call her to task but cryptically note that no disciplinary action will be taken due to certain

Other Professions

The Professions detailed here concentrate on federal governmental personnel and secret Aegis programs. These operatives have important and powerful day jobs and make up the bulk of Aegis Cells. Aegis does not exclude others, however. Almost anyone from any walk of life may find herself recruited into the Aegis Cell structure. Journalists, doctors, scientists, technicians, clergy, occultists, mystics, psychics, academics, attorneys, entrepreneurs, corporate officers, and UFOlogists are found among Aegis’ ranks. Other government types, such as state and local law enforcement officers, politicians, and bureaucrats are also recruited. GMs and players who desire such characters can devise them using regular *GURPS* rules, patterned after the Professions listed later.

The following example illustrates this. Assume a player wanted to be a doctor who stumbled upon a MKULTRA mind-control drug project and was recruited into Aegis. The most appropriate Sphere of Influence Patron would be Science and Research. An influence-ranking advantage (say Security Clearance) of 3 makes him relatively important within that group. Appropriate skills would be Hazardous Materials, Physician, Poisons, and Research. Fitting Pulling Strings would be CDC Labs, Dangerous Toxins, Laboratory/Workshop, Medical Support, and Mind Control Drugs. Other aspects of the character can be fleshed out from there.

Special Ops

Army Rangers, Navy SEALs, and the like are covered in great detail in *GURPS Special Ops*. As that book makes plain, it is difficult to create a Special Ops character for less than 150-200 points, and that is just for the basics. Thus, a GM may wish to bend the 175-point threshold for *Conspiracy X* characters if a Special Ops character is chosen.

direct orders from on high. GMs should feel free to use this “excused” failure as a springboard to arrange particularly nasty missions to fall in the character’s lap.

Further, critical failures on the job may result in the change of one of the character’s Pulling Strings. The GM

should pick a Pulling String randomly (or on the basis of something that happened in the campaign) and roll on the Pulling String Critical Failure Table (see p. 75). The GM may wish to keep the particular result and the affected Pulling String secret until it is called on. Pulling Strings are discussed later in this chapter.

Jobs (Required Skills and Advantages), Monthly Income# Success Roll Critical Failure

Struggling Jobs

Prison Criminal, Thief/White Collar (Crm Sol, Merchant 10+, Streetwise 12+), \$900	Worst PR	-2i/3d, arrest
Prison Criminal, Thug (Combat/Weapon skill 12+, Crm Sol, Streetwise 10+), \$800	Worst PR	-1i, 2d/4d, arrest

Average Jobs

Air Force/Navy Pilot (Acute Vision 1, Military Rank 4+, Mil SoI, Piloting 14+), \$2,200*	Piloting	-1i, 2d/LJ, 4d
Air Force/Army/Navy Technician (Electronics 12+, Mechanic 12+, Mil SoI), \$1,100*	Best PR	-1i, 2d/3d, arrest
Army Helicopter Pilot (Piloting 13+, Military Rank 2+, Mil SoI), \$1,800*	PR	-1i, 2d/6d
Army Ranger (Two Guns skills 14+, Mil SoI, Parachuting 12+, Survival 12+), \$1,400*	Worst PR	3d/6d
ATF/DEA/FBI Agent (Criminology 13+, Law SoI, Legal Enf Powers), \$3,600	PR	susp/4d, LJ
CAPS Occultist (Par SoI, Ritual Magic 14+, Unusual Background), \$2,800	IQ	2d, susp/4d, corr
CAPS/CYGNET/MKULTRA/RASPUTIN Parapsychologist (Par SoI, Paraphysics 13+, Unusual Background), \$3,500	PR	2d, susp/4d, corr
CIA/DIA Intelligence Analyst (Intelligence Analysis 12+, S&R SoI, Sec Clear 1+), \$3,800	PR	susp/LJ, arrest
CIA/DIA Officer (Int SoI, Sec Clear 1+, three Thief/Spy skills 12+), \$3,500	Worst Spy Skill	2d, susp/4d, LJ, arrest
Groom Lake Scientist/Technician (S&R SoI, Scientific skill 14+), \$1,800*	PR	-2i/-1 Inf, arrest
Groom Lake Test Pilot (Acute Vision 1, Military Rank 4+, Mil SoI, Piloting 14+), \$2,500*	PR	-1i, 2d/4d, -1 Inf
Navy SEAL (Two Guns skills 14+, Mil SoI, Scuba 12+, Survival 12+), \$1,200*	Worst PR	3d/6d
Project CYGNET/GRAYBEARD Operative (Int or Par SoI, Psi Power 12+, Unusual Background, Zeroed), \$3,000	Best Psi Skill	2d, susp/4d, Void
Project CYGNET Remote Viewer (Astral Proj or ESP 10+, Int SoI, Sec Clear 1+, Unusual Background), \$2,700	Best Psi Skill	2d, susp/4d, Void
Project MKULTRA Operative (Addiction, Int SoI, Telepathy 10+, Unusual Background, Zeroed), \$3,200	Best Psi Skill	susp/-1 Inf, 4d
Project MKULTRA Psychic (Addiction, Par SoI, Psi Power 12+, Unusual Background), \$2,800	Best Psi Skill	susp/-1 Inf, 4d
Project MOONDUST Linguist (Linguistics 14+, S&R SoI), \$2,800*	PR	-2i/-1 Inf, arrest
Project MOONDUST Ops Specialist (Two Guns skills 14+, Mil SoI, Survival 12+), \$1,700*	Worst PR	-2i/-1 Inf, arrest
Project MOONDUST Tech Specialist (Electronics 13+, Mechanic 13+, S&R SoI), \$1,900*	Best PR	-2i/-1 Inf, arrest
Project MOONDUST NAIC Scientist/Technician (S&R SoI, Scientific skill 13+), \$1,800*	PR	-2i/3d, arrest
Project MOONDUST/BLUE FLY Pilot (Acute Vision 1, Mil SoI, Piloting 14+), \$2,500*	PR	-2i/6d, -1 Inf
Project RASPUTIN Psychic Agent (Healing or Psychokinesis 10+, Par SoI, Unusual Background), \$3,000	Best Psi Skill	2d, susp/4d
Secret Service Agent (Criminology 14+, Law SoI, Legal Enf Powers, Sec Clear 1+), \$3,000	PR	2d, susp/4d, LJ
Secret Service Security Specialist (Elec Op [Sec] 12+, Int SoI, Fast Draw 12+, Legal Enf Powers, Sec Clear 2+), \$3,500	Worst PR	susp/-4i, LJ
U.S. Marshal, Deputy (Criminology 14+, Law SoI, Legal Enf Powers), \$3,500	PR	susp/LJ, arrest

Comfortable Jobs

ATF/DEA/FBI Forensic Scientist (Forensics 14+, Legal Enf Powers, S&R SoI), \$4,400	PR	susp/-2i, LJ
CDC Scientist (Hazardous Materials 12+, NBC Warfare 12+, S&R SoI, Scientific skill 14+), \$6,000	Best PR	susp/4d, illness

Jobs (Required Skills and Advantages), Monthly Income#

Success Roll Critical Failure

NASA Mission Specialist

(Free Fall 12+, S&R SoI, Sci skill or Piloting (Spacecraft) 14+, Vacc Suit 12+), \$5,500

IQ

2d, susp/4d, LJ

NSA Computer Scientist

(Comp Prog 13+, Cryptanalysis 13+, Math 13+, S&R SoI, Sec Clear 3+), \$4,500

Worst PR

susp/LJ, arrest

NSA Officer

(Elec Op (Sensors) 14+, Int SoI, Legal Enf Powers, Sec Clear 2+), \$4,800

Worst PR

susp/LJ, arrest

Political Administrator (Administration 14+, Civ SoI and another SoI), \$5,200

PR

inv/LJ

Politician (Civ SoI, Politics 14+), \$5,500 (federal), \$2,500 (local)

PR

inv/LJ

All job incomes are set at the lower end of the pay scale, but not the minimum. This represents the minimal degree of seniority required to be valuable to Aegis. Higher monthly wages, up to +\$5000, are paid to those with higher ranks.

* These military jobs have lower monthly pay than normal for their job classification, but are placed where they are as a result of the room and board subsidies provided by the armed services.

Critical Results Codes

-Xi: Loss of X month's income.

-1 Inf: The character's influence-ranking advantage is permanently lowered by 1. May be raised in course of game play (see p. B81).

Arrest: The character is arrested and charged with a crime as minor as a misdemeanor violation of regulations or as major as homicide or

treason. The GM determines the crime according to the needs of the current storyline.

Corr: The character gains the Corrupted by the Supernatural disadvantage (see p. 73).

LJ: Loss of Job.

Illness: Loss of 1HT per day for 1d days. The GM may impose a more serious debilitation.

Inv: An investigation is launched into the character's job performance. The length, intensity and results are determined by the GM.

Susp: The character is suspended from his job for 1d/2 weeks, without pay.

If there are two entries separated by a "/", use the second result only when a natural 18 is rolled.

ADVANTAGES GOVERNING INFLUENCE

Influence is a central concept in the *Conspiracy X* world and is defined as the character's current standing with a Sphere of Influence (SoI) Patron. Influence is the character's ability "to make things happen" or "pull strings" within certain sectors of society. It is the degree of power, authority, and pull held by operatives. Influence allows Aegis Cells to operate as independently and autonomously as they do, and to pursue Aegis' agenda effectively. Further, Cells rely on their own when equipping themselves or providing back-up support necessary to their investigations and operations. To this end, each agent contributes whatever supplies and support he can through requisition, redirection, or threat. The character's ability to do just that is reflected in the influence concept.

Influence is measured by one or more of several possible advantages, depending on the agent's Profession, SoI Patron, position, and desires. Some advantages are applicable with more than one Sphere of Influence Patron, but none convey power in all seven such Patrons. For each SoI Patron enjoyed by the character, one of the advantages listed below (or a comparable social advantage, e.g., Rank, p. CI29, as approved by the GM) must be designated to apply for Patron appearance rolls (see p. 57). Note that all the advantages listed below have the same cost. They are primarily applicable in one sector of society, or SoI Patron, but some benefits also apply to society at large.

Administrative Rank (see p. CI19; 5 points/level): This advantage indicates the character's position within a governmental agency or body. It could be applicable in the

Civilian (elected or appointed government official), Intelligence (member of the CIA, NSA, etc.), Law (ATF, DEA, FBI, etc. agent) or Science & Research (CDC, EPA, DOE, etc. researcher) SoI Patrons.

Military Rank (see p. B22; 5 points/level): This advantage details the character's rank in a military or paramilitary structure. It could be applicable in the Intelligence (member of the DIA, etc.), Military (service with one of the armed forces: Air Force, Army, Marines, Navy), or Paranormal (member of a top secret military project involving paranormal studies) SoI Patrons.

Reputation (see p. B17; 5 points/level): This advantage shows the character's renown among those in his field, his industry, or the general public. It could be applicable in the Civilian (activist, journalist, union boss, or any high-profile citizen whose power is not political, governmental, or wealth-based) or Criminal (underworld figure) SoI Patrons.

Security Clearance (see p. CI29; 5 points/level): This advantage sets the character's access to secrets and ability to coerce, suborn, or deceive people through the use of those secrets. It could be applicable in the Intelligence (CIA, NSA, etc. spy whose power derives from what he knows, not his rank in an agency), Law (FBI, Secret Service, etc. agent with similar knowledge), Paranormal (member of top secret civilian project), or Science & Research (DOD or other researcher working in sensitive area) SoI Patrons.

Status (see p. B18; 5 points/level): This advantage measures the character's social standing in legitimate society. It is applicable to the Civilian (private citizen of wealth, title, or importance, such as a corporate CEO, elected official, or celebrity) SoI Patron.

Titles and Positions

The combination of Profession and influence-ranking advantage rankings helps specify the character's exact position and title. For example, a CIA agent might list Administrative Rank 6 (Director of CIA), 5 (Deputy Director of CIA or Inspector General), 4 (Executive Director or Chief of Staff of CIA), 3 (Deputy Executive Director, Comptroller, or Executive Secretary of CIA), 2 (Director of Administration, Intelligence, Operations, or S&T of CIA), or 1 (Head of CIA Office or Center), while an FBI agent would write down Administrative Rank 6 (Director of FBI), 5 (Deputy Director of FBI), 4 (Assistant Director of FBI or Assistant Director in Charge), 3 (Deputy Assistant Director of FBI or Assistant Director in Charge), 2 (FBI Special Agent in Charge), or 1 (FBI Assistant Special Agent in Charge or Squad Supervisor).



SPHERE OF INFLUENCE (SOI) PATRONS

As noted, a *GURPS Conspiracy X* character's standing, or influence, is not limited to a single Profession or agency. Power is both more extensive and more limited than what is encompassed by one employer, organization, or group. Further, the character's reach may not extend to all parts or all assets of an organization in the same way. For example, a scientist working for the Army cannot access military vehicles as readily as a combat officer of comparable influence can. Conversely, influence often extends outside the organization. That same military scientist has contacts and relations with private-sector or other government scientists that may prove useful. The combat officer would not have the same pull in those areas. This ability to operate within a specific sector of society, called an SoI Patron, is what makes an agent attractive to Aegis and a candidate for recruitment.

Society is a broad and amorphous entity. Still, for purposes of *GURPS Conspiracy X*, it has been broken down into seven SoI Patrons. These are Military (Mil), Intelligence (Int), Science & Research (S&R), Criminal (Crm), Law (Law), Paranormal (Par), and Civilian (Civ). Military includes the armed services and the military-industrial complex. Intelligence covers espionage agencies, both international and domestic, and some private concerns. Science & Research incorporates the scientific, technological, and academic communities. Criminal involves the underworld. Law subsumes public and private law enforcement personnel. Paranormal includes all supernatural, psychic, and extraterrestrial areas of knowledge, resources, and connections. The Civilian sphere focuses on general governmental, political, legal, media, and commercial activities.

Each Profession must purchase at least one SoI Patron. Certain Professions allow a choice; most do not. Additional SoI Patrons may be purchased; these represent special "ins" that a character possesses to other areas. Each SoI Patron must have a corresponding influence-ranking advantage that must be purchased separately. The SoI Patron measures the type of connections available to a character; the influence-ranking advantage reveals the strength of those connections.

SoI Patrons govern two particular aspects of *GURPS Conspiracy X* character creation. First, a character may generally purchase or gain only those Pulling Strings (see p. 74) that correspond to an SoI Patron that he holds. Second, SoI Patrons are important when determining what assets may be "requisitioned" with the character's Resource Points (see p. 117). Outside character creation, an SoI Patron may be tapped to gain information or support during an investigation.





BUILDING SOI PATRONS

An SoI Patron is a Patron with some important differences. The rules below are intended to replace those on p. B24 when building an SoI Patron.

POWER

This establishes the character's core position in that sector of society. It allows him access to informational sources and grants a basic level of authority and "weight." For purposes of an SoI Patron, this value is always 10 points.

EQUIPMENT

All SoI Patrons provide characters with a number of Resource Points (RPs) for acquiring equipment (see p. 117). This capacity adds 5 points to the cost of the SoI Patron.

SPECIAL QUALITIES

The basic benefits provided by an SoI Patron are supplemented by one or more special abilities. Instead of lumping these together and providing a generic cost, *GURPS Conspiracy X* identifies them separately. They are called Pulling Strings and are discussed in depth starting on p. 74. Each SoI Patron grants access to some Pulling Strings, but not all of them. Once the character chooses all the Pulling Strings desired, their costs are totaled and added to the SoI Patron's cost.

FREQUENCY OF APPEARANCE

The point cost of the SoI Patron, as defined above, is modified by the frequency that the advantage may be used. The maximum appearance frequency is governed by the level of the influence-ranking advantage chosen. The influence-ranking advantage level, the maximum appearance roll it allows, and the cost multiplier are listed below. Note that a character can always decrease the cost of her SoI Patron by setting an appearance roll lower than the maximum allowed by her influence-ranking advantage level. For example, a Security Clearance 4 NSA spy could purchase an Intelligence SoI Patron with an appearance roll of 9 and incur a x1 multiplier, instead of choosing to maximize her appearance roll potential (12) and suffer a x2 cost multiplier. The converse is not true: A level 1 ranking character cannot purchase an SoI Patron with an appearance roll over 3.

<i>Advantage Level</i>	<i>Maximum Appearance Roll</i>	<i>Cost</i>
1	3	x1/4
2	6	x1/2
3	9	x1
4	12	x2
5	15	x3
6+	18	x4

As this chart reveals, a ranking of 1 in Reputation, Status, Military Rank, etc. provides little standing, and thus little in the way of power, within an SoI Patron. Any influence exerted by that character depends almost entirely on the types of Pulling Strings possessed, and even then it is not very impressive. On the other hand, such a Rank and SoI Patron cost few character points. Conversely, a level 6 influence-ranking advantage creates a powerful and connected character. Her friends and allies in the SoI Patron will come to her aid quickly. Still, such a power-broker is very expensive in terms of character points.

Unlike regular appearance rolls, the roll for an SoI Patron is subject to many modifiers. Regardless of bonuses, a roll of 18 always fails (and may have additional negative effects; see reliability below). This applies even to those who buy an appearance roll of 18. Note that penalties are common, however. Purchasing an 18 appearance roll lets a character absorb a sizeable penalty and still call on his SoI Patron.

In general, appearance rolls will be called for by Pulling Strings or by the GM as circumstances require. GMs almost always conduct the appearance roll and judge the result depending on the reliability of the SoI Patron (see below).

Finally, appearance rolls may be modified based on geographic location. Aegis operates in a cell structure in part to take advantage of local connections and power-brokers. Thus, each agent enjoys a "home ground" bonus when "throwing his weight around" in the area of his Cell HQ (a large city, several counties, a region, a province, even a small State or country). This bonus allows him to operate at one level higher in his influence-ranking advantage (+3 to appearance rolls) when accessing his SoI Patron in that area. Conversely, a character's power and prestige and the reach of his SoI Patron are muted outside the borders of his nation (or closely tied sister nations in the GM's discretion). In these circumstances, a lower influence-ranking advantage (-3 or greater to appearance rolls) is applied.

RELIABILITY

Unlike most other Patrons, SoI Patrons are not limited to one individual or organization, but stretch across an amorphous network of connections, acquaintances, whispers, and rumors. As such, personal loyalty, or reliability, cannot be assumed. For that reason, each SoI Patron has a reliability component that governs the effect of failing any appearance roll.

Influence Purchase and Sol Patron Creation Example

The following example should elucidate. Charis wants her character to be a fairly high-ranking member of the Secret Service with some special abilities. She chooses Administrative Rank 4 and spends 20 points. She then purchases a Law Sol Patron (15 points with equipment benefits) and adds the Official Agendas (2 points), Police Resources (2 points), and SWAT (2 points) Pulling Strings, for a total of 21 points. Her high rank allows her to take a fairly good appearance roll (12), and thus multiplies the cost by 2. Wary of cost now, Charis sets the Sol Patron as somewhat reliable, and no further multiplier is applied. The total cost for the character's accessible and somewhat reliable Sol Patron is 42 points.

It should be clear that building a decent Sol Patron and raising the proper influence-ranking advantage level are expensive. That is intentional. Aegis agents are powerful figures compared to most—if they were not, they would not have been recruited into the conspiracy. Further, these expenses are the primary reason for allowing extra starting character points in GURPS Conspiracy X games.

Reliability gives a multiplier that is applied to the Patron's point cost:

Usually Reliable: On a failed appearance roll, the assistance requested is unavailable immediately, but the character is told to check back in 1d days. In effect, he gets a second chance to call on his Patron during that adventure (as opposed to the one try that most Patrons allow). On a natural 18, the aid requested is entirely unavailable and all Sol Patron appearance rolls fail for the next 1d days (reliability effects do not apply during that time). If a Pulling String was involved, it may be jeopardized (see Pulling String Critical Failure Table, p. 75). Double cost.

Somewhat reliable: On a failed appearance roll, the assistance requested is simply unavailable. On a natural 18, rumors and whispers of this request for aid start circulating in the appropriate sector of society. The GM should judge whether word reaches an adversary, the authorities, or even friends (like Aegis Prime) who do not want publicity. The complications or dangers created by these rumors must also be determined. If a Pulling String was involved, it may be jeopardized (see Pulling String Critical Failure Table, p. 75). Normal cost.

Unreliable: On a failed appearance roll, the character is told that help is on its way—and is then given disinformation or faulty equipment, or ends up wasting a day waiting for aid that will never arrive. Future appearance rolls fail automatically for 1d days (reliability effects do not apply during that time). On an 18, in addition to the above effects, an adversary is notified of the request and a harmful operation is undertaken against the character or his Cell (or some other deviously inopportune result befalls the agent). Regardless of the final effect, any type of failure jeopardizes any Pulling String used (see Pulling String Critical Failure Table, p. 75). Half cost.

USING SOL PATRONS

As an Sol Patron represents all the contacts, connections, and acquaintances garnered over the course of a professional career, and the authority vested in a person due to her employment or societal standing, characters can be expected to use them in a number of different circumstances. Sol Patrons are particularly useful in the context of the Pulling Strings purchased as part of the building process. Such Pulling Strings either grant automatic benefits (no appearance rolls) or provide benefits to such rolls. The details of each individual Pulling String are presented starting on p. 76. Geographic modifiers to appearance rolls are fully applicable to Pulling String use.



An SoI Patron is more than the sum of the Pulling Strings purchased, however. If a character seeks certain information or aid, and the GM feels it is appropriate in his Sphere of Influence, an appearance roll may be made. In general, positive modifiers will not be applied to such rolls, and negative modifiers are entirely possible if the GM's discretion determines that the agent is asking for something unusual or far beyond his influence ranking. For example, an FBI agent (Law SoI Patron) travels to another city and decides to check the local police force files for information on a certain smuggler. He does not know anyone in particular and does not even know who to ask. Because it is specifically a task related to the Law SoI Patron, and the FBI agent would have certain standing anywhere in the country, an unmodified SoI Patron appearance roll would be appropriate. As the agent is out of his home city, but not out of the country, no geographic modifiers are applicable.

Finally, an Aegis operative may feel the need to exert pressure in a context outside his SoI Patron. Indeed, a character may invoke his standing within an organization, agency, or network of colleagues, or among the public as a whole, to "get things done" at any place or time. No SoI Patron appearance roll is applicable here, but the character's influence ranking may still apply. Success is determined using a standard Influence roll (see p. B93); at the GM's discretion, the Aegis agent may enjoy a +1 modifier to his roll per level in influence-ranking advantage to represent the intangible "mantle of power" that comes with the high rank.

For example, the Secret Service Agent with an Administrative Ranking 4 wants to get copies of the time records of a certain clerk in the Bureau of Labor Statistics. She has no Pulling String applicable, no real jurisdiction in the Department of Labor, and the request is not particularly specific to her Law SoI Patron, but she still wants to try to maneuver her way around the bureaucracy. The GM should have her walk into the office and roleplay her way through. If an Influence roll is called for, the agent might enjoy a +4 bonus due to her relatively high ranking in the Secret Service.

Of course, not all influence-ranking advantages are applicable for all types of Influence rolls. A criminal's Reputation +4 would grant +4 to Influence rolls made with Streetwise, and an officer's Military Rank 4 would provide +4 to Influence rolls made with Savoir-Faire (Military), but not vice versa. Status will most likely never modify Streetwise positively, and Sex Appeal should not benefit from most forms of Administrative Rank ("C'mon, baby! Let me see those files. I'm a high-placed records clerk. Does that make you feel hot?"). Finally, other bonuses or penalties may be applicable as the GM sees fit (e.g., a well-known criminal may have a high Reputation, but a civil servant may react to his negative Status level instead).

PARENT CELL PATRONS

As discussed, Aegis is organized in a cell structure. Each operative knows the people she works with, those she recruits, and by whom she is recruited. Outside that, little is known about the organization. This increases security by keeping information compartmentalized.

Usually, Aegis Cell members are recruited by another member of that Cell. These agents know only the personnel that make up their Cell. The recruitment process had to start somewhere, however, and at least one Cell member was brought into Aegis by a person outside the immediate Cell structure. This person outside the Cell is called a Parent Cell Patron. Usually, only one agent in a Cell has a Parent Cell Patron, and that person becomes the Cell leader. Still, Aegis has been known to group experienced and connected agents together to create extra-competent Cells, and in that case more than one member may have a Parent Cell Patron. Whether these Parent Cell Patrons know each other, or even about each other, varies. Remember, in *GURPS Conspiracy X*, there are always secrets within secrets.

Combining Influence

There may be times in a Conspiracy X campaign that characters will want to combine their influence-ranking advantages when accessing SoI Patron benefits, including Pulling Strings. This is possible, but only to a limited extent. Only characters with the same SoI Patron may work together on such a task. The character with the highest ranking, or the Pulling String to be accessed, provides the base appearance roll. If more than one character holds the Pulling String, the one with higher appearance roll controls. Each additional character with the same SoI Patron adds a +1 bonus to the appearance roll, to a maximum bonus of +3. As usual, the GM may decide that combining influence is impossible for any given task. Combining influence does not affect the reliability of information provided; that is governed by the character making the appearance roll.

Cell Leaders

Each Aegis Cell must have a leader. Usually, the most senior operative or the one who was instrumental in forming the Cell is so designated. On rare occasions, a Cell may have more than one leader. A Cell leader must purchase a Parent Cell Patron (see nearby) during character creation. This person is provided special HERMES codes by his Parent Cell Patron and is granted certain benefits when contacting Aegis for help (see p. 60).



Parent Cell Patrons are created using the basic Patron rules (see p. B24). They are always a single person (powerful or extremely powerful), rarely ever grant equipment bonuses, and may on occasion have special qualities. Given security concerns about interaction between Cells, Parent Cell Patrons never have an appearance roll of greater than 9. Even then, an appearance roll of better than 6 is highly unusual. In general, Parent Cell Patrons contact their charges when they have an assignment, and otherwise try to avoid any contact of any kind.

The GM may wish to create the Parent Cell Patron character using normal *GURPS Conspiracy X* character creation rules (such a character would have no less than 175 character points to work with, and most likely would have more). A player might be consulted during such a creation process, but no character will know all the details about his Parent Cell Patron. Alternatively, the GM may simply leave the Patron as a shadowy figure with flexible capacities and demands.

AEGIS MEMBER TEMPLATE

Being a member of Aegis (signified by the possession of a HERMES link) costs 10 points and all player characters must purchase this template. Aegis members possess a Secret (-20 points) that would result in imprisonment or dismissal if discovered by the authorities. Given Aegis' goals and enemies, they are also subject to the Extremely Hazardous Duty (-20 points) disadvantage.

Each Aegis member has a Patron (separate and apart from any SoI or Parent Cell Patron) who is very powerful but appears in very limited ways (50 points). Unless very unusual circumstances warrant, or on the rare occasions that assignments are given to a specific character, the Aegis Patron appears only in the context of the following Pulling Strings.

Standing within Aegis is a loose concept, given the security concerns accompanying direct face-to-face contact, or even extensive interaction between agents. In general, the Aegis Patron values his operatives, and reacts to their requests, based on their professional standing within their SoI Patron. Thus, Aegis Pulling Strings are accessed using the appearance rolls of the SoI Patron, as modified for the particular Pulling String and whether the agent has been designated as a Cell leader. Regardless of the SoI Patron's reliability, Aegis Pulling Strings are always considered reliable.

Certain Aegis Pulling Strings (marked with an # symbol) are reserved for Cell leaders (see p. 59); other agents may try to use them at a -4 appearance roll penalty. GMs should monitor the use of these advantages to assure that they are specific to missions and are not abused. Aegis takes a dim view of agents who misuse their powers. Further, any repeat requests (within the same month) suffer a cumulative -3 appearance roll penalty. Note that this applies only to appearance roll successes. Failing an Aegis Pulling String appearance roll results in the effects listed for reliable SoI Patrons (see p. 58).



AEGIS PULLING STRINGS

Black Juice

Aegis maintains a huge number of slush fund accounts around the world and can wire funds to almost any bank an hour after the request is approved. This is a special funding roll that uses the nearby Black Juice Rolls Table. Further, no roll is made at the end of the month to see if the agent has been caught siphoning money—Aegis Prime knows about it and approves the use of the funds (see Funding Pulling String, p. 90). Agents may only make a single Black Juice roll during HERMES-reported missions and no more often than once a month.

BLACK JUICE ROLLS

<i>Appearance Roll Modifier</i>	<i>Amount</i>
+4	\$1,000-\$5,000
+2	\$5,001-\$10,000
0	\$10,001-\$20,000
-2	\$20,001-\$50,000
-4	\$50,001-\$100,000

Book Report

While anyone with access to a HERMES link can request information, a Book Report is a request for the whole library. An appearance roll with a +2 bonus authorizes the HERMES system to download all unrestricted files on a certain topic to the character’s HERMES link. This will increase the speed at which the Cell gets database material, and new information from other Cells, but will also increase the amount of garbage information that the system downloads. The GM should determine exactly what the Cell gets, but it will be a flood of information, old files, and current inquiries from other Cells—all, of course, sanitized to prevent any security leaks. Note that this is for one topic only. Another request must be made if information on another topic is required.

Corruption Treatment

Agents can gain access to a corruption treatment program by making an appearance roll. The subject will be “picked up” (usually drugged so she can not see how she got there) and brought to a secret CAPS or CAPS-affiliated treatment facility. Over time, the parapsychologists and occultists identify and expunge any spirits tied to the subject and remove successive stages of corruption. Each stage removed requires the subject to endure three months of treatment and to succeed at a Will-2 roll. Even then, there is a one in six chance the agent will return to the Seepage’s embrace (all stages of corruption return immediately) each time she encounters threatening or extreme supernatural manifestations.

Eyes & Ears

If an agent is occupied with part of a mission and desperately needs a suspect followed, or an area kept under surveillance, standby teams may be requested. These Eyes & Ears are drawn from nearby Cells or people loyal to Aegis or working for supervisors who are. They will never meet the requesting Cell and can be used only for sight surveillance and for shadowing suspects, not for any other aspects of a mission. The results of the watch are reported through their normal channels and find their way to HERMES. From there the data will be delivered to the requesting agent. An appearance roll with a +2 bonus gets an E&E team assigned which will remain for 48 hours or until it is involved in violence, whichever comes first.

Facelift

With all of HERMES’ links to other computer systems, temporary IDs may be created. These Facelifts are backed by fairly complete computer files and give the character any legitimate background desired (company, governmental entity, or private citizen). A basic identity requires an appearance roll with a +4 bonus, a good identity an appearance+2 roll, a strong identity an unmodified appearance roll, and a deep identity an appearance-2. The IDs created are located solely in computer databases. ID cards, badges, and other materials based on these identities must be created separately by someone with the Forgery skill. Apply a -4 penalty to the appearance roll if ID cards, badges, and other forms of ID are to be created also. The nearby Identity Chart shows how long an identity is good for—after that time the false records are removed to cover Aegis’ tracks. Also listed is a security rating—this is a modifier applied to any roll seeking to determine if the identity is true or not. It takes Aegis (1d - security rating) days to set up a fake identity, to a minimum of one day. Thus, a strong identity would take 1d+2 days to establish.

IDENTITY CHART

<i>Identity</i>	<i>Length</i>	<i>Security Rating</i>
Basic	48 hours	+2
Good	1 week	0
Strong	1 month	-2
Deep	1 year	-4

Ground Zero#

In the event a Cell is totally compromised and its members are in dire jeopardy of being discovered or killed, the Cell leader may ask for Ground Zero. This radical procedure requires the Cell to report to a central locale under Aegis’ control and then submit to a full debriefing by the dreaded Internal Security Service (ISS). Over the course of 24 hours in this safe house, the Cell will be fully debriefed on the operation in progress and its responsibilities

assigned to a new Cell if possible. The Cell will then be transported out of the United States for a minimum of 2d months, during which Aegis will clear out every possible loose end that can be found. All investigations will be stopped, and any enemies who are still looking for the Cell will be misled, perhaps even killed. If the GM desires, the Cell may be reconstituted in a new location. This will be a severe roleplaying challenge. The Cell members' old lives will be abandoned. The characters may use the months for training or studying (Time Use Sheets may be used, see p. B184), but may not undertake missions or be seen for more than a few minutes in public. The Cell members will be granted internal Aegis Professions (CAPS, CYGNET, Groom Lake, MKULTRA, MOONDUST, RASPUTIN) and must regenerate starting gear as if they were a new Cell. Aegis will do Ground Zero only for important Cells; other Cells will either be thrown to the wolves or quietly extinguished. Ground Zero requires no appearance roll, it is just called in—Aegis' response is up to the GM.

Magic Worm#

Above the Book Report request, an even higher level of information gathering, totally illegal, may be sought. When it was formed, the NSA began a series of top-secret communications taps on various officials and systems around the country and the world. Officially, the project ceased operations in the early seventies during Watergate, but the truth is much worse: the project was taken over by agents sympathetic to Aegis, and its efforts redirected and expanded. Acquiring a tap on the Magic Worm files gives the Cell leader information from the top levels of the government, and quite a few private citizens as well. This can lead to all kinds of helpful dope on the topic at hand; the taps will be activated only for the topic at hand, and Aegis will pass on only that intelligence. A successful appearance roll is required to start the information gathering. It takes 1d days to generate any data once the request is approved.

New Hands#

Agents who feel the need for specialized training normally unavailable to them may request training transfer arrangements. This requires that Aegis agree that the agent really needs the requested schooling, and that Aegis is the only way the agent can arrange it. Asking for practice in firearms skills is going to be turned down, but requesting Survival training before the Cell goes into the Costa Rican jungle in search of a Grey base may be approved. The Cell leader must succeed at an appearance roll with a +2 bonus for a single member, or an appearance-2 roll for the entire Cell. The Cell is then posted to what Aegis considers the best place to learn the skill or training requested. The result is a trip to some locale, usually something a little spooky, such as being sent to USAMRID, with orders in hand and a false identity that will pass local inspection. The agent undergoes a highly intensive training course and gains 2 points to spend on that skill.

Newbie#

When a Cell leader finds out that he needs a special kind of assistance, it is possible to request a personnel Newbie. While any Aegis Cell can recruit new members, some skill packages are hard to find. The Cell leader posts his request on HERMES and gives the details of his requirements, and Aegis will send the new member within 1d weeks after approval. This is a fully developed NPC and a full member of the Cell. This requires an appearance roll with a +2 bonus. That roll is penalized by 2 if the Cell has four members already, and by 4 if the Cell has eight members. No roll is possible for Cells with 12 or more members. Note that Aegis assures only that the new member will have the skills and training required; the new agent may bring serious defects or problems (*e.g.*, Watcher, Phobia) to the Cell.

Night on the Town

Aegis sometimes is able to provide a Cell with a temporary hiding place. Any member of the Cell can request a Night on the Town bolthole, and upon approval will receive directions to a site within 1d hours' drive. Boltholes are by no means permanent Aegis assets. They are typically arranged as soon as the Cell makes the request and are generally rental homes, with food and medical supplies staged inside. The Cell can rest assured that the area was safe when the request was made, but security after the Cell arrives is up to the Cell. Still, it can be nice to have a fall-back position when the Cell is hurt and needs to rest. This request requires an appearance roll with a +4 bonus.

Redo#

If the Cell bungles and cannot get a cleaner on the scene, the agents may end up either in jail or in custody. The Aegis defense teams are fairly good, and Aegis can arrange release from jail or custody in many cases. A Redo requires an appearance roll if the agents have yet to be formally charged (the roll suffers a -2 penalty if they already have been arraigned). An agent can make this request if he is free and the leader is locked up; the appearance roll is made as if using the leader's SoI Patron. If the case involves federal charges that have attracted media attention, Aegis will refuse the request and initiate the self-destruct mechanism on the agents' links. Also, Aegis may always decide that a silent, dead agent is better than a loud, free one, and call in the ISS. Remember, a positive response by Aegis may simply be a way to keep the agent quiet until the ISS team can "take care" of the problem.

Shadowmaker#

If a Cell leader feels that one of his agents has been compromised to a degree that the agent is no longer able to function, the Cell leader must make a hard choice. Agents typically know too much to be allowed simply to leave; the Cell leader might have to order the agent terminated, or watched for the rest of her natural life. Alternatively, the

Cell leader may ask for a wipe of the member's identity, referred to in Aegis circles as Shadowmaker. In this process, every record of the agent is closed and the agent's death is faked. All ties and connections are permanently severed, and the agent is handed an entirely new identity, completely backed up in every way. In some very radical cases, the agent's very memories may be altered through chemical, surgical, and/or psychic means. The game effects of an identity change this radical are up to the GM and should be played out unless the character is being retired from the game. While the leader makes the call, there is no actual appearance roll. Instead, the GM should decide, depending on how valuable the character is to Aegis, how well she has worked in the past, and what potential aid she can give. Again, a positive response is not guaranteed, and even then there are no assurances that Aegis Prime will follow through. This is a one-shot deal—if the agent is compromised again, the ISS network teams are called in.

Street Sweep#

When a Cell has been engaged in illegal or sensitive activities and does not have the time to arrange a proper clean-up of the area involved, the Cell leader may call on Aegis to send out a Street Sweep. These people make their living by cleaning up evidence, setting up cover-ups, and whitewashing events. They have an almost frightening level of skill. They can buy off (or “disappear”) witnesses, arrange the loss of evidence (or the planting of misleading items), and even cause entire crime scenes to return to their normal status. Traveling in small groups, or all alone, they will bring all the gear they need. The Cell will be expected to follow all their instructions to the letter, no matter how distasteful; failure to follow their orders can have dire circumstances. A sweeper can be on the scene within one hour after the request is approved. There are rumors that the sweepers are actually part of some alien conspiracy themselves, but no one really believes it. Calling a sweeper requires an appearance roll.

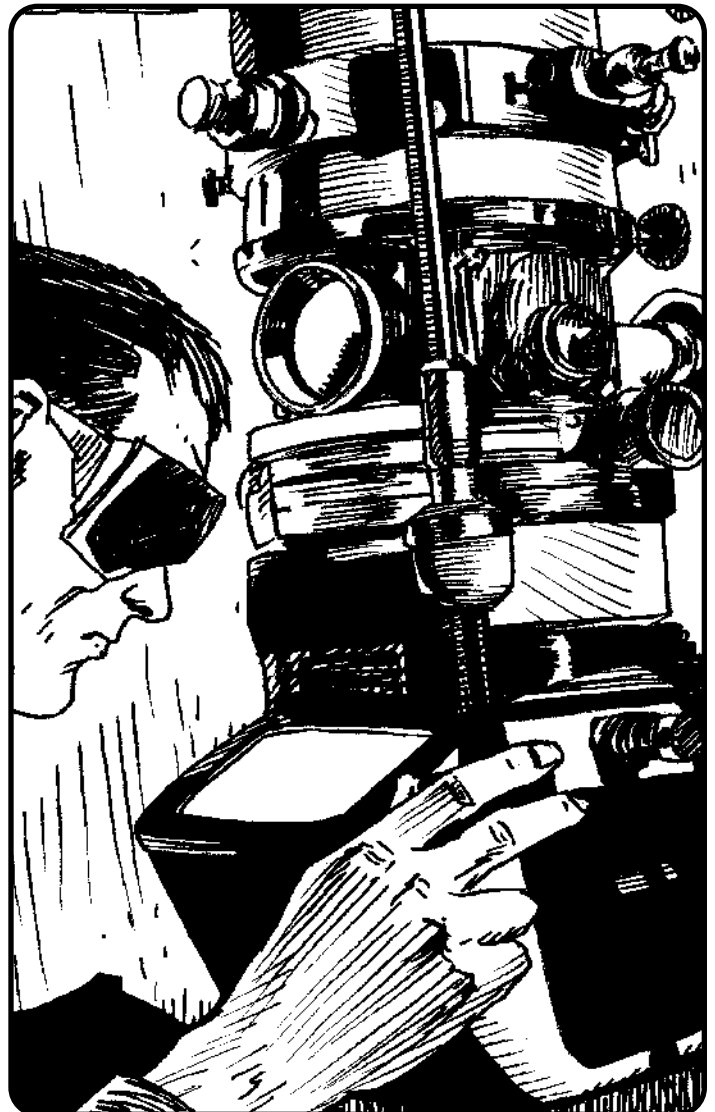
SPIDER

Aegis can assist Cells in their transport needs. A huge network of clandestine transport vessels is based out of various Cell HQs throughout the country. This network, code-named SPIDER, will get the agents and their gear to any spot in the United States within 24 hours, once the request has been approved. The Cell will have no control over its travel schedule. SPIDER flights are notoriously uncomfortable and typically at odd hours. The Cell may find itself packed into the back of a semi for a hair-raising five-hour haul to a major city, followed by a midnight C47 flight out of a secret airbase, culminating in an airdrop over the desired location. You put in your request, and you take your chances. Also, this is a one-way trip; coming back is a separate request. Rides on the SPIDER network require an appearance roll, but enjoy a +4 bonus.

Tool Box

Sometimes a character needs equipment not already in her base, whether due to oversight on her part or a lack of starting resources. In that case, it is possible to call Aegis via the HERMES link and expedite official resources. This allows the agent to generate 3 RP. An appearance roll with a +2 bonus is necessary to get authorization to do so. Aegis may require the unused or permanent items to be returned.

Delivery time depends on how far from the headquarters or item storage place the character is at the time of request. If the character is near a spot Aegis has a secret headquarters (GM discretion) and the items are likely to be stored there, the item is delivered or dropped off in an hour. Delivery within the same country is in 24 hours (or less if the GM feels it could get there quicker). Transport to another country penalizes the appearance roll by -3, and the time is 2 days. Damaged, destroyed, lost, or absconded devices result in a visit by the ISS. The ISS agents will ask some pointed questions regarding the device. Unless they are completely satisfied with the character's answer, the character suffers a critical failure at his Profession in the next couple of days (or the GM determines the repercussions).





FRIGHT CHECKS

The *Conspiracy X* world is populated mostly by “regular folks.” They do not have vast experiences with bloodshed, violence, and combat. For this reason, GMs should call for Fright Checks when any character is near automatic weapons fire or explosives. A gunshot or two will not force such a roll, but pitched combat will. If the check is failed, the character must spend the next round ducking behind the nearest cover or “hitting the dirt.” This Check need not be made for those with extensive battle field training or experience, or those with the Combat Reflexes advantage. Otherwise, all the reasons to undergo a Fright Check mentioned in the Basic Set (see p. B93), and any other imposed by the GM, remain applicable.

PSIONICS AND MAGIC

While 99% of humanity possess psychic abilities in the form of Basic ESP and have the ability to use magic, only a

relatively small number of individuals demonstrate advanced psychic powers or have magical training. Only characters who have been recruited from certain backgrounds (CAPS, Project CYGNET, Project MKULTRA, and Project RASPUTIN) may possess psychic or magic skills during character creation. Further, a prerequisite to these Professions is the purchase of a 10-point Unusual Background advantage.

On the other hand, given humankind’s innate psychic potential and connection to the Seepage, it is possible for almost anyone to develop these abilities or skills later in the game. Characters with the Supernatural Focus advantage may not use psionics. Those with the Psychic Void disadvantage may not possess psionics or use magic. The Psychic Sink advantage is a special case (see pp. 69, 208-209), but those characters are also ineligible for psychic or magic powers.

ADVANTAGES

A number of the existing *GURPS* advantages are modified in a *Conspiracy X* campaign. They are discussed below.

Allies/Ally Groups/Patrons see pp. B23-24, 232

These advantages work just as in any *GURPS* game. Allies and Patrons are individual non-player characters or groups personally known by the character that will help to the best of their abilities. The exact nature of the Ally's or Patron's aid depends on the situation and the help desired. Special forms of Patrons may be purchased in *GURPS Conspiracy X*: SoI Patron (and the Pulling Strings gained in connection with that Patron; see p. 56), Aegis membership (and Aegis Pulling Strings; see p. 60), or a Parent Cell Patron (see p. 59).

Given the manner in which Aegis and its operatives conduct their affairs, it is entirely possible that unwilling Allies or Patrons (see pp. CI19, 20, 28) could be established for members of an Aegis Cell. GMs and players should work through the specifics of those "tools" using the regular Ally or Patron building process, and determine the nature of the "hold" the character has over them.

Contacts see p. B234

Contacts can be purchased as normal and serve solely as information sources. Note that informational requests may be made to a character's SoI Patron. Thus, Contacts should be purchased only if the agent wants access to a specific skill or to a more reliable source (by their nature, SoI Patrons cannot be completely reliable). Contacts differ from some Pulling Strings, because the latter act in a specific manner on behalf of the character, as well as provide

information. When Pulling Strings are solely informational in nature, they are treated as Contacts with a defined scope (as detailed in the Pulling Strings description).

Danger Sense, Empathy see p. B20

These advantages are replaced by Basic ESP abilities, Strong ESP advantages, or psychic powers.

Involuntary Duty see p. CI77

In the *Conspiracy X* world, a form of Involuntary Duty is imposed on those with "unbreakable ties" to their organization. The character has become one of the "unexpendables"—those persons who, for good or ill, are never really out of their organization. Maybe they know too much, maybe they and their leaders have some kind of hold on each other, or maybe they have talents that the group wants too badly to let them go. The character cannot ever leave the service of that group (LJ results on a job critical failure are ignored; GMs should devise suitable alternative punishment). At the same time, if the organization needs the character's talents, he must respond to the best of his abilities (ignoring the call could be hazardous to his health). The character receives a +2 bonus to all SoI Patron appearance rolls to pull strings directly relevant to the organization chosen (GM's discretion as to relevance). A person with this trait cannot take any character feature that imposes Pulling Strings penalties or forces him out of the group. This trait must be tied to the character's Profession or a secret organization. Further, it can be taken more than once for each organization of which the character is a member. Because the benefits and detriments of this trait are roughly equal, no character points are spent or gained on Involuntary Duty (Unbreakable Ties).



CIA and NSA Legal Enforcement Powers

Technically, neither the CIA nor the NSA has jurisdiction in domestic matters. This means that neither agency can grant its officials the Legal Enforcement Powers advantage. Nonetheless, these officials are authorized to investigate matters affecting national security and foreign affairs, and these matters may indeed require action domestically. Further, many CIA/NSA officers prefer to take matters into their own hands, rather than rely on "outsiders" like the FBI, DEA, or Treasury Department. Thus, they will often carry official-looking IDs and act as if they were fully authorized law enforcement officials. The combination of the CIA/NSA officer's official attitude and the ID is generally enough to get most people to cooperate (and allow them to use the Legal Enforcement Powers advantage). Only a particularly savvy, well connected, ballsy, or desperate person will protest enough to get noticed by someone with powers sufficient to "trump" or "ward off" the CIA or NSA.



Legal Enforcement Powers

see p. B21

All federal agency personnel, such as ATF, DEA, FBI, and Secret Service agents, must purchase the 10-point version of this advantage. All such agents have national or international jurisdiction, the right to carry concealed weapons, and the right to engage in covert or overt investigations. No one has the right to ignore the civil rights of others or to kill with impunity, although they may get away with it. A GM should require a relatively difficult SoI Patron appearance roll (appearance-4 perhaps) to avoid the repercussions, or simply roleplay them.

The agents have general arrest powers, but any arrest used to hold someone for over 24 hours must be explained before a magistrate and must be justified in terms of the agency's jurisdiction. In other words, the arrestee must appear before a federal magistrate, and the local federal prosecutor (most likely relying on the agent's testimony) will have to explain what law the person arrested has broken, what evidence supports that arrest, and that the law is one of those the agent has a duty to enforce. For example, an ATF agent has jurisdiction over alcohol, firearm, and tobacco law enforcement; any arrest must be justified in one of those areas. Alternatively, the agent may attempt a pure power play through a Quick Contest roll between the character's influence-ranking advantage (x3) and the standing (Rank, Status, Reputation, etc. x3) of the person being detained. Success keeps the person in custody for 24 additional hours (at which time another Quick Contest may be made). On a critical failure, an investigation is initiated into the agent's activities. Regardless of ultimate outcome, the person in custody will not be pleased. A person of importance (high Rank, Status, Reputation, Security Clearance, etc.) may be able to retaliate against the character.

Law enforcement personnel can also arrange a search and seizure of any public or private area, purportedly to search for illegal weapons or other matters within their jurisdiction. If the search is essentially legal (some indication that criminal activity is present or will be present at the scene), an SoI Patron appearance roll secures a warrant for an entire, or part of a, standard private home or small business. A +2 bonus is applied to the roll when searching all or any part of a large residence or company. The roll is unmodified when searching any part, or the entirety, of a corporate headquarters or major compound. A -2 penalty is imposed when searching areas that are not owned by American citizens or owned by illegal/quasilegal agencies, to cover for searches without the necessary justification or for warrantless searches. Finally, add or subtract 2 for the level of publicity of the area or the search (no media, out in the woods, public approves of the search, massive media presence, etc.). Without exceptional cause, law enforcement agencies cannot move against military sites or federal property.

Law enforcement personnel also have access to local DMV data. They gain the Vehicle Check Pulling String (see p. 89) for free.

For certain characters, the Legal Enforcement Powers advantage may be enhanced in the following ways, for an appropriate increase in cost. Note that where a prerequisite appears in parentheses an additional 2-point Unusual Background must be purchased, and a roleplaying rationale provided.

Agency Control: Some groups have the ability to supersede the investigations of other law enforcement agencies, since their jurisdictional mandate is so wide-ranging. A character may divert or cancel any local law enforcement investigation with a successful SoI Patron appearance+2 roll and any federal investigation with an unmodified roll. In the GM's discretion, a -2 penalty to the appearance roll may be imposed if the character cannot come up with some plausible cover for his actions that involves national policy, national intelligence or security, or some law enforcement mandates. Cost: 5 points. Prerequisite: ATF/CIA/DEA/DIA/FBI/Marshall/Secret Service Profession.

Asset Forfeiture: Financial and asset forfeiture activity is an integral part of law enforcement. Many different agencies confiscate materials that are determined to be a tool for, or the proceeds of, illegal activities such as drug trafficking, organized crime, and money laundering. Either through their own organizations or an auction house, many of these items are sold back to the community, although some do “disappear” before ever making it to the auction block or evidence lockers. With this Pulling String, characters may gain access to items that require a Criminal SoI Patron. All items’ costs are modified by -1 RP, down to a minimum of 1 RP. Any items that already cost 1 RP are doubled in quantity instead. Cost: 2 points. Prerequisite: DEA/Marshal Profession.

Evidence Control: Characters with influence in law enforcement circles can gain access to evidence control areas in order to look over the evidence themselves and perhaps even to modify it. To consult the evidence of a case, including the officer’s logs, requires no roll. To remove a piece of evidence, an SoI Patron appearance+2 roll is necessary, while doctoring the papers and adding a piece of false evidence necessitates another, unmodified appearance roll. Legitimately adding a piece of evidence does not require another roll as long as the character was able to consult the evidence. Cost: 2 points. Prerequisite: Law SoI or (Civ SoI).

Police Resources: Being members of or closely associated with the police grants access to police equipment, such as vehicles, uniforms, tickets, and other supplies. No SoI Patron appearance roll is necessary to access blank tickets, uniforms, nightsticks, handcuffs, and other small odds and ends. A successful roll with a +4 bonus secures a cruiser, motorcycle, snowmobile, van, or other noncombat vehicle. A +2 bonus is applied to a roll seeking 3 RPs worth of weapons (which could be purchased with a Law SoI Patron) and a limited amount of ammunition. An unmodified appearance roll secures police helicopters, boats, SWAT vans, or 5 RPs worth of weapons and limited ammunition. Using these items for nonofficial police activities carries heavy consequences, the least being a permanent loss of one level of influence-ranking advantage if anything is returned damaged or not returned at all. If the equipment is used to help non-police personnel impersonate police officials and they are caught, the character’s influence-ranking advantage is permanently decreased by two levels, along with any other penalty the GM determines fits the situation (ranging from suspension of related access/contacts to criminal prosecution). Cost: 2 points. Prerequisite: Law SoI or (Civ SoI).

Magery see p. B21

This advantage is replaced by the ritual form of Seepage Aptitude (see p. 70).

Magic Resistance/Psionic Resistance see p. B21, 22

These advantages are combined into, and replaced by, one advantage called Seepage Resistance (see p. 70).

Security Clearance (Government Facility) see p. CI29

Prerequisite: Civ/Int/Law SoI

Locked doors are no impediment for those with the proper credentials. At level 1, the character can arrange a tour to any nonmilitary government or public area for up to six people within 1d days. Level 2 allows either faster access (2d hours) or access to restricted areas. Access to highly restricted areas, equipment, or files is possible with a level 3 Clearance if the character does not mind warning the target group of his plans. In that case, the target will have performed as much damage control as possible within the few hours before the inspection arrives. Level 4 Clearance authorizes a surprise inspection, which prevents the group from covering its tracks more than the minimum possible. Level 5 Clearance allows the character to leave with “physical evidence,” such as photos and small portable objects. Any group that has been so “inspected” will probably be pretty annoyed and may attempt to retaliate against the character or his employer. Given the frequent crossover between military and civilian government facilities, this advantage defaults to Security Clearance (Military Base) at two levels lower. A successful SoI Patron appearance roll grants the character an additional Clearance level for 24 hours. This advantage costs 2 points/level. Any character who purchases the 5-point Security Clearance advantage as his influence-ranking advantage gains this advantage at the same level for free.

Security Clearance (Military Base) see p. CI29

Prerequisite: Civ/Int/Mil SoI

Military-related personnel gain access to military facilities much more easily than civilians do. At level 1, this advantage grants access to the nonpublic areas of a recruiting office or a Reserves base. At level 2, any base with normal security may be entered. Level 3 is necessary to access high-security bases and weapons testing sites. Any but the most restricted facilities may be entered with a level 4 Clearance. The highest security areas of the Pentagon, and secret bases that do not officially exist, require level 5 Clearance. Given the frequent crossover between military and civilian government facilities, this advantage defaults to Security Clearance (Government Facility) at two levels lower. A successful SoI Patron appearance roll grants the character an additional Clearance level for 24 hours. This advantage costs 2 points/level. Any character who purchases the 5-point Security Clearance advantage as her influence-ranking advantage gains this advantage at the same level for free.

NEW ADVANTAGES

A number of the new advantages are available in or specific to a *Conspiracy X* campaign. They are discussed below and gathered in a reference chart in the Appendix.

Adrenaline Surge 10 points

A character with Adrenaline Surge is capable of working herself into a frenzy, flooding her system with norepinephrine and endorphins. This gives the character a brief burst of inhuman strength and completely blocks pain signals from reaching the brain. An Adrenaline Surge lasts 1dx5 seconds, during which time the character's ST for all purposes and IQ for Will roll purposes are increased by 5.

While a character is operating under the influence of an Adrenaline Surge, ignore all effects of injury until -HT hit points are reached. Once the Surge wears off, immediately apply the effects of any damage taken by the character during the Surge, plus an additional 6 hit points. Taking this advantage allows a character only a single Adrenaline Surge per month, but it may be bought more than once.

Basic ESP 0 points

Almost all humans have an innate connection to the Seepage and can call upon five rudimentary psychic abilities (Intuition, Empathy, Ken, Read Aura, and Second Sight). These abilities are discussed in detail in Chapter Four: Paranormal (p. 151). Characters with the Psychic Sink advantage, Psychic Void disadvantage, or certain psionic powers and skills lose their Basic ESP abilities.



Dead 10 points

The character's death was faked at some point to recruit him into a secret project without raising the suspicion of his former employer, to protect him from hostile forces hunting him, or for some other reason. In any case, any records from the character's life before he "died" are now gone and background checks will not reveal any of the character's postmortem activities. The character may have "died" before or after picking his Profession. If after, the character can have no ties with, or access to Pulling Strings of, the former profession. If the character now has an Alternative Identity, a fingerprint or similar search has equal chance of finding the "dead" identity. A "dead" character currently employed with a legitimate government background (other than those directly controlled by Aegis) must take an Alternative Identity. This advantage is best viewed as a special form of Zeroed (see p. CI32).

Efficient Metabolism 16 points

People with Efficient Metabolism use fuel extremely efficiently. They need very little food to sustain them and generally have rather high endurance, but must constantly fight against becoming overweight. Characters with this advantage need to eat only one decent meal each day (see Decreased Life Support, p. CI52), and get 2 extra fatigue points (see Extra Fatigue advantage, p. B236). Drugs take twice as long as usual to affect such characters and last twice as long.

Extraordinarily Average 10 points

When trying to keep a low profile, anonymity is a blessing. This character takes that to an extreme and epitomizes the statistical average for the population she lives in. The character blends in with crowds extremely well, and just about everyone knows someone who fits the character's description. APBs and requests for info bulletins generate many false leads. The character gains a +4 bonus to any attempts to her Shadowing skill or remain unnoticed in a crowd and -4 to attempts to pick her out of a line-up. These effects will not apply in areas where the local populace looks sufficiently different that the character no longer looks "average." For example, an extraordinarily average Caucasian female will still stand out like a sore thumb in Haiti (but she will look like every other Caucasian the Haitians had seen). Extraordinarily average characters cannot have a Distinguishing Mark or other physically obvious traits.

Guardian Angel 20 points

A benevolent supernatural spirit has attached itself to the character and is acting as the character's protector. The reason for such an "attachment" varies. The spirit could be that of a close relative who vowed to care for the character, or it could be the result of a spell or ritual. The character need not even be aware of the reason for the spirit's strange affinity, or even of the existence of the spirit.

Regardless of the cause, the spirit will attempt to help the character in situations that threaten the character's life. When such a situation occurs (the spirit will not manifest for insignificant dangers), the player may roll 1d to determine whether the spirit can (or will) attempt to help. If the result is equal to or less than the ambient Seepage Level of the area, the spirit may manifest itself briefly to aid the character. One caveat, however—the forces of the supernatural are unpredictable, and if the result of the die is a 6, the spirit turns hostile for a moment. The GM may then use the spirit's powers to harm, rather than help, the character. In these cases, the spirit will most likely act indirectly, by drawing attention to the character.

High Metabolism

15 points

A character with a high metabolism burns fuel at a much faster rate than most people. The character is always restless, usually a little hyperactive, and never gains weight regardless of how much he eats. This excess energy gives the character +1 Basic Speed and affects Move, Dodge, place in combat sequence, and anything else based on Basic Speed. In order to keep his energy levels up, the character must eat a full meal every three hours or suffer a -4 penalty to any Will roll for every three hours he goes without eating. Because of the speed of the character's metabolism, drugs affect him twice as fast and wear off twice as fast. This could be a help or hindrance, depending on the circumstances. This advantage is essentially a combination of Increased Speed (p. CI26) and Increased Life Support (p. CI102).

Psilink

5 points/level

Many psychic disciplines and trainings require the psychic to be able to see the target individual. Certain people have a strong psychic bond to another that allows them to target the other with these abilities regardless of distance, even if the other person is out of sight. Further, each level of Psilink grants the owner a +1 bonus to both Power and psychic skill level whenever that ability is used on the connected person or being. Psilink is essentially Mindlink (p. CI41) but is applicable to all psychic powers, not just Telepathy.

Characters with a Psilink always share a close emotional bond, but it is not the kind of sharing embodied in Special Rapport (p. CI46). Family members, particularly siblings or twins, partners, and couples have all demonstrated this psychic link. When a player chooses the Psilink advantage for her character, she must decide who the character is linked to and why. The other party involved often has a similar link, but not always. In relatively rare cases, an individual may have a link to several people (most often family members), so characters may have multiple Psilinks. A character with Psychic Void or Psychic Sink may not have this advantage.



Psychic Sink

35 points

Aside from the small population of Psychic Voids, there exists a group of individuals with even more uncommon abilities. They are often confused with Voids by most parapsychologists, but their powers derive from psionics, not the lack thereof. These individuals actually drain the power of psychics and supernatural phenomena around them. This strange effect has caused them to be named Psychic Sinks, or Psinks for short.

A Psink is essentially a psychic with Antipsi Power 10 and Psi Static Skill 12, but no control over his abilities. The power is constantly on "globally." It interferes with both psychic abilities and magic used or targeted in the area of the Psink (see pp. B167, B176, P10, P20 for calculating range). Finally, Psinks disrupt the Seepage in the area of their power (see pp. 208-209).

Further levels of power and skill may be purchased as normal (3/level power; 2/level skill), but this provides no better control. Moreover, no known person or organization in the *Conspiracy X* world has developed the protocols to teach a Psink to control his powers (if one had, it would add at least 15 points to the cost of this advantage).

Psinks, like Voids, are unconnected to the Seepage, but their "disconnect" is even stronger. Thus, they have trouble relating to normal humans and must take Mental Disadvantages of at least -15 points in total. The character does not gain character points for taking these disadvantages.

When it identifies these people, Aegis often recruits them to use against enemy psychics. Thus, the Psink advantage may be substituted for the Unusual Background advantage as a prerequisite for a Profession. In other words, a CAPS Psychic can satisfy the prerequisites of that Profession by purchasing the Unusual Background or the Psychic Sink advantage.

Psinks have no Basic ESP and may not purchase Strong ESP, other psychic abilities, or magic skills. This advantage may not be combined with the Psychic Void disadvantage or the Seepage Resistance advantage.

Puppet

Varies

A puppet is someone that the character can call on for information and aid. This person is generally not very powerful, but can personally aid the character. This person knows nothing of Aegis or of the truth about the conspiracies, but may suspect that not everything about the character is on the up and up. The puppet may be a government agent or a member of a private research organization. Whatever the case, the puppet usually follows the character's instructions either because he believes he is doing the "right" thing or because he hopes to be clued into what is actually going on. Some puppets, though, are just in it for the money or the adventure. A puppet is usually reliable and is useful for situations where the Cell has need of someone who is not associated with Aegis, or when the Cell needs to be distanced from some action to avoid detection or blame. Still, a puppet should not be endangered unnecessarily, as he can be a valuable asset and may prove worthy of recruitment into the character's Cell. Puppets are also excellent candidates to begin a new Cell if the characters feel that is necessary. Puppets are constructed as are other Allies (p. B23).

Seepage Aptitude **15 points for 1st level, 10 points/level for 2nd and 3rd levels**

As the *Conspiracy X* world is a high-mana one, all who have some connection to the Seepage can learn and use magic rituals and psychic abilities. Levels of Seepage Aptitude help the learning process, however.

Seepage Aptitude comes in two forms, Ritual and Psychic. These are essentially mirrors of each other—Ritual Aptitude facilitates manipulation of outside Seepage energies; Psychic Aptitude does the same for internal psychic energies. The former facilitates training in ritual skills (Ritual Magic, Ritual Type or Ritual Skills) as the Magery advantage does (see p. B21). The latter grants the same ability with psychic training.

The higher control over paranormal energies reflected by the Seepage Aptitude advantage also impacts the person's aura. Trying to read the aura of someone with either type of Seepage Aptitude suffers a penalty equal to the level of the advantage.

Either form of Seepage Aptitude allows for the perception of both magical and psionic objects (see p. B21 for the relevant game mechanics). Further, either form of this advantage adds a bonus equal to the level to all Basic and Strong ESP rolls.

Finally, Ritual or Psychic Aptitude may be aspected to a particular ritual type or psychic discipline. This lowers the cost to 10 points for 1st level and 6 point/level for 2nd and 3rd levels (see CI39). Note that aspected Aptitude provides the perception abilities of full Aptitude only if the object being viewed contains a ritual/discipline of that type. The aura-reading defense bonus applies as in full-aspected Seepage Aptitude.

Seepage Resistance

3 points/level

Prerequisite: Psychic Void

Psychic Voids are "unconnected" from the Seepage. Most of these special persons are even resistant to its effects. When targeted by magical or psychic powers, the level of their resistance is subtracted from the effective skill of the attacker. Further, the Seepage Resistance level is added to any resistance roll by the Void. The level of Seepage Resistance advantage may not be greater than the level of the Psychic Void disadvantage.

Sensitive

15/35 points

Sensitives are able to perceive Seepage and its manifestations more deeply and more closely than those around them. In addition to being able to sense the strength and character (see *Forsaken Rites*, pp. 21-23) of Loci and Pools, Sensitives can perceive the use of magic, psychic powers, and the presence of supernatural beings. Sensitives automatically notice these things as long as they are within the same room or are otherwise nearby. This detection is possible even if a person or creature is not using any special powers. To locate a supernatural being or identify a power precisely, the Sensitive must succeed at an IQ-2 roll.

For 35 points, Sensitives also know whether any site has been used for numerous magical rituals over the course of many years and the general nature (harmful or not) of those rituals, if any. An IQ roll allows the Sensitive to perceive the tradition (see p. 94) and ritual type most recently performed in any location. Succeeding in an IQ-2 roll allows the Sensitive to determine the exact tradition, type, and ritual performed most recently at a site.

The more powerful Sensitives also have the ability to detect the auras that surround objects and people. An object's magical or psychic nature may be determined, as well as general information about its past (in the last year). Viewing a person will provide information as if using an Aura spell (p. B162).

Alertness (but no other sense advantages) adds its bonus to all Sensitive IQ rolls. Sensitive is essentially an expanded version of Awareness (p. CI33).

Strong ESP

3 or 5 points/level

For each of the Basic ESP abilities (Empathy, Hunch, Intuition, Ken, Read Aura), the player may buy levels of Strong ESP. Strong Empathy ESP costs 5 points per level. All others cost 3 points per level. Strong ESP is discussed in detail in Chapter Four: Paranormal (p. 152). Characters with the Psychic Sink advantage, the Psychic Void disadvantage, or certain psionic powers and skills may not have Strong ESP.

Supernatural Focus

10 points/level

Prerequisite: Weirdness Magnet

Some people possess a strange and rare link to the supernatural world. These individuals somehow focus the energy of the Seepage into the immediate area, greatly increasing the likelihood and power of supernatural manifestations. The life of a Supernatural Focus is likely to be filled with bizarre occurrences and weird phenomena. It is quite possible that the Focus has seen a ghost at some point and may have been witness to some of the stranger aspects of the supernatural, such as fish falls or a perspective-warping vortex. Many Foci turn to the study of religion or the occult to explain the mysterious events that surround them.

A Supernatural Focus increases the number of ambient Seepage Points in his immediate area (20 yards per level) by the level of this advantage, adding power to supernatural creatures and occult rituals. He also increases, by 1, the number of Seepage Points regained in an hour in the same area.

Sometimes the presence of the Focus will be enough to invoke a supernatural manifestation in and of itself. Such "random" manifestations, or Invocations, may work to the Focus' advantage or may be dangerous, even lethal. A few Foci have learned to partially control these Invocations through the Meditation skill.

Characters with the Psychic Void, Psychic Sink, or psionic powers and skills may not be Supernatural Foci.

Supplier

20 points

The character knows someone who specializes in obtaining rare, illegal, or expensive items. This special form of Patron provides the character with 1 Resource Point of resources in a specific category each month. No other service or aid is given, unless the character purchases a separate Contact, Ally, or Patron advantage and applies it to the Supplier. The RP can be pooled from month to month to purchase more expensive items. When this trait is purchased, one Sphere of Influence must be chosen. The supplier can procure all items accessible by the Sphere of Influence at the Resource Point cost given. The supplier can obtain not only all normal items, but also restricted resources if they fall under his Sphere of Influence.



DISADVANTAGES

Aegis agents are screened and recruited for the ongoing war effort. The manpower demands are so extreme, however, that the major criteria are availability, career position, and loyalty. For this reason, a number of operative flaws are ignored that might disqualify a person from joining another "elite" organization. Missing limbs, minor psychiatric problems, epilepsy, and addictions are but some of the disadvantages held by Aegis agents. Those that are not present when the agent is recruited may be developed quickly as supernatural and alien menaces are faced.

Although almost all disadvantages may be taken by *Conspiracy X* characters, the GM should screen them to ensure that they have a basis in the campaign. For example, it is rare that one would find a youth in a position of authority. Thus, it is unlikely that an Aegis agent would have the Youth disadvantage. Other unlikely disadvantages are Dyslexia, Illiteracy, Laziness, Poverty, Primitive, Pyromania, or any other noticeable, illegal, or career-ending disadvantage.

A few existing *GURPS* disadvantages are modified in a *Conspiracy X* campaign. They are discussed below.

Compulsive Lying

see p. B32

While all Aegis agents live a secret, double life and must lie regularly, compulsive lying will get the character in trouble quickly. Unless the lying is kept to a minimum with respect to Aegis reports and Cell members, a character with this disadvantage will find his career in the conspiracy short-lived.

Duty

see p. B39

Almost every Aegis agent has a Duty. This disadvantage reflects the demands of his important "day" job. That job is the reason Aegis considers him valuable, and that job should not be jeopardized unless circumstances warrant it. At the beginning of each week, an Aegis agent in an ongoing mission must roll against his Duty. Only if he is "off duty" can he participate fully in a Cell investigation. If "on duty," the agent must justify his "extracurricular" activities as part of his job (which the GM, as his supervisor, should strictly enforce) or fit them in around his regular job schedule (nights or weekends). On a Duty roll of 3 or 4, he is very pressed at work and must stop sleeping if he wishes to participate in the outside investigation.

Enemy

see p. B39

Some Enemies want to spy on a character, rather than kill or capture her. In a conspiracy setting, this is almost worse, as the character never knows when what she is doing will be used against her in some fiendish way. Such Enemies are called Watchers.



Some Possible "Watchers"

Media
Aliens
Occultists
UFOlogists
The Black Book
Government (FBI, NSA, CIA)

Note that the character may not be under active surveillance (people tailing her or bugging her home) at the moment, but even so the player will have to be extra cautious not to arouse the Enemy into action against her. There are many organizations that could be watching the character. The exact nature of their suspicions and the methods they use to keep tabs on the character will vary greatly. It is likely that the group is unaware of the truth, particularly about the character's participation in Aegis, in which case it is vitally important that they remain unaware. Some groups, namely the Black Book or extraterrestrials, may be aware of the character's connection with Aegis. These groups are usually just as interested in keeping the truth hidden as the character is.

Any "suspicious" activity has a one in six chance of focusing the organization's attention. What behavior constitutes "suspicious activity" is left largely up to the GM and would depend at least partially on what "normal" activity would be for the character. In most cases, odd or sudden travel, unexplained absences at work, or an unusual frequency or type of visitors would certainly count as suspicious. At that point, surveillance or investigations will probably be initiated into the character's activities.

Watchers are created using the normal Enemy rules (p. B39). In the beginning, they are not overtly hostile to the character. This could, and probably will, change with time.

Frightens Animals

see p. CI97

The presence of the character spooks all animals nearby. This disadvantage is worth -5 points and appears to have a supernatural or paranormal origin.

Glory Hound

see p. B240

It may be possible that Aegis could have use for a Glory Hound to misdirect or confuse its enemies. Most likely, however, such a person would not be a core member of the conspiracy and would have access to few "real" secrets. No secret conspiracy long suffers a member who seeks publicity.

Reputation

see p. B17

A Reputation of special importance in the *Conspiracy X* setting is "Disgraced." A Disgraced character has made an unforgivable mistake that has ruined his standing. Being responsible for the death of a colleague, abandoning a partner in the field, or even having a history of failure on missions are sample reasons. This disadvantage is a form of negative Reputation and is calculated similarly. No "People Affected" modifier is applied because the ones affected are the character's coworkers and thus very important to his life. Other than the normal penalties to reaction rolls (-1 to reaction rolls per -5 points) imposed, a special penalty of -2 per level is applied to Sol Patron appearance rolls.

Social Stigma (Outlaw)

p. B27

In *Conspiracy X*, this disadvantage is also called Wanted by the Law. The character is wanted, perhaps justly, perhaps not, by law enforcement officials in connection with some crime. The player should determine exactly what the crime is and whether the allegations are true. This disadvantage is worth -5 points if a single state, province, or other section of a nation seeks the character (specific state must be chosen), -10 if more than one state or province has arrest warrants out (states must be chosen), and -20 points if a federal or national law enforcement agency is gunning for the character. A character wanted by the law may not be currently employed by a legitimate government department (DOD, NASA, DOE, DOJ, HHS, Treasury, or the CIA).

Social Stigma (Outlaw) may be supplemented by the Reputation disadvantage (p. B17) if the character's face appears on a wanted poster, and by the Enemy disadvantage (p. B39) if the agency is serious about apprehending the rogue.

Voices

see pp. CI94-95

Those who hear voices in the *Conspiracy X* world are often called schizophrenics.

Weirdness Magnet

see p. B239

This disadvantage is a prerequisite of the Supernatural Focus advantage, but may be taken separately as well.

NEW DISADVANTAGES

A number of new disadvantages are available in, or specific to, a *Conspiracy X* campaign. They are discussed below and gathered in a reference table in the Appendix.

Corrupted by the Supernatural -30 points

Prolonged or intense exposure to supernatural phenomena can corrupt a character's mind. Once a character has been corrupted by the Seepage, she is slowly driven insane by her heightened sensitivity to this pervasive energy. Eventually, the individual succumbs entirely, becomes a focus for the energy of the Seepage, and is removed from the player's control. The exact nature and manifestation of this corruption depends on the circumstances that caused it. Corruption can be caused by curses, possession by spirits, participation in occult rituals, or any number of other events. None of these situations need be voluntary.

Distinguishing Mark -1 point/level

The character possesses some noticeable trait or mark that lends itself to easy identification. Up to five levels may be taken in this disadvantage—at the -5 level, a character accepts a full-scale Unnatural Feature (see p. CI85). It may be possible to disguise the mark, but it would be difficult to remove entirely. The mark could be a prominent tattoo or scar, a skin discoloration, strange eye color, or the like. The mark makes identification easy, giving others +1 per level to Shadowing rolls made to follow the character, and to Vision rolls made to spot her in the crowd. It also gives -1 per level to the agent's own Disguise rolls. The more prominent the mark, the more it is worth. A full facial scar would be worth 3 points, while a scar on a hand that is easily hidden by gloves would be 1 point. The GM, as always, has final approval on the nature of the mark, and the total negative point cost.

Haunted -20 points

This is the evil counterpart of Guardian Angel—a malevolent spirit has attached itself to a character for the purpose of driving him mad. The purpose of a haunting spirit is seldom the death of the victim, perhaps because, like a parasite, the fiendish specter would perish along with its host. The possible causes of a haunting are as varied as those of the benevolent Guardian Angel—a curse, spell, or ritual, or perhaps the character killed a particularly evil Supernatural Focus or strong-willed Incarnate.

Whatever the source, the Haunt manifests in much the same way as the Guardian Angel. During any particularly dangerous or critical moment the character faces, the GM may roll a die to determine whether the spirit will seize the opportunity to act. If the result is less than or equal to the ambient Seepage Level of the area, the spirit can and will manifest, but to the character's detriment. The Haunt is also subject to the same mysterious and

momentary change of heart as the Guardian Angel if the result of the die roll is 6. Perhaps it considers the threat to its host too great, in which case the player may use the spirit's powers to his advantage.

Killer Instinct -10 points

Some people are just a little too high-strung in tense situations. Some like to call this “well-honed combat reflexes.” Others call it very dangerous. In any case, the character's first reaction in any fight is to attack. Questions can wait. While this may occasionally save the character's life, it also may end up killing bystanders or teammates.

Whenever the Killer Instinct character has a weapon drawn, he is considered to be continually operating under the declared opportunity action: “I attack the first thing that surprises or startles me.” The character may attempt a Will roll to curb this destructive instinct.

This disadvantage is worth only -5 points if the character also purchases Bloodlust (p. B31).

Psychic Void -5 points per level

Often referred to just as Voids, Psychic Voids make up the small percentage of human beings that possess absolutely no connection to the Seepage. They are completely incapable of using magic or psychic abilities, even Basic ESP. These individuals are often loners who have difficulty relating to other humans on any level. Voids suffer a -1 to reaction rolls per level of Void. Further, the character must take a 1-point negative mental quirk for each level; no points are gained for this. Psychic Voids are often resistant to psionics and magic (see Seepage Resistance advantage, p. 70).

Most Voids are simply born that way. Others are created and are called Psychic Burnouts. At one point in the character's life, he possessed Basic ESP or even more advanced psychic abilities. Tragically, that power was ripped from him by some disastrous event. The burnout could have been caused by an overdose of drugs (particularly the variety used by MKULTRA to enhance psychic powers), by psychic trauma (like contacting a powerfully psychic but hostile mind), physical trauma to the brain, or some other reason. Whatever the cause, the psychic burnout is irreversible and the ex-psychic must live with only a vague remembrance of the power he once knew.

Characters with this trait may not also have psychic or magic abilities or skills, nor the Sensitive, Supernatural Focus, or other psychic- or Seepage-related advantages.





Accessing Pulling Strings

Most Pulling Strings require an SoI Patron appearance roll to access, often with a modifier. This reflects the ability of those more highly placed, or with greater call on an organization's resources, to "throw their weight around." Those with higher influence-ranking advantage levels enjoy greater benefits from being part of an organization.

Pulling Strings may be accessed as often as a character wishes, but the GM may apply modifiers to the appearance roll if he feels the ability is being overused. Also, beware of degradation of the Pulling String due to critical failures on appearance rolls (see Reliability of Pulling Strings, p. 75).

Many Pulling Strings are accessible at some level without an appearance roll. Again, these may be accessed as often as wished, but the GM may apply an appearance roll after a certain point to prevent overuse. This roll serves only to check for a critical failure. All other results are ignored.

PULLING STRINGS

A "Pulling String" is a capacity available to a character that requires special authorization, unique contacts, or restricted resources. Pulling Strings are generally available to characters as a result of their SoI Patron and Profession. Each Pulling String has one or more Sphere of Influence prerequisites. The base cost of a character's SoI network—which is just a special kind of Patron—is increased by the listed amount for each Pulling String below. These costs are used instead of the extra costs for Patrons who provide equipment or funds, or who have unusual powers (see p. B24). In effect, Pulling Strings are a more detailed way of handling the same thing.

Certain special circumstances may grant a character access to particular Pulling Strings outside the primary SoI Patron prerequisite. Such special subplots must be approved by the GM and should be rationalized during character creation. If properly justified, a character may purchase a Pulling String, but a 2-point Unusual Background advantage must also be taken. Each such special Pulling String must have its own accompanying 2-point Unusual Background, unless the GM and player devise a rationale that provides a number of related Pulling Strings (in that case, the GM may increase the point cost of the Unusual Background advantage).

Conversely, certain Pulling Strings have Profession prerequisites. These advantages are so specialized or so sensitive that SoI Patron connections are insufficient. A primary example is the Alien Technology Pulling String, which is available only to Groom Lake Professions.

It is important to remember that Pulling Strings are specifically tied to an employment sector, a job, a secret group, or a personal history—if a person loses her job, is shunned by colleagues, or "disappears" from society, some Pulling Strings will no longer be available. After all, if a character used to get cheaper ground vehicles because Uncle Bob's "friends" cut her a deal, after Uncle Bob gets back from that character's funeral, it is going to be mighty hard to convince those "friends" to help out again.

RELIABILITY OF PULLING STRINGS

Pulling Strings are generally defined as capacities of the character. They are reliable and available whenever the agent requires them, as long as the requisite appearance rolls are made. Pulling Strings are not static, however. They evolve over time as personnel changes occur, relationships develop, and personalities mesh or clash. Manipulating people and organizations is a fluid thing, requiring adaptation and adjustment on the part of the “rainmaker.”

Whenever a monthly job success roll comes up as a critical success or failure, a Pulling String owned by the character should be chosen at random. On a critical success, the character makes new inroads or plays his cards just right. Future attempts to use that Pulling String gain a +2 bonus. On a critical failure, the character must roll 3d on the

Pulling String Critical Failure Table before proceeding further in using the designated Pulling String.

The Pulling String Critical Failure Table may also be consulted when certain SoI Patron appearance roll results occurs. The triggering rolls are defined in the SoI Patron’s reliability rating (see p. 58). In that case, the Pulling String affected is the one that was being accessed when the triggering SoI Patron appearance roll resulted.

OBTAINING NEW PULLING STRINGS

A character can choose to work on improving his connections, getting to know more people, or increasing his “pull” in various ways throughout his Sphere of Influence. The goal of this is to build enough confidence and trust that he gains access to new Pulling Strings. This is treated just as adding any other advantage (see p. B81).

PULLING STRING CRITICAL FAILURE TABLE

3-5	Whatever the source of the Pulling String, it is lost and cannot be used by the character again. It may be redeveloped later through roleplaying or character point expenditure.
6-8	The Pulling String is on the verge of being lost permanently. Unless the character spends three weeks “strengthening” relations and soothing ruffled feathers, the Pulling String is lost. The soothing process must be started within a month. Until it is finished, the Pulling String cannot be used. The GM should determine what steps must be taken in this soothing process.
9-12	No detriment is immediately apparent, other than a failure of appearance, if applicable. A -2 penalty is applied to the next Pulling String appearance roll. Even if that roll is successful, the intended results are delayed by 1d hours, 1d days, or 2d days at the GM’s discretion.
13-15	The Pulling String is unavailable at this time and the next time it is desired (any appearance roll is a normal failure). The subsequent Pulling String appearance roll suffers a -3 penalty.
16-18	Whatever the source of the Pulling String, it is lost and cannot be used by the character again. It may be redeveloped later through roleplaying or character point expenditure.



PULLING STRING LIST

An extensive list of Pulling Strings is presented. Each contains a description, a cost, and prerequisites. A prerequisite in parentheses allows access only after a 2-point Unusual Background advantage is purchased and a roleplaying explanation provided. The following abbreviations are used: Civ (Civilian), Crm (Criminal), Int (Intelligence), Law (Law Enforcement), Mil (Military), Par (Paranormal), S&R (Science and Research), SoI (Sphere of Influence). A slash (“/”) signifies “or.” Thus, Mil/S&R means that either a Military or a Science and Research SoI may serve as a prerequisite.

Pulling Strings are as extensive as modern society and human relations. The following list does not purport to be exhaustive. Players and GMs are encouraged to devise new Pulling Strings. Costs, prerequisites, and descriptions should be created by comparison with the examples presented below.

Accomplices

2 points

CrM SoI or (Int/Law SoI)

With a few calls to the right people, the character can obtain help of the less-than-reputable kind. An appearance+2 roll enables the character to call on the skills of a criminal specialist in one area, such as safecracker, cat burglar, art forger, etc. The specialist arrives within 1d days and works on a single job. If the services are needed in a rush, the time can be shortened to 1d hours at a -2 penalty to the appearance roll. Less skilled accomplices who can hold guns or look menacing require no roll. Five unskilled thugs arrive in 1d hours and work for one day. Asking these “gentlemen” to arrive in 20+1d x 10 minutes forces an appearance+2 roll.

Criminals are open to bribes, and offering 1d x \$1,000 for the specialist or 1d x \$100 for the thugs improves all rolls by +2. Doubling this bribe gains a +4 benefit, and quadrupling it results in a +6 bonus. Each accomplice that is caught or killed in the last month results in a -2 penalty to any subsequent roll. Keeping the specialist for an additional job or the thugs for an additional day requires an additional appearance+2 roll, rolled at the end of the first job (specialist) or day (thug). Each additional job/day requires another roll, with a cumulative -2 penalty. For example, at the end of the second job, a -4 penalty is applied to the appearance roll necessary to keep the specialist on for a third job.

Aircraft Support

2 points

Any SoI

Pilots, as well as aircraft maintenance personnel, keep tabs on where they might be able to obtain repairs or to complete small modifications on aircraft. As a consequence, they often network with friends to obtain access to a workshop. To use a Poor quality aircraft workshop to work relatively undisturbed requires no roll. A Good workshop requires an appearance+2 roll. An Excellent workshop requires an unmodified appearance roll. Gaining access to a private hangar to store aircraft is a separate appearance+2 roll, and it can be used for 1d days. Gaining access to a private runway, so takeoff and landings can be held in secret, requires an unmodified appearance roll.

Alien Technology

5 points

Groom Lake/Project MOONDUST Profession

Aegis has, over the years, gained access to pieces of alien technology. Through the capture of an alien, recovered wreckage, or some alien “feeding” technology from the shadows, the organization has a small stockpile of specialized items. Requesting items depends on what is available, and only one request can be made per week. The item is lent for a “mission” or a period of testing depending on the reason for the request. If another request is made while an

item is still on loan, the requisite appearance roll suffers a -3 penalty for each item the character has out already.

The modifiers to be applied to the appearance roll requesting such items should be determined by the GM depending on the importance of the item and the demands on that item. An alien skullcap that acts as a warning device might be an appearance+2 roll, but a silent psychic spaceship would require an appearance-6 roll or worse.

Delivery time depends on how far from the headquarters or item storage place the character is at the time of request. If the character is in the same town or city, the item is delivered in an hour. Delivery within the same country is 24 hours (or less if the GM feels it could get there more quickly). Transport to another country penalizes the appearance roll by -2 and the time is two days. Damaged, destroyed, lost, or absconded devices result in a visit by the ISS. They will ask some pointed questions regarding the device. Unless they are completely satisfied with the character’s answer, the character suffers a permanent reduction of his influence-ranking advantage. The amount depends on the importance of the item. The ranking may be regained as any other post-character-creation advantage (p. B81).

Back-up

2 points

Law SoI or (Int SoI)

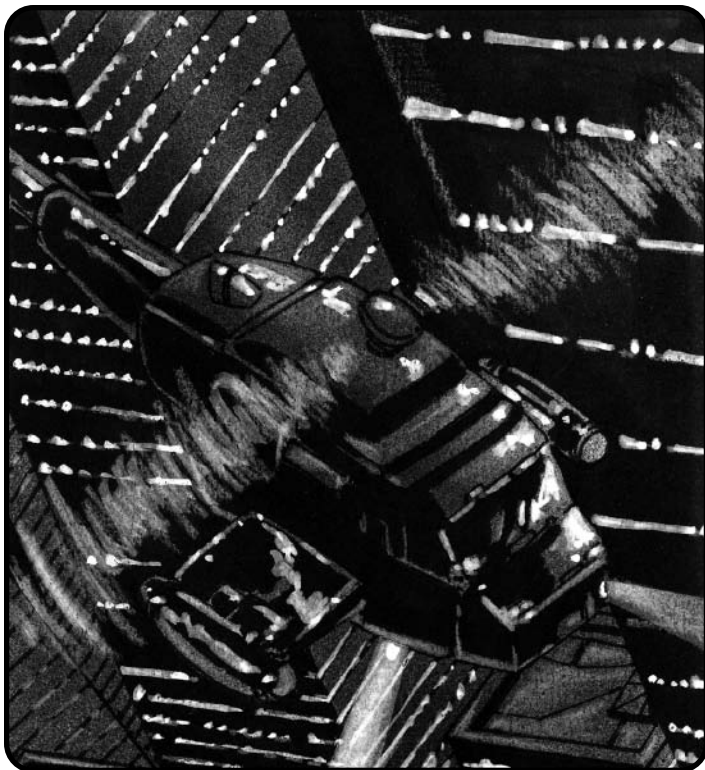
The police are already on patrol all over the city, so one phone call can bring them running. Knowing the codes the police use can assure that at least two squad cars arrive within 1d+10 minutes. If the individual making the call is part of a federal law enforcement agency, this request will be seen as standard procedure, as long as there is sufficient evidence to demonstrate the call was warranted. Individuals with ties to the local police department do not have to answer any questions from their back-up. Others will probably be questioned on their jurisdiction and what they are doing in town.

“Blanket” Wiretaps

5 points

NSA Profession or (Int SoI)

Since the NSA is exempt from the federal law prohibiting unauthorized domestic wiretaps, the agency generally maintains a huge number of active taps. These taps are generally related to national defense, but with a few oversights, they can range pretty far afield. With an appearance+2 roll, the character with this Pulling String can call on the NSA to monitor a group of phone lines for specific information and pass the data on to the character. For example, all phones in a particular town or metropolitan neighborhood could be monitored for a particular person’s voice, or all calls into or out of a specific company’s offices (throughout the country) could be watched for mention of “Flight 453.” 2d hours will be necessary for the blanket wiretap to be set up, and the taps can be left in place for up to one week.



BLUE FLY Transport **2 points**
Project MOONDUST Profession

Project MOONDUST/BLUE FLY specializes in stealth insertion and extraction. A character with this Pulling String may attempt to secure such services anywhere in the world. A BLUE FLY transport can be called to arrive at the caller's location in six hours without a roll. Response time may be shortened with an appearance check (appearance+2 = 3 hours, no modifier = 90 minutes, appearance-2 = 45 minutes). Travel is by jet. Insertion is via parachute drop and pick-up is by stealth helicopter, so do not expect to be seen coming or going.

CDC Labs **2 points**
CDC Profession or (S&R SoI)

The Centers for Disease Control laboratory and medical facilities in Atlanta are on call 24 hours a day, seven days a week. Samples sent from field operatives receive skill level 14 biological, medical, toxicological, and virological testing and analysis, and the results are returned within a week. No roll is necessary. The testing time may be expedited (appearance+4 = 84 hours, appearance+2 = 42 hours, no modifier = 21 hours, appearance-2 = 10 hours). If the substance or item under analysis is alien, supernatural, or "unknown," the answer is received in six weeks and may not be conclusive. Again, testing time may be shortened (appearance+4 = 3 weeks, appearance+2 = 10 days, no modifier = 5 days, appearance-2 = 60 hours). All analysis times may be halved if the characters can devise a convincing explanation that an outbreak has begun or is suspected.

CEASEFIRE **2 points**
ATF Profession or (Law SoI)

The CEASEFIRE program provides local police with the ability to link shooting incidents and to match projectiles and shell casings recovered in seemingly unrelated occurrences. As an element of this program, the ATF utilizes a unique ballistic comparison system known as the Integrated Ballistic Identification System (IBIS). This system enables firearms technicians to digitize and automatically sort bullet and shell casing markings. An appearance+4 roll grants the character access to this system. If the gun has been used since 1995 in a crime where a bullet was left behind, the character must roll 12 or less (+2 for a major city, -2 for a small rural town) to see if it is in the system. If it is in the system, the character will be able to retrieve where, when, and how the gun was used and who used it in the incident on record.

Cheaper Vehicles **2 points**
Any SoI

A character with this Pulling String can find vehicles more cheaply. Being a driver or pilot, or knowing one who can do the "shopping" for the character, reduces the cost of all vehicles by 2 RPs. While characters with any Sphere of Influence Patron may purchase this Pulling String, the vehicles available are limited by the Sphere of Influence Patron used (see p. 56).

Chemical Stores **2 points**
Civ SoI or (Any SoI)

Either by working in a hospital or pharmacy or having a contact in one of those places, the character can obtain medications with only a slight degree of risk. Any over-the-counter drug may be secured without a roll. An appearance+4 roll obtains any prescription drug, an appearance+2 roll obtains any illegal drug that has medical uses, and an appearance roll obtains any other illegal drug. Psi drugs cannot be obtained. One vial of the drug is secured (or some volume about that size). If more than a single vial is needed, subtract 2 for each additional vial requested. Drugs will be available in 3d hours, or 1d hours at -2 to the appearance roll. If this Pulling String is used more than once a month, each additional use suffers -2.

Chop Shops **2 points**
CrM SoI or (Law SoI)

Give the character a day and just about any vehicle, commercial or private, can be acquired and modified to taste. Cabs, ambulances, delivery vehicles, armored cars, police cruisers, boats, and planes are all possible. Any type of vehicle that can be purchased through the Criminal Sphere of Influence Patron can be had at 3 fewer RPs, to a minimum of 1 RP. A vehicle may also be converted (from painting to armor plating to customization) in 6-influence ranking advantage days, to a minimum of one day.

CIA Caches **2 points**
CIA Profession or (Int Sol)

There were over two thousand secret equipment caches reportedly set up by the CIA overseas between 1950 and 1978. Although many of these have been recovered, some still exist. The character can attempt an appearance+2 roll to unearth information leading to the location of an arms cache with 1d RP of military gear or surveillance gear. This cache will be nearby but well-hidden, and will take 2d hours to open up. The equipment will be well-stored, and, while old, will be workable. On an appearance roll, the character can gain information leading to a facility of up to 3d RPs, which can then be cleaned up and used as a base for up to a month before the local authorities begin to ask questions. On a roll of 6 or less on 3d, the cache has already been cleared out.

CIA Maps **2 points**
CIA Profession or (Int Sol)

The CIA uses people and satellites to map the world in excruciating detail. Some of these maps are released to the public. Obviously, these public maps are not complete. This character has access to the “uncensored” maps of the world without a roll. For maps with secret military and sensitive installations marked, an appearance+2 roll must be completed. Areas that do not “exist” can be reviewed with an appearance-2 roll. All maps arrive in a week. Each -2 applied to the appearance roll decreases the time delay by half.

CIA Training Facilities **2 points**
CIA Profession or (Int Sol)

The CIA runs a number of training centers in Virginia. At “Blue-U” in Arlington, tradecraft skills such as breaking and entering, disguise, photography, and certain cryptographic sciences are provided. The Warrenton Training Center teaches communications and signals intelligence training, and is the home to the CIA’s secure communication network. Camp Peary or “The Farm” is where paramilitary techniques are taught. Demolitions, heavy weapons, and jungle warfare training are provided at a base in North Carolina. The CIA also runs paramilitary training bases out of Guatemala for underwater demolitions skills and in other nations throughout the world for other clandestine skills. An appearance+5 roll (-2 per person if more than one character attempts to get training at the same time) must be made for the character to receive a week’s intensive instruction in any one Combat/Weapon, Language, Outdoor, or Thief/Spy skill. After the week is over IQ or DX is rolled. Success provides 2 points in that skill. Alternatively, the Quick Learning (p. CI114) or Intensive Training (p. CI116) rules may be used.

City Hall Archives **2 points**
Civ Sol or (Any Sol)

In musty storerooms and old offices of city and town government buildings, plans and blueprints may be found. These documents show detailed floor plans as well as electrical, plumbing, heating/cooling, and ventilation systems. Some municipality records are kept in better shape than others, and some officials are more helpful than others. Also, the older the building is, the less likely that records exist for it. While certain buildings like correctional facilities are exempt from public disclosure, buildings such as banks and stores are not. In all circumstances, the local government in the area where the building is located must be contacted.

Obtaining a record requires no roll regardless of the age of the building. For buildings constructed since 1980, federal and state laws guarantee that the records exist. Buildings constructed from 1960-1979 are less extensively recorded. The existence and condition of blueprints depends on when the appropriate city instituted fire safety laws regarding building plans. On a roll of 12 or less on 3d, the records are there but in bad condition; 6 or less means the records are well-preserved; otherwise no records exist. If the building was constructed from 1920-1959, records exist only if 6 or less is rolled, and the records will not be in the best of condition. Before 1920, records would exist in municipality offices only if the building is historical or important (GM’s discretion). Such records may be stored in another location, such as a museum or a private collection. Regardless of the age of the building, the municipal clerk may call the building owner to ask permission to release blueprints. To avoid this “courtesy call,” an appearance+2 roll is required for public buildings, or an appearance roll for private buildings. Finally, high-security buildings, such as correctional facilities, may be unavailable (GM’s discretion) or at least require an appearance roll, and an appearance-2 roll to avoid the courtesy call.

“Codebreaker” Supercomputer **5 points**
NSA Profession

One of the NSA’s most prized acquisitions is a giant supercomputing facility in a remote corner of the Arizona desert. The custom-built supercomputers housed at the facility are designed specifically to break codes and computer passwords as quickly as possible. Even the most secure encryption or password schemes in use today can usually be broken in a matter of hours by these computers. Access to the facility is highly restricted. Logging onto the system via telecommunications link requires an appearance+2 roll along with a Computer Operation-2 roll. Any Computer Hacking rolls performed while connected to the “codebreaker” supercomputer gain a +5 bonus and take only one quarter the usual time.



Computer Security Database 2 points
NSA Profession or (Int/Mil Sol)

Codebreaking and electronic security (particularly circumventing electronic security) is the lifeblood of the NSA. The NSA provides security procedures and recommendations for the rest of the government and the U.S. military. They know computer security; in fact, they wrote the book, quite literally. The NSA computer security manual is the hacker's bible, and the agency maintains a constantly updated database of security holes and weaknesses for internal use only. An appearance+2 roll and a telecommunications connection allows the character to access the agency's database, produces a +5 bonus on any Computer Hacking roll, and cuts the time by half. NSA Professions may combine this Pulling String with the "Codebreaker" Supercomputer (with separate appearance rolls) and gain +10 on Computer Hacking rolls, but the time is only quartered.

Corruption Camp 2 points
Par Sol

Like the cleansing retreats various occultists run, corruption camps are organized to strengthen the body against corruption. Once a month a request can be made to attend one of these camps, with an appearance+4 roll, -2 per four extra personnel brought along. The camp lasts one complete week. As a result of the bolstering there, the next roll against corruption gains a +2 bonus.

Corruption Treatment 2 points
CAPS Profession or (Par Sol)

CAPS facilities throughout the country have created a program for treating corruption. With the right connections, gaining access to the treatment program is an appearance+2 roll. The subject must be brought to the proper facility and left there during treatment. Over time, the parapsychologists and occultists identify and expunge any spirits tied to the subject and remove successive stages of corruption. Each stage removed requires the subject to endure three months of treatment and succeed at a Will-3 roll. The treatment will not remove the Corrupted by the Supernatural trait, however.

Decreasing the time between rolls to one month is possible, but that intensive level of retreat is likely to leave its mark. The player must select a negative Mental Disadvantage worth at least 10 points, although the character does not gain any points for doing so.

The cure is not perfect. If the person ever again fails a corruption roll, all of the previous corruption stages return, and a new level is gained.

Counterculture Friends Variable
(choose a country)
Civ Sol or (Int Sol)

There are many subcultures around the world. Examples include the Black Panthers, the environmentalists, the Goth scene, and CCG fanatics. With this Pulling String, it takes 1d days to find a contact with the right knowledge in whatever country is chosen. To reduce the time to find a contact to 1d hours, an unmodified appearance roll is required. In general, this Pulling String is created using the Contact rules (p. B234). Base cost is 1 point for "unconnected" amateurs, 2 points for those with a modest network, and 4 points for a major figure in the subculture. Add 5 points if the character can ask for aid as well as information. The appearance roll only grants the character access to someone who is willing to help. The contact may want some compensation for his time, determined by the GM and by what the character is asking.

Counterintelligence Files 2 points
FBI Profession or (Civ/Law Sol)

The FBI's counterintelligence division maintains files on every U.S. government official with any security clearance whatsoever and conducts regular surveillance of these individuals every few years to ensure they are not double agents. They also maintain surveillance of foreign dignitaries and foreign-born residents of the United States. As such, their files are quite extensive and useful. An appearance+2 roll grants full access to the filing system.

Criminal Resources

2 points

CrM SoI

Because the character has a number of underworld connections throughout the U.S., RPs spent on Criminal Sphere of Influence Patron resources count as double points spent. For example, 2 RPs would translate into 4 RPs when purchasing an item. Items that the GM feels are extremely rare are typically not available, no matter what their cost. Any time the character attempts to generate RPs, a roll of 6 or less on 3d means that the local police have been tipped off. The ramifications are up to the GM.

Dangerous Toxins

2 points

CDC Profession or (S&R SoI)

Working with states and other federal agencies, the Agency for Toxic Substances and Disease Registry (ATSDR) seeks to prevent exposure to hazardous substances from waste sites. The agency conducts public health assessments, health studies, surveillance activities, and health education training in communities around waste sites on the U.S. Environmental Protection Agency's National Priorities List. ATSDR has also developed toxicological profiles of hazardous chemicals found at these sites. The character can get a profile of any known hazardous material without an appearance roll within 24 hours. Further, an appearance+2 roll (modified by the dangerousness of the toxin) will secure a single vial. These materials



may not be effective on an alien's or supernatural creature's physiology, although with sufficient study and time they might be modified to be.

Dangerous Virus

5 points

CDC Profession

As the primary caretaker and researcher of viruses, CDC labs are veritable stockpiles of the most dangerous viral enemies of humankind. The character may gain a profile of any known virus without a roll. An appearance+2 roll will supply a sample of a dangerous virus, and an appearance-2 roll gains access to a deadly virus. These materials may not be effective on an alien's or supernatural creature's physiology, although with sufficient study and time they might be modified to be.

DNA Database

2 points

Law SoI or (Int SoI)

The DNA Identification Act, which was included in the 1994 Crime Bill, authorizes the FBI to establish the Combined DNA Index System (CODIS) for law-enforcement purposes. This index contains DNA profiles derived from crime scene investigations and DNA profiles of individuals convicted of crimes. The CODIS enables state and local law-enforcement crime laboratories to exchange and compare DNA profiles electronically. CODIS officially began as a pilot project in 1990, serving 14 state and local DNA laboratories. This history is a fiction for public dissemination. Secretly, CODIS has been operating for over 20 years, and the FBI has secured innumerable blood samples from hospital patients, newborn babies, and other sources. Currently, CODIS is installed in 50 laboratories in 25 states and has a database of 23 million individuals. An appearance+2 roll will grant the character access to the system. If the sample DNA is not from someone with a criminal record since 1990, a 6 or less on 3d is necessary to find the person in the system.

Ear to the Ground

Variable

Civ SoI

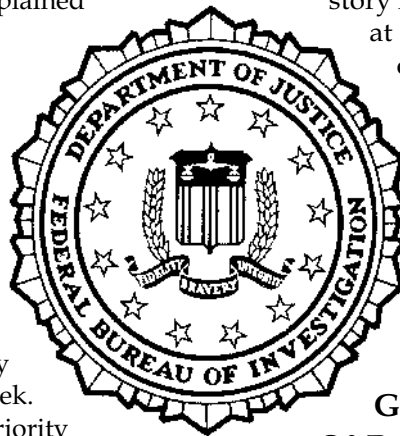
This enables a character to find out various details about a country's or region's political or economic situation. Calculate the cost and capacities of this Pulling String according to the Contact rules (p. B234), but ignore the frequency rules. Base cost is 1 for a knowledgeable and connected local, 2 for an insider in the local government or an influential business person, and 4 for someone who traffics with the powers that be, knows the shadowy manipulators, or is a confidant of the rich and famous. The character gains this information within 3d hours, or half that time with an appearance+2 roll.

Experimental Psi Drugs 2 points
Project MKULTRA Profession or (Par SoI)

Over the years, MKULTRA scientists and other researchers have developed a battery of designer drugs that augment psychic powers. Each year, the developers increase the potency and duration of these drugs and seek ways to minimize their side effects. The job is not done—all of the psi drugs still retain some form of unpleasant and sometimes lethal side effects. The character has immediate access to supplies of psi drugs. The first vial requires an appearance+4 roll, and each additional vial requested in the same week imposes a -2 penalty, or necessitates a new modified appearance roll (if attempted at a different time). Delivery time is dependent on the distance from the Ranch or other storage facility. If within a state or two, delivery time is 2d hours. Delivery anywhere else within the United States is up to 24 hours (4d or GM’s call). Delivery to another country imposes a -2 penalty to the appearance roll and the length of time is 2d days. Each vial contains enough psi drugs for six doses. Psi drugs are explained further for GMs in Chapter Five: Secrets.

FBI Forensic Laboratory Analysis 2 points
ATF/DEA/FBI Profession

The FBI has one of the largest and most comprehensive crime laboratories in the world. It is the only full-service federal forensic laboratory. A skill level 16 scientific skill analysis of a normal-priority sample can be gained without a roll in a week. An appearance+4 roll secures a sample priority treatment, returning the analysis within 24 hours.



Fingerprinting 2 points
ATF/DEA/FBI Profession or (Civ/Int/Law SoI)

The FBI has instituted the Integrated Automated Fingerprint Identification System (IAFIS) to modernize and centralize the current system for fingerprint identification, some of which is still paper-based. IAFIS provides state-of-the-art fingerprint identification and criminal history data services, and dramatically improves the support services that the FBI provides to federal, state, and local law enforcement and criminal justice agencies. An appearance+4 roll locates any U.S. citizen who has a previous criminal record or law enforcement background. A roll of 6 or less on 3d locates someone who has no criminal record (the fingerprints may have been taken for some other reason and included in the database). An appearance+2 roll locates and identifies any individual from a country allied with the United States if such a person has a criminal record. A foreign national with no criminal record may only be identified with an additional roll of 4 or less on 3d.

Front Page News 2 points
Civ SoI or (Any SoI)

A connection with a journalist grants the ability to push news stories to the forefront, and conversely to help bury stories in the paper. The story needs to be somewhat factual, otherwise the journalist will be in danger of losing her reputation or job. That does not mean, however, that the story can’t be altered slightly to “correct” certain misstatements or “refocus” the piece. Pushing a newsworthy item (but not necessarily true story) even further into the spotlight requires no roll. An appearance+2 roll is required to push a marginally newsworthy item. An unmodified appearance roll is required to push a remotely believable story to front-page news, and an appearance-2 roll is required to push an unbelievable or apparently impossible story to the forefront. In order to bury a story, reverse the difficulty modifiers, with burying a newsworthy story an appearance-2 roll and burying an impossible and unbelievable story needing no roll. If the story is not factual or at least does not have the major points covered with “facts,” it can come back to haunt the character. In such a case, a 15 or greater on 3d means the connection was ridiculed in the media circles for getting the story published. This results in a loss of use of this Pulling String for six months. An 18 result on the 3d roll causes the character to lose this advantage.

Grants 2 points
S&R SoI

Every scientific endeavor needs to be funded, and grants are a good way to obtain some ready cash. When a research project has some merit to a funding organization, the requesting character has a high likelihood of receiving the grant. Once per six months, the operative can make a grant check with an appearance+4 roll. If successful, he receives 20 RPs worth of resources that can be spent on labs/workshops, staff, and/or equipment related to specific research, expeditions, or other related science projects. Every grant comes with \$10,000 in disposable income. If no useful results are forthcoming to the granting organization over the next few months, the equipment will be repossessed, staff will stop receiving salaries and leave, and lab space will be torn down and returned to the grantor. If results are forthcoming or partially reveal new technology, the character can make an additional grant request every six months until the project has reached its conclusion or the flow of useful information stops. If results lead to breakthroughs in new technology, new sciences (such as nanotechnology), or proof of alien existence, all resources may be retained by the character.



Hidden Cures

5 points

CDC Profession or (S&R SoI)

The CDC has discovered several effective treatment protocols for the most dangerous biohazard agents (level four). These cures are kept in special vaults deep inside USAMRID. A character with this Pulling String may attempt to get his hands on one of these cures, at the price of potentially stirring up trouble in the future. Getting just one vial requires an appearance+2 roll, with no chance of getting another vial for three months regardless of success or failure. The cures are panimmunity factors: they will work on most level-four biohazards, but are hideously difficult to manufacture without major lab work and months of development time. A single dose will stop the progress of any illness unless the patient rolls a 4 or less on 3d. In that case, the panimmunity factor fails, and the patient is on his own (probably to die). A single vial of the panimmunity factor would be worth a fortune, and if it became public that the character or his friends possessed it, any number of groups would come hunting for the characters very quickly. No one could allow a story like this to break, and any attempt to tell the press would lead to a firestorm of intrigue and strike teams from friend and foe alike.

Intel Files

2 points

Int SoI

With various connections in intelligence, law enforcement, and media agencies, information on people and events can be found on a subject/target that was investigated at some point. No roll is required to reveal information that is available in the news, while an appearance+4 roll reveals information that would require interviewing the friends and associates of the subject/target. An appearance+2 roll reveals criminal background information, along with known contacts of the subject, typical hangouts, patterns of living, close friends, and personal information. An unmodified appearance roll reveals every ounce of information that has been collected on the subject/target through legal means and any information that is classified. Finally, an appearance-2 roll

reveals all information collected using any means possible. Much of this latter information would not be admissible in a court of law (it may have been gathered through paranormal means), but the agencies holding it knew the true value of it and so hoarded the data anyway. It takes 3d days to get the information. Reducing the time to 2d days applies a -2 penalty to the appearance roll, to 1d days a -4 penalty.

Intelligence Agency Control

5 points

Int SoI

The office of the Director of Central Intelligence (DCI) coordinates activities within the intelligence community. Characters with this Pulling String may divert or cancel minor projects with no roll, and major projects with an appearance+2 roll. The GM may impose a modifier of +3 to -3 depending upon how the character explains this to her peers and superiors.

Laboratory/Workshop

2 points

Civ/S&R SoI or (Any SoI)

A character can gain access to a laboratory or workshop of any particular type. No roll is required for a Poor Quality workspace, an appearance+4 roll grants an Average one, an appearance+2 roll a Good Quality one, an unmodified appearance roll an Excellent one, and appearance-2 roll a Superb one (information on workspace quality is located at p. 124). The character has access to the place for one week. Each additional week requires rolling again with the same appearance roll. Each workspace is dedicated to a single field, and obtaining a place with multiple fields requires a -2 penalty per additional field. Of course, using the workspace can draw the attention of other workers in the area. Private use adds an additional -2 penalty and may require the character to work late in the evening or early in the morning. The GM may decide that certain facilities are not available in the area (there are only so many particle accelerators in existence, for example).

Law Enforcement Personnel **3 points**

Marshal Profession

As established veterans of the law enforcement and judiciary system, marshals may use their contacts in the police and judicial systems to perform a variety of tasks. Reliable information on any law enforcement character, court employee, or prisoner can be retrieved without a roll. An appearance+2 roll grants a personal interview with that person or unrestricted access to a federal facility at the marshal's convenience. Apply a -2 penalty for highly classified persons or places and a -4 penalty for people who aren't supposed to exist, such as witness relocation program beneficiaries. It takes 3d+24 hours to get the information, get access to a building, or set up a meeting with an individual. A -2 penalty shortens this by 6 hours, a -5 penalty by 12 hours.

Library **1 point**

Any SoI

A character has unlimited access to a library of a general nature or one specific to an academic subject. A Normal quality library requires no roll. An appearance+2 roll grants access to a Good quality one, an appearance roll an Excellent one, and appearance-2 roll a Superb one (information on workspace quality is located at p. 124). The character has access to the place for one week. Each additional week requires rolling again with the same appearance roll. Of course, using the library can draw the attention of others in the area. Private use requires an additional -2 penalty and may require the character to work late in the evening or early in the morning. The GM may decide that certain facilities are not available in the area.

Medical Support **2 points**

Civ/S&R SoI or (Any SoI)

With access to dozens of top-notch medical and treatment centers around the county, medical supplies are easier to come by for this character. All medical facilities are 2 RPs less in cost; any medical staff (doctor or lab assistants/nurses) are 1 RP cheaper; drugs and scientific and medical equipment are all 1 RP less; and any special vehicles that are medical in nature are 3 RPs cheaper. Any item that already costs 1 RP is doubled in quantity instead.

MHIC-EDOM **2 points**

CAPS/Projects **CYGNET/MKULTRA/RASPUTIN Profession**

The character has access to a storehouse of some of these rare devices. To get one of them requires an appearance+2 roll, and the device is lent out for only one week. Delivery time is dependent on how far from the

profession or group's storage area the item must be taken. If in the same town or city, the device is delivered or dropped off in an hour. Delivery within the same country is 24 hours (or less if the GM feels it could get there more quickly). Delivery to another country applies a -2 penalty to the appearance roll, and the arrival time is two days. Damaged, destroyed, lost, or absconded devices result in a visit by the ISS with some hard questions of where the device was lost or damaged, and a permanent reduction of the appropriate influence-ranking advantage by 1. The advantage may be regained as any other post-character-creation advantage (p. B81).

Military Training Facilities **2 points**

Mil SoI or (Civ SoI)

The U.S. military prides itself on its well-trained, highly skilled personnel. Some of the finest training and education facilities in the world are administered by or directly affiliated with the DOD. These facilities are readily available to certain characters. An appearance+5 roll (-2 per person if more than one character attempts to get training from the same base at the same time) provides individuals with instruction in any Athletic, Combat/Weapon, Language, Medical, Military, Outdoor, Thief/Spy, or Vehicle skills. After the week is over IQ or DX is rolled. Success provides 2 points in that skill. Alternatively, the Quick Learning (p. CI114) or Intensive Training (p. CI116) rules may be used.

Mind Control Drugs **2 points**

Project MKULTRA Profession or (S&R SoI)

In secret, MKULTRA scientists have created a stable and effective series of mind-altering drugs. These drugs act quickly (within a few combat rounds) and may be administered through ingestion, contact, or injection. Although the primary effects are damaging enough, scientists have succeeded in eliminating all but the most insignificant side effects. A drugged person must make a Will roll with a penalty equal to the number of doses applied. If this roll fails, the victim suffers the effects of the particular drug for one hour per dose. The character must succeed at an appearance+2 roll to secure immediately four vials (six doses per vial). If additional vials are sought within a one-week period, apply a -2 penalty for each. Delivery time is dependent on the distance to the nearest MKULTRA storage area. If in the same town or city, the drugs are delivered or dropped off in an hour. Delivery within the same country is 24 hours (or less if the GM feels it could get there more quickly). Delivery to another country applies a -2 penalty to the appearance roll, and the arrival time is two days. The GM and player can determine the exact drug effects, but all produce some mental disadvantage, such as Amnesia, Delusions (15 points), Flashbacks, Megalomania, On the Edge, Pacifism, Paranoia, Phobia, Sadism, etc.



Mobility **2 points**
Int/Mil SoI or (Civ/Crm SoI)

Using special travel connections, the character can get anywhere in the world. No roll is required for movement within the United States or its territories. Travel to an allied country requires an appearance+4 roll, while travel to a non-allied country demands an appearance+2 roll. A -2 penalty (or an appearance+2 roll if no roll is normally required) is applied if the character is bringing a team; ditto if the travelers are bringing more equipment than they can carry, such as vehicles, heavy weapons, or extra boxes of equipment. Using this “highway” of transportation is not difficult but is slow. From the point of securing transportation to the point of arrival is 1d+2 days. To restructure priorities and reduce the time to 4d+24 hours imposes a -2 penalty (or an appearance+2 roll if no roll is normally required). A -4 penalty (or an unmodified appearance roll if no roll is normally required) results in a travel time of 2d+12 hours if the equipment and personnel are ready and willing to make a parachute drop instead of landing and unloading.

News Archive **2 points**
Civ SoI or (Int SoI)

Every news outlet keeps a “morgue” of old stories, both those that were released and those that were not. The information may include videotape, confidential sources, still pictures, and evidence gathered by the original journalist. To get access to these archives requires no appearance roll, but the information may not be found. A Research success roll is required. If the roll is successful, useful information is revealed in 48 man-hours of research. Succeeding by 3 uncovers something in 24 man-hours; succeeding by 6 brings information to light in 12 man-hours. A failure results in no information or possibly some misleading information, at GM’s discretion.

NIMA Support **2 points**
Mil SoI or (Civ SoI)

The National Imagery and Mapping Agency (NIMA) is a Combat Support Agency of the Department of Defense. The mission of NIMA is to provide timely, relevant, and accurate imagery, imagery intelligence, and geospatial information in support for the national security objectives of the United States. With the help of operatives in NIMA, the character can gain access to the best domestic and foreign maps. No roll is required for any general map of domestic areas. An appearance+4 roll is needed if the map desired includes service roads, trails, and detailed landmarks, or if it is to include geographical details located on private property. A -2 penalty (or an appearance+4 if no roll is otherwise required) is applied if the map covers a foreign country.

NMID Support **2 points**
Mil SoI or (Civ/Int SoI)

The National Maritime Intelligence Database (NMID) is a multimedia, secure, online satellite-transmitted service accessible by certain field commanders and Office of Naval Intelligence (ONI) personnel. It provides a complete maritime database of information on harbors, imagery of coastal regions, maps of the sea bottom, etc. It includes all manner of maritime intelligence including naval, merchant marine, environmental, scientific, and technical information and can output data, images, signals, and acoustic recordings. Physically found at the National Maritime Intelligence Center (NMIC) in Suitland, Maryland, where it is maintained and updated, it can be used for online queries, regular updates on particular topics, and dissemination of essential information when required. A character can get a highly detailed map of any domestic oceanic or coastal area including all possible topographical information immediately without a roll. An appearance+4 roll is required for maps of foreign areas. Maps of classified or secret locations require an appearance+2 roll.

No Questions Asked **2 points**
NSA Profession

The DOD only recently admitted to the existence of the NSA. Further, the NSA occupies a privileged and secretive status in the halls of government. It is exempt from many federal laws, and this breeds an attitude among its staff that they are above the law. A few phone calls, an appearance+4 roll, and 1d hours sidetracks or halts any governmental investigation into NSA activities or projects.

No Trace **2 points**
Mil SoI or (Int SoI)

When necessary, certain military flights can be erased from existence. To get a flight removed from the logs and all other records, along with orders sent out to quiet those

who worked the airfields, an appearance+4 roll is necessary. An appearance+6 roll is needed for secret or stealth military aircraft, as less of their movement is actually recorded "officially." Any aircraft which was involved in an air incident (attack, near miss, or actual collision) will be much harder to hide and will have a -2 penalty applied.

Occult Library

2 points

Par SoI

A library is one of a ritualist's most valued properties, because it holds all the knowledge he has collected on the occult. The quality of the library determines the bonuses to occult research rolls and the difficulty of getting access to it. Each library provides personnel who can help a ritualist learn new spells. A Normal library requires no roll to access and has books or personnel who can instruct the character in 3-5 different rituals (determined by the GM). A Good quality library requires an appearance+4 roll and has between 6-12 rituals. An Excellent library requires an appearance+2 roll and has between 13-18 rituals. Superb libraries require an unmodified appearance roll and have between 19-24 rituals. Further information on workspace quality levels may be found on p. 124. No one library has information on every known ritual. Some libraries also contain information on skills related to ritual use (Alchemy, Rune-Lore, Thaumaturgy, etc.—see pp. CI148-149).

Official Agendas

2 points

Secret Service Profession or (Civ/Int SoI)

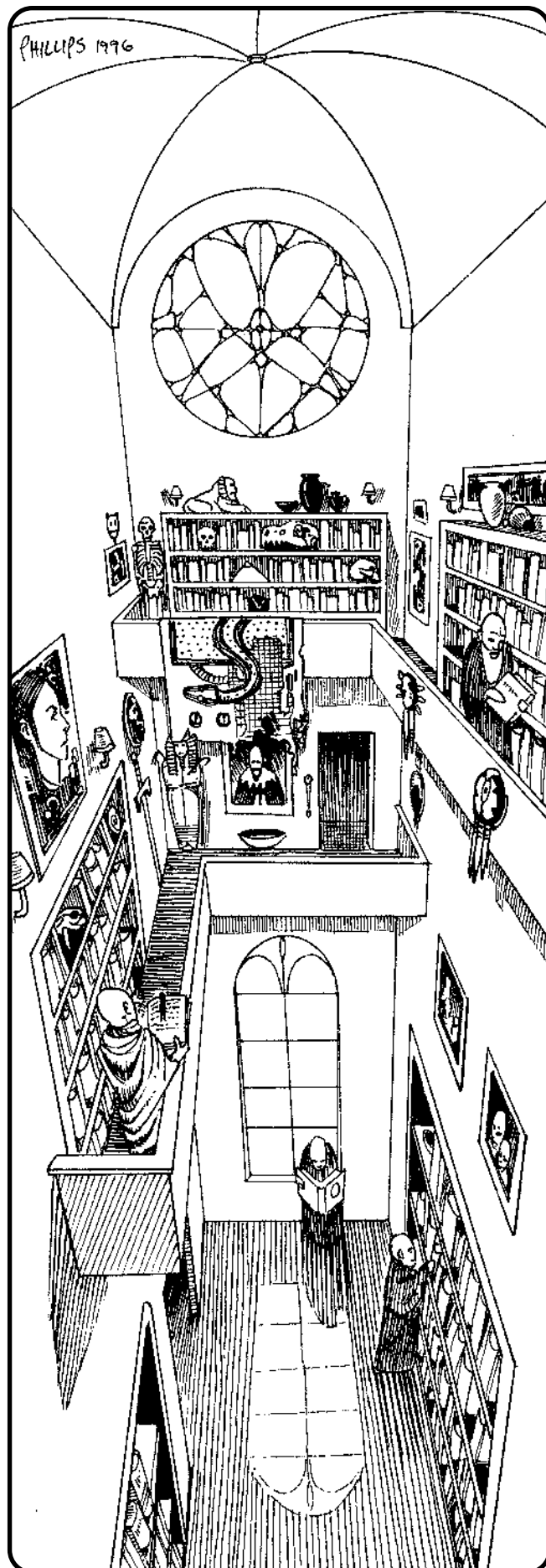
No roll is necessary for the character to get details of security measures, agendas, and travel routes for a lower-tier government official whom the Secret Service protects. An appearance+2 roll must be made for a member of the Presidential cabinet or a former President and family, an unmodified appearance roll for the President and Vice-President and their families. Another roll (or a first roll) at -2 will allow the character to make minor security modifications, such as getting herself stationed at a crucial point or making sure a particular building is overlooked by the advance team.

Personnel Tracking

2 points

Civ/Int/Law SoI or (Any SoI)

The character knows how to navigate dozens of databases with public and not-so-public records. To do so, she needs no appearance roll if she has a legitimate reason, such as working on a legal case that is connected to the search. Otherwise, the roll requires an appearance+4 roll. Increase the roll to appearance+2 if she does not want any evidence of the search left behind. This allows access to licenses, gun permits, Social Security records, criminal records, fingerprinting (only for domestic criminal records), credit card tracing, and other forms of evidence. The type of evidence may or may not be useful. For example, accessing a fingerprinting database will be futile if the subject under investigation has no fingerprint record. The GM determines what evidence is available.



Pool Data

2 points

CAPS Profession or (Par SoI)

All “magic institutions” jealously guard any information concerning rituals, research, and casting. While not usually forthcoming with this information, they do on occasion share with those who “understand” their way of life. These institutions have also gone so far as to determine, in many cases, what causes any particular Pool or Locus to become agitated. This data can be accessed—to find a Pool is an appearance+4 roll, to find a Locus is an appearance+2 roll. To learn when it is agitated imposes a -2 penalty.

This roll convinces the institution to share the location of a Pool or Locus, and the knowledge of what agitates it (if the modifier is applied). The group will also give a time when it will not be using the area in the next 24 hours. If the character calling on this Pulling String is willing to do a favor for the group giving the information, the appearance roll gains a +2 bonus and the character is able to choose a time during which he will be granted exclusive access to the location. As there are only a certain number of “magic institutions” throughout the world, trying to find and contact one outside the character’s base of operations is much harder (all appearance rolls suffer a -2 penalty).

Some Pools and Loci are shared or used by other groups. In this case, even if one group tells the location and plans not to be there so the character’s group can use it, this does not mean other groups will be so understanding. The GM should adjudicate such situations.

Press Credentials

2 points

Civ SoI or (Int SoI)

Those in the media manage to acquire press passes for many invite-only affairs. The difficulty of getting into the event depends upon how much attention the event is seeking. An event that wants a lot of public exposure and/or does not have a lot of celebrity appearances or “big names” requires no roll (political party conventions, ribbon-cutting ceremonies). An event that has some celebrities and “big name” attendees and/or wants public exposure is an appearance+4 roll (movie premiere, candidate fundraiser, auto show). An appearance+2 roll is needed for an event with many celebrities and “big name” attendees that wants coverage but does not want the media crawling all over (major candidate fundraiser, high-exposure sports event). An event that is publicly known but considered private would be an unmodified appearance roll (presidential party, House of Representatives caucus). All events that are unknown to the general public or that have closed attendance lists are appearance-2 (private celebrity’s or politician’s party, Super Bowl). Getting extra passes incurs a -1 penalty per individual.

Project Oversight

5 points

Int SoI

Members of the Director of Central Intelligence (DCI) office have access to intelligence projects being run by all members of the U.S. intelligence community. To request dossiers on any current, past, or planned Security Clearance 1 project requires no roll. A Security Clearance 2 project requires an appearance+4 roll. Each clearance level above that imposes a -2 to the roll. This Pulling String also allows the character to control the budget and resources allocated to that project with an appearance+4 roll, appropriately modified by the Security Clearance level.

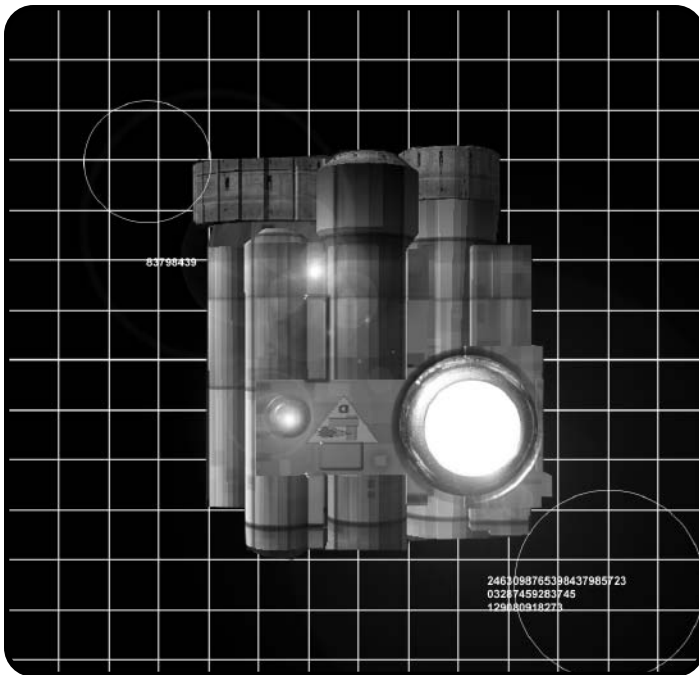
Psi Labs

2 points

Par SoI

The character can gain access to a laboratory that offers unique psi research possibilities and state-of-the-art psychic equipment for accurate testing. The quality of the lab determines the bonuses to psi research and Paraphysics rolls and the difficulty of getting access. Also, each lab has set personnel who can help the character learn certain psi skills or develop his psi powers. A Normal Quality lab requires no roll, grants no bonuses to research, and teaches between 3-5 skills and one power, as set by the GM. A Good lab needs an appearance+4 roll and teaches between 4-7 skills and two powers. An Excellent lab needs an appearance+2 roll and teaches between 6-10 skills and three powers. The existence of Superb labs and their benefits are left to the GM. Further information on workspace quality may be found on p. 124.





Psychotrons **5 points**
Project RASPUTIN Profession or (Par SoI)

Psychotrons and psychotronics are applied psi engineering. Project RASPUTIN developed the first working knowledge of the subject. Since the fall of the Soviet Union, its operatives have spread throughout the world and the knowledge has become a bit more accessible. A Third Order psychotron requires no roll, a Second Order psychotron an appearance+2 roll, and the rare First Order psychotron an unmodified appearance roll (and some fast talking) if it were available at all. Delivery time is dependent on the distance from the storage area. If in the same town or city, the device will be delivered or dropped off in an hour. Delivery within the same country is 24 hours (or less if the GM feels it could get there more quickly). Delivery to another country imposes a -2 penalty to the appearance roll, and the delivery time is 2d days. Damaged, destroyed, lost, or absconded devices result in a visit by the ISS and a permanent reduction of the appropriate influence-ranking advantage by 1 (or 2 if a First Order psychotron was involved). This advantage may be regained as any other post-character-creation advantage (p. B81). Psychotrons are discussed further for the GM in Chapter Five: Secrets.

Quantico Training Facility **2 points**
ATF/DEA/FBI Profession or (Law SoI)

The FBI Academy in Quantico, Virginia houses superior training facilities, used by the FBI, the DEA, and other agencies. An appearance+5 roll (-2 per person if more than one character attempts to get training from the Academy at the same time) must be made for character(s) to receive a week's instruction in any Athletic, Combat/Weapon, Language, Medical, Scientific, or Vehicle skills. Certain

Thief/Spy skills may also be taught (Camouflage, Detect Lies, etc.) at the GM's discretion. After the week is over IQ or DX is rolled. Success provides 2 points in that skill. Alternatively, the Quick Learning (p. CI114) or Intensive Training (p. CI116) rules may be used.

Quarantine **2 points**
CDC Profession or (S&R SoI)

When the CDC discovers an outbreak or potential outbreak of an infectious disease, it may send a team of doctors to quarantine the affected party or area for diagnosis and treatment. Local and state law enforcement agencies and the National Guard enforce this quarantine, if necessary. The quarantine may last anywhere from 24 hours to a full week, depending on the severity and lethality of the outbreak. Quarantining an individual or family requires no appearance roll. An apartment, office building, or complex requires an appearance+4 roll, a small town or neighborhood an appearance+2 roll, and a large town an unmodified appearance roll. To quarantine an entire city would need an appearance-2 roll, and any major cities would be impossible to quarantine absent Presidential authority and a national emergency. Imposing a quarantine, particularly of a large area, is by no means a low-profile endeavor. Operatives using a quarantine to help cover up activities should be prepared for the inevitable media interest and publicity, as well as official inquiries by other government agencies.

Ranch Analysis **2 points**
Groom Lake/Project MOONDUST Profession

The extensive Ranch laboratories and scientists/technicians are always on call to analyze alien technology or other materials. A skill level 16 scientific analysis of a piece of unknown technology, material, or substance can be gotten in a week with no appearance roll. An appearance+2 roll halves the turn-around time. Each -2 penalty accepted to this roll halves the time again.

Random Surveillance **2 points**
FBI Profession or (Int SoI)

The FBI's National Security Division undertakes random surveillance of U.S. citizens who are entrusted with security clearances of any kind. No appearance roll is required to launch a basic surveillance operation on any individual with a Security Clearance 1 advantage (allowing the character and a partner to engage in observation and wiretapping activities). Security Clearance 2 targets require an appearance+2 roll; each successive higher level target imposes a -2 to the roll. Full surveillance requires an appearance+2 roll (appropriately modified for clearance level of the target) and includes full bugging of offices and home and round-the-clock video monitoring.

Safe House Crm/Int/Law SoI

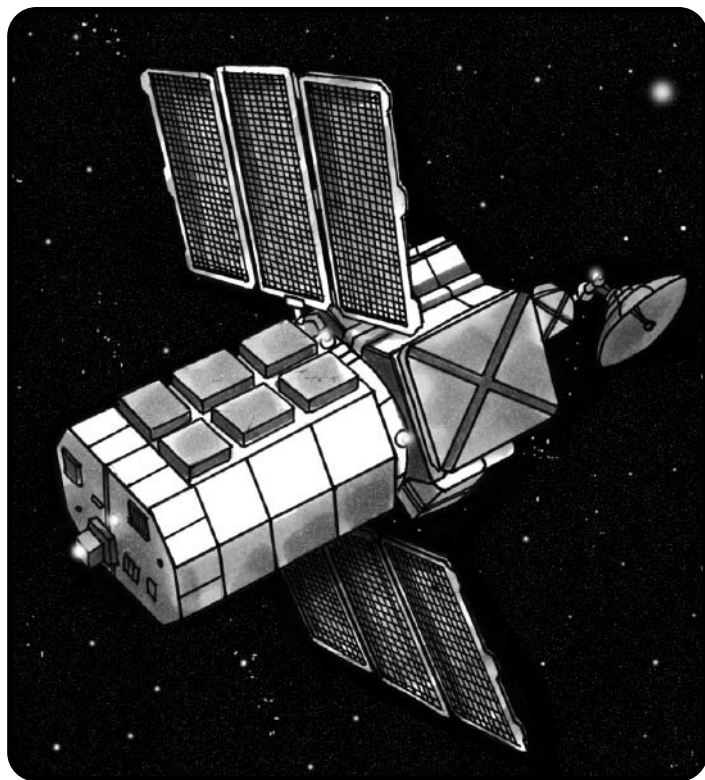
2 points

Various law enforcement agencies, criminal organizations, and other groups maintain locations where they can hide out from the searching eyes of others. To gain access to a safe house that has room for six people requires no appearance roll. If no one is searching for the individuals, holding out at the safe house is only a matter of how long the “owner” allows; roll appearance+2 at the beginning of each week. If someone is searching, coming and going for food or supplies will eventually draw notice. There will be an initial 1d+2 days of safety. After that, it is up to the GM whether the safe house remains so. For locales where a safe house would be difficult to set up, such as busy office areas, open waterfronts, rural areas, or foreign lands, apply an appearance+2 roll, or a -2 penalty to any appearance roll. On the other hand, traffic in and out is less noticeable, and the initial “safe” period is 2d+2 days. Setting up additional safe houses in the same month incurs an appearance+2 roll for each additional time.

Satellite Alexis Project RASPUTIN Profession

5 points

The largest and most ambitious psychotron ever built is the Alexis satellite designed by Project RASPUTIN's greatest scientist, Dr. Tatyana Markova. Alexis is capable of the Psi Sense skill and limited forms of the Telecontrol and Mindwipe skills. Until recently, it was operated by cosmonauts on Mir. Using a HERMES request, access to the satellite's capabilities requires an appearance+2 roll. A visit to a RASPUTIN facility (scattered throughout the United States) applies a +2 bonus. Even then, on a roll of 1 or 2 on 1d, the desired ability is unavailable. It takes about seven days to recharge the psychic batteries, and therefore the satellite cannot be used more than once each week. Successful access and proper charging allow the character to direct an astronaut to prepare the device and maneuver it into position. This takes a variable number of hours depending on a roll of 3d (6 or less = 2d hours; 7-10 = 2d+6 hours; 11+ = 2d+12 hours). The satellite will remain in position for eight hours; a separate, unmodified appearance roll will keep it there an additional 2d hours, when it must be moved. When activated, the satellite affects everyone in an area from ten meters to one kilometer (chosen by the character) in radius. Optionally, the character could schedule the satellite for one week in the future; this guarantees that the ability will be available and the satellite will be in position. This is an appearance+2 roll using HERMES, +2 for visiting a RASPUTIN facility. Alexis' specific capacities are discussed in more detail for the GM in Chapter Five: Secrets.



Secret SDI Gun Stars Mil SoI or (NASA Profession)

5 points

Although the U.S. military's “Star Wars” Strategic Defense Initiative never lived up to the hype surrounding its capabilities, it did manage to produce and launch two prototype killer satellites. These satellites are equipped with magnetic rail guns capable of destroying aircraft and missiles from orbit. The guns fire a metal projectile roughly the size and shape of a hockey puck. During tests, the satellites proved able to knock out air targets and even some surface targets, but were too inconsistent to be relied upon. Rather than admit to wasting several billion dollars on a failed system, the government left the satellites in orbit and officially “forgot” them. Now only a few technicians in the military and at NASA are even aware that the two satellites, designated GS Fred and GS Ginger, even exist.

An appearance+2 roll is required to ready either satellite for activation. Once prepped, the satellite remains in a state of readiness for eight hours before returning to its powered-down dormant state. The satellite also returns to the dormant state after it is fired. After the satellite has been assigned a target, a variable amount of time is needed for repositioning depending on a roll of 3d (6 or less = 1d+8 hours; 7-10 = 1d+12 hours; 11+ = 1d+16 hours). Any vehicle, structure, or landmass may be targeted, but the satellite is unable to lock onto anything smaller than a compact car. Once the target has been acquired, the satellite may malfunction (roll of 1 on 1d). Otherwise, the satellite fires a projectile. The satellite's effective Gunner skill is 10, modified for the target's size and movement. Whatever is hit is destroyed.

Sending Presidential Orders 2 points
Secret Service Profession

By orchestrating duty rosters and the Presidential agenda with an appearance+2 roll, Secret Service operatives can arrange to be in the right place at the right time to send forged presidential orders and directives. Depending on the importance of the orders, they will be found to be fraudulent in a few hours or may remain undetected for days. The repercussions of the false order will also vary depending on its importance. For example, a Presidential stay of execution may go unnoticed for a few days, and even after it is discovered it will quite possibly be ignored. On the other hand, a Presidential directive to prepare for war with France will probably not last through the hour, and the operative better have a really good reason for causing the resulting international crisis.

Specialized Aircraft 2 points
Air Force/Groom Lake Pilot/Project MOON-DUST Profession

Highly placed pilots have access to the best aircraft in the world. Requesting the use of a specific aircraft requires the character to have access to a long runway or a military base. Further, these aircraft are moved only at night to limit the “viewing” of unauthorized personnel. Aircraft are only “lent” for a period of one “mission” or testing period as outlined in the request for the vehicle. Military aircraft that are presently available include stealth craft like the SR-71 Blackbird, the B-2 Stealth Bomber, and the F-117A Stealth Fighter without a roll. Rare alien tech mixed with human craft such as the Aurora require an unmodified appearance roll, and any captured operational alien craft is an appearance-2 roll. If the character’s team does not have the necessary piloting skills, requesting a team for the craft incurs an appearance+2 roll or a -2 penalty. Delivery time is dependent on how urgent the request is. In any event, the vehicle will not be available for 1d+6 hours. Being flown to another country imposes an appearance+2 roll or a -2 penalty, and takes two days. Damaged, destroyed, lost, or absconded craft result in a visit by the ISS with some hard questions, and a permanent reduction of the influence-ranking advantage by 1 or more. This advantage may be regained as any other post-character-creation advantage (p. B81).

Stopping Investigation 2 points
Civ SoI

Many police investigations go unsolved or are dropped due to understaffing or faulty procedures. An investigation can be dropped for these reasons using an unmodified appearance roll. To stop an investigation that the character has some official position in requires no roll. Stopping one that has yet to become overly public requires an appearance+4 roll, while dropping one that is public is an appearance+2 or higher roll, depending on how public it is.

Supernatural Lore Variable
Par SoI

Certain religious cults, occultists, and warriors have been fighting the supernatural for centuries. It is no surprise that they have managed to accumulate extensive files on supernatural occurrences and locations, including information on some of the older and more prolific demons. Obtaining information about any of these subjects is dependent on what information the character is looking for. The rarer information is possessed by the most powerful occultists, and it is well guarded and not usually shared. This Pulling String is treated as a Contact. The base cost is 2 points for a minor occult practitioner, 4 points for a moderately connected archivist, and 6 points for a real player.

SWAT 2 points
Law SoI or (Civ SoI)

The character has access to SWAT (Special Weapons And Tactics) teams, groups of heavily armed and trained officers. The SWAT team consists of six highly trained, fully armed and armored men that have statistics equivalent to the Soldier Staff (equipped as the GM sees fit). To call a team to an ongoing violent situation requires no appearance roll. In a situation where there is no clear danger, it is an appearance+2 roll. If the use of the SWAT team needs to be a secret, apply an appearance+2 roll or a -2 penalty. There will be repercussions if the actions that the SWAT team takes are difficult to cover up, such as dozens of bodies, blown-up buildings, or other hard-to-explain evidence.

Translators 2 points
Par/S&R SoI

Those that delve into ancient manuals usually maintain a number of specialists in a variety of living, dead, and arcane languages. These personnel may be called upon to translate any text in any language. The time required to translate depends on an appearance roll (no roll = a month, appearance+4 = a week, appearance+2 = three days, unmodified roll = 24 hours). Particularly long, obscure, or important texts may multiply that translation time by a factor determined by the GM.

Vehicle Check 2 points
Any SoI

Access to DMV databases can reveal vehicle and owner information, as well as outstanding warrants and traffic tickets. To get a license plate traced requires no appearance roll, which reveals owner, address, Social Security number, phone numbers, and description. Finding outstanding warrants and traffic tickets is an appearance+2 roll. Anyone with the Legal Enforcement Powers advantage gains this Pulling String for free and adds a +2 bonus to rolls using it.

FUNDING

All characters can gain access to money from their Professions or Sol Patrons. This money can be used for a variety of purposes, ranging from bribes to lodging to new equipment. Each level of Funding Pulling String costs 5 points.

Money is siphoned through an appearance roll. A level 1 Funding character gains \$1,000 with no roll once a month. An unmodified appearance roll gains a character ten times that amount per month, \$10,000. If the character desires a different amount, each \$1,000 above or below that applies a -1 or +1 modifier. If desired, the character can attempt to cover her paper trail better by applying a -1 or greater penalty.

For example, Steve (Funding 1) wants to secure \$4,000 for a bribe and cannot or will not scrape it together from his own funds. His Administrative Rank 2 grants him an appearance roll of 6. He applies +6 because his "need" is \$6,000 less than \$10,000. Steve must roll a 12 or less.

For each level of Funding Pulling String, \$1,000 is added to the "no roll" amount, \$10,000 to the base unmodified appearance roll amount, and \$1,000 to each increment of modifier. Thus, someone with Funding 3 gains \$3,000 without a roll or \$30,000 with a successful unmodified appearance roll. Each -1 or +1 modifier applied increases or

decreases that amount by \$3,000. The following table summarizes.

<i>Funding Level</i>	<i>Base Amount</i>	<i>Modifier (+/-1)</i>
1	\$10,000	\$1,000
2	\$20,000	\$2,000
3	\$30,000	\$3,000
4	\$40,000	\$4,000

etc.

On an funding appearance roll result of 18, someone notices the financial shenanigans. This can be treated as a critically failed job success roll (see p. B193), but may be avoided through an appearance roll, modified in the character's favor according to any penalty taken for that purpose on the Funding roll. Thus, if a character applied a -3 penalty to his funding roll to cover his tracks, a +3 would be added to his appearance roll to avoid the effects of an audit.

SATELLITE SURVEILLANCE

Satellites surround our Earth and monitor its surface. They roam the skies taking photos and listening everywhere; they look upon our lives with such detail that privacy is rapidly becoming something of the past. All these data are stored in computer storage banks the size of farms. These banks are housed in secret locations under the control of the intelligence agency of whatever country controls the satellite. All satellite access Pulling Strings follow the same basic rules.

Spy satellites come in four types: surveillance, intelligence, video, and communication. The satellites use a number of different sensors that simultaneously capture images in black and white, color, infrared, radar, and ultraviolet. This allows analysts to determine shape, density, temperature, movement, and chemical composition. Communication spy satellites listen to communications of cellular nature, TV and radio broadcasts, and any other form of communication that travels to and from other satellites.

Getting access to records usually requires the character to physically visit the location in which records are stored. Records over a year old are stored in archive facilities. Records that are more recent (in the last 12 months) are at the main location of the agency or one of its branches that is equipped to view the data. To have the files shipped imposes a -2 penalty and takes 2d+6 hours via courier in the same country. Shipping to a foreign country imposes a -5 penalty and a 2d+12 time frame. To have them sent through the Internet incurs a -2 penalty and requires the receiver to have a high-speed line.

Time spent searching the files depends on how specific the information sought is. The character can look through the data himself or can assign an operative from the intelligence agency to do it. Getting someone to do the work requires an unmodified appearance roll and adds 1d days to the delivery time (an appearance-2 roll generates no additional delay). A specific location on a specific day would take one hour or so to look through the photos, while a specific location for a period of months may take days to look through. Similarly, a broad section of the world like Europe on a specific day would also take days to leaf through all the images. The GM should decide the timeframe based on the information sought.

If searching for a specific voice of a known person that has been recorded, the job can be assigned to a computer and will take 1d days. Communications can be turned into transcripts and a computer can search them for specific phrases or patterns; this task takes 1d days. Communication searches can be focused on more precise locales than image searches, such as the communications being transmitted to and received by the occupants of a single building. Monitoring the communications of a small town would be considered a very large and complex search.

The subject matter of archives is dependent on the year and the events that were taking place. Archives during the Cold War from both the United States and the Soviet Union focus on each other, enemies of the countries, and major cities of any nation. The focus would be on major events of the time such as wars, war games, peace conferences,

intelligence operations, and so on. Archives of more recent surveillance follow the same lines, with expansion to major shipping lanes, ports, military bases, and capitals of enemies and allies alike, sporting events or any large gatherings of people likely to be struck by terrorist actions, airports, weather events, or natural disasters. Most photos focus on the military movement of enemies, known terrorist locations, and intelligence operations on foreign soil. Within its own territory, it is likely that a country's satellites focus on all major cities and military bases to watch or record any actions taken against them, along with any major event that takes place within the country. Most of these records will be images of photographs going back to the late '60s, with video documentary being limited and only going back to the early '90s. Communication surveillance will be quite limited when searching back further than the late '80s.

When searching photographs for detail, the type of photo comes into play. High-detail photos are of meetings and of objects such as vehicles, buildings, and equipment. They are of areas 1 m x 1 m to 100 m x 100 m. Broadly detailed photos are of military bases, industrial parks, sea ports, and so on. They range from between 1 km x 1 km to regional. The character may request a certain resolution, or the GM may provide it. The detail in the photo provides a bonus to Intelligence Analysis rolls according to the nearby Photo Interpretation Bonus Table. Of course, at a very fine resolution the important images may be outside the frame of the photo. Also, with broad resolution images, the subject must be identifiable (*e.g.*, weather patterns, armada movements).

Photo Interpretation Bonus Table

High Detail	Broad Detail	Bonus
N/A	Regional	0
100 m x 100 m	100 km x 100 km	+1
50 m x 50 m	50 km x 50 km	+2
10 m x 10 m	10 km x 10 km	+3
1 m x 1 m	1 km x 1 km	+4

Getting a satellite scheduled to observe a specific area usually requires an appearance roll. If it is an important area to the observing agency, it is observable in 1dx10 minutes and is recorded for 1d+6 hours. If the spot is not a priority, it will take 1d hours to reposition a satellite, and images are available for 2d hours before it needs to be moved back to its normal orbit. An additional roll at a -2 modifier extends the observation time by 2d hours.

Satellite Surveillance: Communications 5 points Int/Mil SoI or (Civ/S&R SoI)

Communication spy satellites listen to communications of cellular nature, TV and radio broadcasts, and any other form of communication that travels to and from other satellites. Communication satellites cannot monitor landlines or cordless phones that do not use satellites. They follow all important traffic around the globe, including major cities and military bases. To reposition them to a more limited or specific target requires an appearance+4 roll.



A communication satellite monitors the communications coming in and out of its target area, with the smaller the area the more likely the computer or technician will be able to pick up a voice or phrase. An area like a warehouse would require an SIGINT Collection/Jamming+5 roll (see p. CI151) to find any information (if there were relevant information). A small city block would need an SIGINT Collection/Jamming+2 roll. An unmodified SIGINT Collection/Jamming roll would be necessary for a small village, military base, shopping mall, or any area equivalent to a small block but having high communication traffic. A town, industrial zone, or commercial zone of a city, a large military base, or something equivalent in size would require a SIGINT Collection/Jamming-2 roll. A large city would be a SIGINT Collection/Jamming-5 roll, whereas a metropolis such as NYC would be impossible.

All communication surveillance can be directed to the characters if they have a satellite uplink for a live communication feed of the observed area. This is primarily used to listen in on the communications of a target.

Archives of communications are organized by the subject of the observation. Unless the character is researching something of past importance, he will not find his subject in the archives (GM's discretion on whether it is "of past importance"). To search through declassified archives requires no appearance roll, older classified archives need an appearance+2 roll, and ongoing and recent transcripts or recorded data need an unmodified appearance roll. Most communications will be of a block or smaller area, usually a single building.

Satellite Surveillance: Intelligence **7 points** **Int/Mil SoI**

These satellites are the highest tech possible and have been available only since the late '80s or early '90s. They can focus on tiny details, down to the date on a penny. Since these satellites are reserved only for special operations, their archives are very specific. They still view sites important to the observing agency, but focus on the main sections and persons in those areas. They are used to take photos of ongoing intelligence operations and to confirm results of those missions. During wartime, they pinpoint targets so that the military can make surgical strikes and special ops teams are not caught by surprise. The archives are organized by the subject of the photo; unless the character is researching something of past importance, he will not find his subject in the archives (GM's discretion on whether it is "of past importance"). To search through declassified archives requires no appearance roll, classified but no longer active archives need an appearance+2 roll, and classified images of ongoing importance need an unmodified appearance roll. Most images will be of 5 m x 5 m for high detail and 5 km x 5 km for broad detail. New photographs can be scheduled on an unmodified appearance roll as often as every 10 seconds.

Satellite Surveillance: Standard **3 points** **Civ/S&R SoI**

These satellites take photographs from as wide as 100 km by 100 km to as sharp as 10 m by 10 m. These photo archives date back to the late '60s and continue through the present. Many countries now sell their satellites images or their archives to companies or individuals. Furthermore, private companies raise their own satellites into space for "special services" to anyone who pays. Getting access to the archives or current images requires no appearance roll. Archived photo resolution will vary, but most high-detail photos are 15 m x 15 m, and most broad-detail ones are 15 km x 15 km.

Unless the subject desired was important to the observing agency (GM's discretion on whether it is "important"), a roll on 3d must be made to see if something was photographed. Six or less means the spot was photographed in high detail. Roll 1d and multiply by 10 to find the detail of the photo (for example, if a 3 was rolled, it would be a 30 m by 30 m photo). A roll of 6-10 results in a broad-detail photo being taken. Roll 1d and multiply by 10 to find the detail (e.g., a roll of 2 would be 20 km by 20 km). Otherwise, no photo was found.

Satellite Surveillance: Video **8 points** **Int SoI**

The most secret and rare of spy satellites are equipped with video capabilities. These satellites record the movement of a nation's enemies, its own important government officials, and other events and places that are deemed important enough to be watched in detail. Available since the mid '90s, these cameras are top-notch and can zoom in to get fine details in a 1 m x 1 m area. Because these satellites are generally focused on specific areas, getting them repositioned is difficult. It requires an appearance+2 roll. If already positioned appropriately, no appearance roll is necessary to get live video feed from the positioned satellites to the characters if they have a satellite uplink. This technique is primarily used to coordinate the activities of ground personnel and to track suspects.

The archives are organized by the subject of the observation; unless the character is researching something of past importance, he will not find his subject in the archives (GM's discretion on whether it is "of past importance"). To search through declassified archives requires no appearance roll, classified but no longer active archives need an appearance+2 roll, and ongoing and recent video requires an unmodified appearance roll. Most images will be of 15 m x 15 m for high detail and 15 km x 15 km for broad detail.

SKILLS

All the skills applicable to modern society that are contained in the *GURPS Basic Set* and other *GURPS* supplements may be used in a *Conspiracy X* campaign. Some skills are slightly modified.

Biochemistry (Bio-psi) p. P99 **(Mental/Very Hard)**

This optional specialty must be known to work with mind control drugs or psi drugs, and to employ them without overdosing the subject.

Electronics (Psychotronics) p. P100 **(Mental/Hard)**

Prerequisites: Biochemistry (Bio-psi), Electronics Operation (Psychotronics), and Paraphysics

Those able to create or maintain psychotronic devices are few and far between in the *Conspiracy X* world. They do exist, however, and are most likely found in Project RASPUTIN. This specialization allows a character to design, build, or repair a psychotronic or mind-control device. For purposes of the prerequisites, any psi training of the requisite level (12+) may replace the Electronics Operation (Psychotronics) skill.

Electronics Operation (Mind Control) p. B58 **(Mental/Average)**

This specialization is required in order to use any MHIC-EDOM or other electronic, microwave, or other nonpsychotronic mind-control device or implant.

Electronics Operation (Psychotronics) p. B58 **(Mental/Average)**

This skill is required to use a psychotron device properly. Even then, unless the character is familiar or has been granted some training with a specific device, the item may not be used. Psychotrons do not operate via electricity, thus there is no default between this and other Electronics Operation skills.

Occultism (Mental/Average) p. B61

This skill covers a variety of theories about the nature and sources of magic and the supernatural. It covers mystical groups and persons, both historical and modern. The study encompasses symbolism, numerology, astrology, divination, and a plethora of magical traditions. It may also include accurate information about the Seepage and its properties, if the GM decides that the source of the instruction has some real understanding of magical phenomena. Even in this case, however, separating the pearls from the trash will not be

easy. Occultism generally covers the same ground, as far as mysticism goes, as Paraphysics (see p.94), but does it in a much less structured, clinical manner.

Xenobiology (Mental/Average) p. B246

This skill covers knowledge about alien biology, physiology, and genetics. In *Conspiracy X*, this skill should be very rare and may be mixed liberally with numerous erroneous theories. The GM should decide whether this skill is available and what specialties exist. (See p. B246 for more discussion.)

Xenology (Mental/Hard) p. B246

This is the study of major alien races, their cultures, lifestyles, mores, societies, and psychology. In *Conspiracy X*, this skill should be very rare and may be mixed liberally with numerous erroneous theories. The GM should decide whether this skill is available and what specialties exist. (See p. B246 for more discussion.)



NEW SKILLS

Several new skills are discussed below. Some of these skills are covered in some form in *GURPS Compendium I*. That volume may be consulted for more details.

Conspiracy Theory History-4, Occultism-4 (Mental/Very Hard)

This is the study of interlocking networks of conspiracies. Conspiracy theorists can sometimes determine whether a certain strange occurrence is truly a coincidence or a result of a given conspiracy. Only a critical success will give insight about what group caused the occurrence or why. (See p. CI155, I31 for more details.)

Cryptozoology Zoology-2, IQ-6 (Mental/Hard)

Cryptozoologists study strange or misplaced animals, such as Nessie (the Loch Ness Monster), Bigfoot, the Yeti, and the more obscure Canadian Wendigo. Cryptozoology also covers the mysterious disappearance or appearance of animals, such as alligators in New York City sewers or kangaroos in Midwest America and, of course, the ever-enigmatic frog and fish falls. Cryptozoological phenomena are discussed in detail in the *Conspiracy X Cryptozoology* sourcebook.

Hazardous Materials/TL (Mental/Average) IQ-5

The professional skill of shipping, moving, loading, and storing hazardous materials (hazmat). It includes preparing the forms and records that must accompany hazmat shipments, applying and identifying warning labels and markings, and knowledge of countermeasures, antidotes, and decontamination and containment procedures. When dealing with hazmat in any capacity, roll against the lower of the applicable skills (Diagnosis, Freight Handling, etc.) or the Hazardous Materials skill. The operation of personal protective gear is covered by the NBC Warfare skill (see p. CI151).

The IQ default represents any layman's knowledge of hazardous household chemicals and their effects. Some aspects of this skill (notably hazmat markings) are deliberately kept obscure by hazmat professionals to avoid alarming the general public; no default roll is permitted when dealing with such things.

Meditation (Mental/Very Hard) No default

This is the skill of entering a calming, introspective state of mind through controlled breathing exercises, mantra chanting, yoga, and other techniques. The skill allows a practiced meditator to produce several effects. Focus Chi Power (-5 penalty) grants the Adrenaline Surge advantage (see p. 68) for 1d seconds. Become One with the Universe

(-5 penalty) gives the character one level of the Strong ESP advantage, but it must be spent within 15 minutes. Restive Contemplation (no modifier) allows the character to gain a +3 bonus on any Mental skill for the next second. Mind Bar (no modifiers) grants a +2 to any Will roll, but all other IQ rolls that turn are at -2. (See p. CI142 for a discussion of Meditation and p. CI137 for one covering Autohypnosis.)

Paraphysics (Mental/Very Hard) No default Prerequisites: Physics and Biochemistry at 12+

Paraphysics, also known as parapsychology, is a field of research covering a wide range of paranormal studies, focusing on psychic abilities, ESP, and the supernatural. Parapsychologists also study ghosts, spirits, channelers, out-of-body and near-death experiences, and more esoteric paranormal phenomena such as vortices and spontaneous human combustion. A skilled parapsychologist is familiar with important cases, people, and events in the field and is fully qualified to conduct useful research into psychic abilities, supernatural phenomena, and related subjects. While there is some overlap, parapsychologists approach the supernatural from a more scientific, clinical angle; occultists treat it more as a historical, sociological phenomenon.

Note that this skill description is expanded from that on CI157 to account for the Seepage basis of the paranormal in *Conspiracy X*.

Ritual Magic (Mental/Very Hard) No default; must specialize

Magic in *Conspiracy X* is a subtle, powerful force. Although the world is a high-mana one, manipulating the Seepage (mystic energy) is time-consuming and dangerous. A character must know the Ritual Magic skill to perform magic. This skill is specialized into several traditions. Ceremonial, Caribbean, Shamanic, and Taoist are discussed here, but any number of traditions are possible. Some ritualists focus on a certain type of magic and may learn Ritual Type skills (Mental/Very Hard), or even specific Ritual skills (special). These are discussed further in Chapter Four: Paranormal (p. 159).

Ceremonial Tradition: For purposes of the *Conspiracy X* world, Ceremonial magic is treated as the default tradition. It provides fewer bonuses, but imposes fewer restrictions. Ceremonial ritualists specialize in group magic and group effects. When a ritual is cast upon more than one subject, up to five targets may be included without the usual -2 penalty. Further, each successive increase in the group carries a lesser penalty (e.g., up to 10 = -2; up to 20 = -4; see p. 160). The Ceremonial ritualist's group focus also applies to SP bonuses for ritual participants. Even those who are necessary to meet the minimum participant level of a ritual may contribute +1 SP per person. Thus, any ritual performed by a Ceremonial ritualist that requires three participants will receive a +2 SP bonus in meeting the required threshold. Similarly, those rituals requiring five participants will

receive a +4 SP bonus. Finally, Ceremonial ritualists who spend at least 4 character points on this skill gain one level of the advantage Seepage Aptitude (without character point cost) for purposes of learning Seepage and Illusion rituals only. Additional levels of Seepage Aptitude, so limited, may be purchased separately for 7 points per level.

Caribbean Tradition: Caribbean ritualists have a special affinity with spirits. All Ritual skill rolls to summon, bind, or banish ghosts or ascended ghosts receive a +2 bonus. When dealing with nonhostile spirits, Caribbean magicians will frequently attempt to coax or cajole them when seeking their aid. Spirits are aware of Caribbean magicians' facility with binding rituals. Since most spirits prefer to avoid being bound, they are generally receptive to entreaties by such ritualists. Finally, Caribbean ritualists who spend at least 4 character points on this skill gain one level of the advantage Seepage Aptitude (without character point cost) for purposes of learning Psyche and Spirit rituals only. Additional levels of Seepage Aptitude, so limited, may be purchased separately for 7 points per level.

Shamanic Tradition: Shamans are particularly attuned to the ambient energies of the Seepage and have a special affinity for what some call the astral plane. All Shamanic magicians must purchase the Sensitive or Supernatural Focus trait. Shamans require some aid to enter the altered state of consciousness necessary to cast rituals. This altered state is necessary for both single and multi-participant rituals. For rituals with a default of Ritual Type-3 or less, the shaman may use some form of meditation. Shamans who meditate must have the Autotrance advantage (see p. CI20), or a Meditation skill equal to at least the default Ritual skill of the ritual being performed. In the latter case, after an hour of meditation, the shaman rolls his Meditation skill. If the roll fails, the ritual cannot be performed unless the meditation is repeated. Since it is performed before the Ritual skill roll is attempted, failing the Meditation roll does not risk corruption. Some shamans use hallucinogenic drugs or other non-meditation techniques to achieve the proper state of altered consciousness. All shamans who wish to cast rituals with a default of Ritual Type-4 or higher must use such means to focus their minds. An hour after the drugs take effect, or the other techniques are started, the ritual may be commenced. Note that most of these drugs last for at least four to six hours and leave the user quite fatigued and disoriented until he has both eaten and slept. All Shamanic rituals may be enacted alone, even if the description specifies that multiple participants are needed. Shamanic ritualists specialize in creating charms. They do not incur the -2 penalty when using rituals to create charms. Finally, Shamanic ritualists who spend at least 4 character points on this skill gain one level of the advantage Seepage Aptitude (without character point cost) for purposes of learning Divination and Physical rituals only. Additional levels of Seepage Aptitude, so limited, may be purchased separately for 7 points per level.

Taoist Tradition: Taoists blend physical training and movement with their mystic arts. All Taoists must spend at least one character point on a martial arts skill, such as Judo or Karate (see *GURPS Martial Arts*). All Taoist rituals must be cast after a certain period of meditation, although that meditation may involve physical movement and exertion. Thus, the Taoist must concentrate for at least a minute and roll his Meditation skill. If the Meditation roll fails, the ritual cannot be performed unless the initial preparations are repeated. Since it is performed at the beginning of the ritual, failing the Meditation roll does not cause possible corruption. All Taoist rituals may be enacted by the primary magician alone, even if the description requires multiple participants. Finally, Taoist ritualists who spend at least 4 character points on this skill gain one level of the advantage Seepage Aptitude (without character point cost) for purposes of learning Somatic rituals. Additional levels of Seepage Aptitude, so limited, may be purchased separately for 7 points per level.

UFOlogy (Mental/Hard)

History-5, IQ-6

This is the study of unidentified flying objects and related phenomena such as crop circles, cattle mutilation, ancient astronauts, the Bermuda Triangle, the Men in Black, etc. Includes knowledge of specific incidents, cases and reports, and various theories, but does not include any knowledge of Aegis or the Black Book. Much of this skill's use for Aegis operatives is separating the fringe reports from the valid sightings, but a decent UFOlogy skill is also necessary to infiltrate civilian UFO groups.



Templates

The remainder of this chapter covers a number of character templates for use in GURPS Conspiracy X. Players may choose one of these templates to get a jump on character creation, while ensuring that they do not neglect important abilities. The point costs of the traits are listed individually and as a whole. The player simply pays the total cost, copies the template abilities, and spends any remaining character points to customize or modify the character. Players may also take any appropriate disadvantages to provide more character points.

Templates are not mandatory. Characters made using templates are completely compatible with characters generated from scratch.



TEMPLATE SUMMARY

AIR FORCE/NAVY PILOT	166 POINTS
AIR FORCE/ARMY/NAVY TECHNICIAN	167 POINTS
ARMY HELICOPTER PILOT	150 POINTS
ARMY RANGER	170 POINTS
ATF/DEA/FBI AGENT	150+ POINTS
ATF/DEA/FBI FORENSIC SCIENTIST	171+ POINTS
CAPS OCCULTIST	157 POINTS
CAPS/PROJECT CYGNET/PROJECT MKULTRA PARAPSYCHOLOGIST	161+ POINTS
CDC SCIENTIST	179 POINTS
CIA/DIA INTELLIGENCE ANALYST	163+ POINTS
CIA/DIA OFFICER	156+ POINTS
GROOM LAKE SCIENTIST/TECHNICIAN	163 POINTS
GROOM LAKE TEST PILOT	134+ POINTS
NASA MISSION SPECIALIST	159+ POINTS
NSA COMPUTER SCIENTIST	160 POINTS
NSA OFFICER	162 POINTS
NAVY SEAL	190 POINTS
POLITICAL ADMINISTRATOR	142 POINTS
POLITICIAN	158 POINTS
PRISON CRIMINAL, THIEF/WHITE COLLAR	133 POINTS
PRISON CRIMINAL, THUG	147 POINTS
PROJECT CYGNET/GRAYBEARD OPERATIVE	174 POINTS
PROJECT CYGNET REMOTE VIEWER	150 POINTS
PROJECT MKULTRA OPERATIVE	174 POINTS
PROJECT MKULTRA PSYCHIC	174 POINTS
PROJECT MOONDUST LINGUIST	175 POINTS
PROJECT MOONDUST OPS SPECIALIST	166 POINTS
PROJECT MOONDUST TECH SPECIALIST	159 POINTS
PROJECT MOONDUST BLUE FLY PILOT	174 POINTS
PROJECT MOONDUST NAIC SCIENTIST/TECHNICIAN	171 POINTS
PROJECT RASPUTIN PARAPSYCHOLOGIST	173 POINTS
PROJECT RASPUTIN PSYCHIC AGENT	181 POINTS
U.S. MARSHAL, DEPUTY	146 POINTS
U.S. SECRET SERVICE AGENT	174 POINTS
U.S. SECRET SERVICE SECURITY SPECIALIST	153 POINTS

TEMPLATES

AIR FORCE/NAVY PILOT

166 POINTS

Pilots are the backbone of the USAF and Navy Aviation, and most pilots are proficient with several aircraft. Many pilots choose to specialize, either in terms of mission types or aircraft.

Attributes: ST 10 [0], DX 13 [30], IQ 12 [20], HT 10 [0]

Advantages: Acute Vision 1 [2], Aegis Template [10], Military Rank 4 [20], Military SoI Patron (appearance 9, usually reliable) [42], Security Clearance (Military Base) 3 [6]

Pulling Strings (double cost included in cost of SoI Patron): Cheaper Vehicles [2], Mobility [2], No Trace [2]

Disadvantages: Duty (12 or less) [-10]

Skills: Brawling (P/E) DX [1]-13, Computer Operation (M/E) IQ [1]-12, Driving (Automobile) (P/A) DX [2]-13, Electronics (Sensors) (M/H) IQ-1 [2]-11, Electronics Operation (Communications) (M/A) IQ [2]-12, Electronics Operation (Sensors) (M/A) IQ [2]-12, Forward Observer (M/A) IQ-1 [1]-11, Gunner (Autocannon) (P/A) DX+2 [2]-15 (IQ mod), Guns (Pistol) (P/E) DX+2 [1]-15 (IQ mod), Leadership (M/A) IQ-1 [1]-11, Mathematics (M/H) IQ [4]-12, Mechanic (Jet Plane Engine) (M/A) IQ-1 [1]-11, Navigation (M/H) IQ+1 [6]-13, Orienteering (M/A) IQ [2]-12, Parachuting (P/E) DX [1]-13, Piloting (Military Jet) (P/A) DX+1 [4]-14, Piloting (Multi Engine Prop) (P/A) DX+1 [4]-14, Piloting (Single Engine Prop) (P/A) DX+1 [4]-14, Survival (Jungle) (M/A) IQ [2]-12, Survival (Mountain) (M/A) IQ [2]-12, Swimming (P/E) DX [1]-13



AIR FORCE/ARMY/NAVY TECHNICIAN

167 POINTS

Military technicians perform a wide range of tasks, specifically relating to vehicles, communication 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.

Attributes: ST 10 [0], DX 12 [20], IQ 13 [30], HT 10 [0]

Advantages: Aegis Template [10], Military Rank 3 [15], Military SoI (appearance 9, usually reliable) [40], Security Clearance (Military Base) 3 [6], Unusual Background (Lab/Workshop) [2],

Pulling Strings (double cost included in cost of SoI Patron): Cheaper Vehicles [2], Laboratory/Workshop [1], Military Training Facilities [2]

Disadvantages: Duty (9 or less) [-5]

Skills: Armoury (Airplane Weaponry/Artillery) (M/A) IQ [2]-13, Brawling (P/E) DX [1]-12, Computer Operation (M/E) IQ [1]-13, Computer Programming (M/H) IQ [4]-13, Driving (Automobile) (P/A) DX [2]-12, Electronics (Communications) (M/H) IQ [4]-13, Electronics (Computers) (M/H) IQ [4]-13, Electronics (Sensors) (M/H) IQ [4]-13, Electronics Operation (Communications) (M/A) IQ [2]-13, Electronics Operation (Sensors) (M/A) IQ [2]-13, Guns (Light Auto) (P/E) DX+2 [1]-14 (IQ mod), Guns (Pistol) (P/E) DX+2 [1]-14 (IQ mod), Mathematics (M/H) IQ [4]-13, Mechanic (Gasoline Engine) (M/A) IQ+1 [4]-14, Mechanic (Jet Plane Engine) (M/A) IQ+1 [4]-14, Mechanic (Propeller Plane Engine/Ocean-going Vessel) (M/A) IQ+1 [4]-14, Mechanic (Small Electric Motor) (M/A) IQ+1 [4]-14, Swimming (P/E) DX [1]-12





Bureau of Alcohol, Tobacco, and Firearms (ATF)

The Bureau of Alcohol, Tobacco, and Firearms (ATF) enforces the federal laws and regulations relating to alcohol, tobacco, firearms, and explosives by working directly and in cooperation with others. ATF also collects over \$13 billion in annual taxes imposed on these items. The ATF further investigates explosives violations, arson, and firearms trafficking. 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. With almost universal power to search and detain suspects and little requirement to do much explaining to other legal authorities, the ATF has a reputation for over-zealousness and commitment.

ARMY HELICOPTER PILOT

150 POINTS

Helicopter pilots are trained to maneuver their craft in a number of highly adverse conditions, such as poor visibility, difficult weather, and combat. Pilots are generally given a specific mission, but are expected to improvise as needed. Helicopter pilots provide support, extraction, and transportation for Army forces.

Attributes: ST 11 [10], DX 12 [20], IQ 12 [20], HT 10 [0]

Advantages: Aegis Template [10], Military Rank 3 [15], Military SoI (appearance 9, usually reliable) [42]

Pulling Strings (double cost included in cost of SoI Patron): Cheaper Vehicles [2], Military Training Facilities [2], Mobility [2]

Disadvantages: Duty (9 or less) [-5]

Skills: Brawling (P/E) DX [1]-12, Computer Operation (M/E) IQ [1]-12, Driving (Automobile) (P/A) DX [2]-12, Electronics (Weapons) (M/H) IQ-1 [2]-11, Electronics Operation (Communications) (M/A) IQ [2]-12, Electronics Operation (Sensors) (M/A) IQ [2]-12, First Aid (M/E) IQ [1]-12, Forward Observer (M/A) IQ-1 [1]-11, Gunner (Machine Gun) (P/A) DX+2 [2]-14 (IQ mod), Guns (Pistol) (P/E) DX [1]-14, Leadership (M/A) IQ-1 [1]-11, Mathematics (M/H) IQ [4]-12, Mechanic (Helicopter Engine) (M/A) IQ-1 [1]-11, Navigation (M/H) IQ-1 [2]-11, No-Landing Extraction (M/A) IQ [2]-12, Orienteering (M/A) IQ [2]-12, Parachuting (P/E) DX [1]-12, Piloting (Helicopter) (P/A) DX+1 [4]-13, Survival (Jungle) (M/A) IQ [2]-12, Survival (Mountain) (M/A) IQ [2]-12, Swimming (P/E) DX [1]-12

ARMY RANGER

170 POINTS

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 at their disposal.

Attributes: ST 11 [10], DX 13 [30], IQ 13 [30], HT 11 [10]

Advantages: Aegis Template [10], Fit [5], Military Rank 3 [15], Military SoI (appearance 9, usually reliable) [38]

Pulling Strings (double cost included in cost of SoI Patron): Military Training Facilities [2], Mobility [2]

Disadvantages: Code of Honor (Ranger Creed) [-10], Extremely Hazardous Duty [-20], Fanaticism [-15]

Skills: Armoury (Small Arms) (M/A) IQ-1 [1]-12, Brawling (P/E) DX [1]-13, Camouflage (M/A) IQ [1]-13, Climbing (P/A) DX [2]-13, Demolition (M/A) IQ-1 [1]-12, Driving (Automobile) (P/A) DX [2]-13, Electronics Operation (Communications) (M/A) IQ [2]-13, Engineer (Combat) (M/H) IQ-3 [1/2]-10, Explosive Ordnance Disposal (M/H) IQ-3 [1/2]-10, First Aid (M/E) IQ [1]-13, Forward Observer (M/A) IQ-1 [1]-12, Gunner (Machine Gun) (P/A) DX+2 [2]-15 (IQ mod), Guns (Grenade Launcher) (P/E) DX+3 [2]-16 (IQ mod), Guns (LAW) (P/E) DX+3 [2]-16 (IQ mod), Guns (Light Auto) (P/E) DX+3 [2]-16 (IQ mod), Guns (Pistol) (P/E) DX+3 [2]-16 (IQ mod), Jumping (P/E) DX [1]-13, Knife (P/E) DX [1]-13, Leadership (M/A) IQ-2 [1/2]-11, NBC Warfare (M/A) IQ-1 [1]-12, No-Landing Extraction (M/A) IQ-2 [1/2]-11, Orienteering (M/A) IQ+1 [4]-14, Parachuting (P/E) DX [1]-13, Photography (M/A) IQ-2 [1/2]-11, Savoir-Faire (Military) (M/E) IQ-1 [1/2]-12, Scrounging (M/E) IQ [1]-13, Spear (P/A) DX [2]-13, Stealth (P/A) DX+1 [4]-14, Survival (Arctic) (M/A) IQ [2]-13, Survival (Desert) (M/A) IQ [2]-13, Survival (Jungle) (M/A) IQ [2]-13, Survival (Mountain) (M/A) IQ+2 [6]-15, Swimming (P/E) DX [1]-13, Tactics (M/H) IQ[4]-13, Throwing (P/H) DX+1 [8]-14, Traps (M/A) IQ [2]-13

ATF/DEA/FBI AGENT

150+ POINTS

These agents are the rank and file of the ATF, DEA, and FBI. They are the people risking their lives going through doors to apprehend gun dealers, 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.

Attributes: ST 10 [0], DX 12 [20], IQ 12 [20], HT 10 [0]

Advantages: Administrative Rank 3 [15], Aegis Template [10], Law Sol (appearance 9, usually reliable) [42], Legal Enforcement Powers/Agency Control [15]

Pulling Strings (double cost included in cost of Sol Patron): FBI Forensics Laboratory Analysis [2], Quantico Training Facility [2], SWAT [2]

Disadvantages: Duty (9 or less) [-5]

Skills: Area Knowledge (M/E) IQ [1]-12, Brawling (P/E) DX [1]-12, Computer Operation (M/E) IQ [1]-12, Criminology (M/A) IQ+2 [6]-14, Detect Lies (M/H) IQ-2 [1]-10, Driving (Automobile) (P/A) DX [2]-11, Fast-Talk (M/A) IQ-1 [1]-11, First Aid (M/E) IQ [1]-12, Forensics (M/H) IQ-2 [1]-10, Guns (Pistol) (P/E) DX+3 [2]-15 (IQ mod), Interrogation (M/A) IQ [2]-12, Law (M/H) IQ-1 [2]-11, Law Enforcement (M/A) IQ [2]-12, Leadership (M/A) IQ [2]-12, Shadowing (M/A) IQ [2]-12, Streetwise (M/A) IQ [2]-12, Swimming (P/E) DX [1]-12

Comments: ATF add CEASEFIRE [2] [increases Sol Patron cost to 46] [total points 151]

DEA Agent add Asset Forfeiture [3] to Legal Enforcement Powers [total points 150]

FBI Agent add Counterintelligence Files [2] [increases Sol Patron cost to 46] [total points 151]

ATF/DEA/FBI FORENSIC SCIENTIST

171+ POINTS

These scientists have access to 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. Most scientists specialize in a single field, relying on their counterparts for assistance when required. Generally, federal forensic scientists are the cream of the crop across the country, and competition is fierce for this type of position.

Attributes: ST 10 [0], DX 11 [10], IQ 13 [30], HT 10 [0]

Advantages: Administrative Rank 3 [15], Aegis Template [10], Legal Enforcement Powers/Agency Control [15], Science and Research Sol (appearance 9, usually reliable) [46], Unusual Background (Lab/Workshop) [2]

Pulling Strings (double cost included in cost of Sol Patron): Laboratory/Workshop [2], Medical Support [2], Quantico Training Facility [2], SWAT [2]

Disadvantages: Duty (9 or less) [-5]

Skills: Biochemistry (M/VH) IQ-2 [2]-11, Brawling (P/E) DX [1]-11, Chemistry (M/H) IQ-1 [2]-12, Computer Operation (M/E) IQ [1]-13, Criminology (M/A) IQ [2]-13, Driving (Automobile) (P/A) DX [2]-11, Electronics Operation (Medical) (M/A) IQ-1 [1]-12, First Aid (M/E) IQ [1]-13, Forensics (M/H) IQ+1 [6]-14, Guns (Pistol) (P/E) DX+2 [1]-13 (IQ mod), Interrogation (M/A) IQ [2]-13, Law (M/H) IQ-1 [2]-12, Law Enforcement (M/A) IQ [2]-13, Pathology (M/H) IQ [4]-13, Physician (M/H) IQ [4]-13, Physiology (M/VH)

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 more than fifty countries.

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 U.S. security. Top priority has been assigned to five areas: counterterrorism, drugs/organized crime, foreign counterintelligence, violent crime, and financial crime.

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.

Center for Advanced Paranormal Studies [CAPS]

CAPS is an elite paranormal research organization focusing on everything from psychics to rituals, ghosts to demons, and fairies to Bigfoot. Officially headquartered in Chicago, CAPS has created a structure in which universities, libraries, and private institutions from around the world are affiliated. These organizations actually make up the bulk of the CAPS hierarchy by sharing information through networks, newsletters, and annual publications. Like many organizations of this type, rumors fly around of conspiracies and who “really” controls CAPS. The bulk of the CAPS membership has no idea who the true benefactor is. GMs wishing to bring “independent” psychics or occultists into an Aegis campaign may do so through a CAPS-affiliated research institution or school.



Centers for Disease Control and Prevention [CDC]

The CDC are responsible for monitoring the spread of disease, engaging in health promotion and disease prevention, providing immunizations, and performing research on viruses and toxins. There are 11 specific programs, each responsible for a specific area of research, public outreach, or health administration. The largest of the centers is located in Atlanta, Georgia, and the laboratories at this facility are some of the best in the nation, if not the world. There are smaller centers located across the country, which house branches of different programs.

IQ-1 [4]-12, Poisons (M/H) IQ-1 [2]-12, Research (M/A) IQ [2]-13, Surgery (M/VH) IQ-1 [4]-12, Swimming (P/E) DX [1]-11

Comments: ATF add CEASEFIRE [2] [increases SoI Patron cost to 50] [total points 173]

DEA Agent add Asset Forfeiture [3] to Legal Enforcement Powers [total points 172]

CAPS OCCULTIST

157 POINTS

The occultist devotes her life to learning the secret of the Seepage and how to manipulate it using powerful rituals. Occultists follow varying beliefs about the nature of the supernatural, but what sets them apart is their unfailing curiosity about these phenomena. These individuals may use information gathered by CAPS Parapsychologists to improve upon pre-existing rituals. Most occultists work in secret libraries at research institutes sponsored by Aegis; a few have outside jobs in some academic profession.

Attributes: ST 9 [-10], DX 10 [0], IQ 14 [45], HT 10 [0]

Advantages: Aegis Template [10], Paranormal SoI (appearance 9, somewhat reliable) [23], Ritual Aptitude 1 [0] (Illusion and Seepage Rituals only; Ritual Magic mod), Security Clearance 3 (Top Secret) [15], Supernatural Focus 1 [10], Unusual Background [10]

Pulling Strings (included in cost of SoI Patron): Corruption Camp [2], Occult Library [2], Pool Data [2], Translators [2]

Skills: Disguise (M/A) IQ-1 [1]-13, Hypnotism (M/H) IQ-1 [2]-13, Knife (P/E) DX+1 [2]-11, Occultism (M/A) IQ-1 [1]-13, Psychology (M/H) IQ-1 [2]-13, Research (M/A) IQ [2]-14, Savoir-Faire (M/E) IQ [1]-14, Swimming (P/E) DX [1]-10, Theology (M/H) IQ-1 [2]-13

Paranormal Abilities: Illusion Rituals (M/VH) IQ [4]-14 (Aptitude mod), Disguise Ritual (Illusion) [6]-14, Invisibility Ritual (Illusion) [6]-12, Major Illusion (Illusion) [4]-8; Ritual Magic (Ceremonial) (M/VH) IQ [8]-14; Seepage Rituals (M/VH) IQ [4]-14 (Aptitude mod), Dispel Magic (Seepage) [4]-12, Ritual of Sacrifice (Seepage) [4]-12

CAPS/CYGNET/MKULTRA/RASPUTIN

PARAPSYCHOLOGIST

161+ POINTS

The scientists and researchers into the paranormal who are affiliated with Aegis 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; these attributes vary from individual to individual, often relating to their research abilities/specializations.

Attributes: ST 10 [0], DX 10 [0], IQ 14 [45], HT 10 [0]

Advantages: Aegis Template [10], Paranormal SoI (appearance 9, usually reliable) [34], Security Clearance 4 (Top Secret) [20], Unusual Background [10]

Pulling Strings (double cost included in cost of SoI Patron): Occult Library or Psi Labs (choose one) [2]

Disadvantages: Duty (9 or less) [-5]

Skills: Administration (M/A) IQ-1 [1]-13, Biochemistry (Bio-psi) (M/VH) IQ+5 [8]-19 (optional specialty mod), Chemistry (M/H) IQ [4]-14, Computer Operation (M/E) IQ [1]-14, Diagnosis (M/H) IQ-2 [1]-12, Driving (Automobile) (P/A) DX-1 [1]-9, Hypnotism (M/H) IQ-1 [2]-13, Mind Block (M/A) IQ [2]-14, Occultism (M/A) IQ-1 [1]-13, Paraphysics (M/VH) IQ [8]-14, Physician (M/H) IQ [4]-14, Psychology (M/H) IQ-1 [2]-13, Research (M/A) IQ-1 [1]-13, Surgery (M/VH) IQ-1 [4]-13, Swimming (P/E) DX [1]-10

Comments: CAPS Parapsychologists add Corruption Treatment [3] [increases Par SoI cost to 40] [total points 161]

CYGNET/MKULTRA Parapsychologists add Experimental Psi Drugs [3], MHIC-EDOM [3], Mind Control Drugs [3] [increase SoI Patron cost to 52]; Electronics Operation (Mind Control) (M/A) IQ [2]-14, Electronics Operation (Psychotronics) (M/A) IQ [2]-14, Hazardous Materials (M/A) IQ [2]-14, NBC Warfare (M/A) IQ [2]-14 (only with respect to operation of personal protective gear) [total points 181]

CDC SCIENTIST

179 POINTS

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 biohazard 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; 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 hostile territory to evacuate patients who suffer from an outbreak. The ability to perform data gathering under such conditions is much appreciated.

Attributes: ST 10 [0], DX 11 [10], IQ 14 [45], HT 10 [0]

Advantages: Administrative Rank 3 [15], Aegis Template [10], Science and Research SoI (appearance 9, usually reliable) [70]

Pulling Strings (double cost included in cost of SoI Patron): CDC Labs [2], Dangerous Toxins [2], Dangerous Virus [5], Hidden Cures [5], Laboratory/Workshop [2], Medical Support [2], Quarantine [2]

Disadvantages: Duty (12 or less) [-10]

Skills: Administration (M/A) IQ-1 [1]-13, Biochemistry (M/VH) IQ [8]-14, Chemistry (M/H) IQ [4]-14, Computer Operation (M/E) IQ [1]-14, Diagnosis (M/H) IQ [4]-14, Driving (Automobile) (P/A) DX-1 [1]-10, Hazardous Materials (M/A) IQ [2]-14, NBC Warfare (M/A) IQ [2]-14, Pathology (M/H) IQ+1 [6]-15, Physician (M/H) IQ [4]-14, Research (M/A) IQ-1 [1]-13, Surgery (M/VH) IQ-1 [4]-13, Swimming (P/E) DX [1]-10

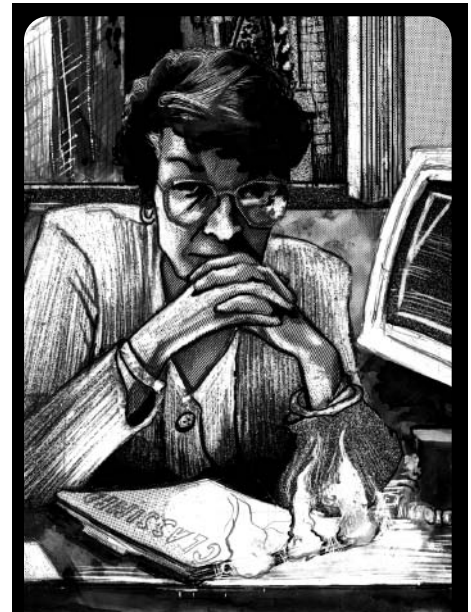
CIA/DIA INTELLIGENCE ANALYST

163+ POINTS

Analysts are trained to gather information from a variety of sources, which they then pass along to agents or superiors for examination. Sometimes this analysis reveals a situation that needs further investigation, and sometimes it confirms suspicions about individuals' activities.

Attributes: ST 10 [0], DX 10 [0], IQ 14 [45], HT 10 [0]

Advantages: Aegis Template [10], Intelligence SoI (appearance 9, usually reliable) [60], Security Clearance 3 (Top Secret) [15]



Central Intelligence Agency [CIA]

The Central Intelligence Agency is charged with collecting, collating, and analyzing foreign intelligence. The CIA works closely with the DEA and the FBI on drug law enforcement and counterterrorism. The CIA also liaises with, shares intelligence information with, and, on request, provides advice and training to the intelligence and security services of friendly governments.

The CIA is expressly prohibited by Executive Order from routinely engaging in domestic electronic, mail, or physical surveillance, or non-consensual 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 committees or particularly nosy members of the press.



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 gatherer of foreign military intelligence. It functions mostly as an intelligence analyst and coordinator in the foreign and national security realms.

Pulling Strings (double cost included in cost of SoI Patron): CIA Maps [2], Library [1], Satellite Surveillance: Communications [5], Satellite Surveillance: Intelligence [7]

Disadvantages: Duty (9 or less) [-5]

Skills: Accounting (M/H) IQ-1 [2]-13, Administration (M/A) IQ-1 [1]-13, Computer Operation (M/E) IQ [1]-14, Cryptanalysis (M/H) IQ-1 [2]-13, Driving (Automobile) (P/A) DX-1 [1]-9, Economics (M/H) IQ-1 [2]-13, Forgery (M/H) IQ-1 [2]-13, History (M/H) IQ-1 [2]-13, Intelligence Analysis (M/H) IQ+1 [6]-15, Languages (choose one) (M/A) IQ-1 [1]-13, Languages (choose one) (M/A) IQ-1 [1]-13, Literature (M/H) IQ-1 [2]-13, Navigation (M/H) IQ-1 [2]-13, Psychology (M/H) IQ-1 [2]-13, Research (M/A) IQ [2]-14, Strategy (M/H) IQ-2 [1]-12, Swimming (P/E) DX [1]-10, Theology (M/H) IQ-2 [1]-12, Writing (M/A) IQ [2]-14

Comments: CIA Analyst add Unusual Background (Laboratory/Workshop) [2]; Laboratory/Workshop [2] [increases SoI Patron cost to 68] [total points 167]

DIA Analyst add Security Clearance 2 (Government Facility) [4] [total points 163]

CIA/DIA OFFICER

156+ POINTS

An individual working for one of these agencies is trained to use covert means and other governmental agencies to retrieve information about foreign countries. Often, obtaining this information requires the officer to engage in a number of risky missions, if only because of the outrage expressed when the public becomes aware that the CIA or DIA is operating nearby. Such individuals may "go to ground" for extended periods of time so as not to compromise their affiliation with the CIA or DIA; as such, they are well-trained to survive on their own for months at a time. These officers 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.

Attributes: ST 10 [0], DX 12 [20], IQ 12 [20], HT 10 [0]

Advantages: Aegis Template [10], Intelligence SoI (appearance 9, usually reliable) [52], Security Clearance 3 (Top Secret) [15]

Pulling Strings (double cost included in cost of SoI Patron): CIA Maps [2], Mobility [2], Satellite Surveillance: Intelligence [7]

Disadvantages: Duty (9 or less) [-5]

Skills: Acting (M/A) IQ [2]-12, Brawling (P/E) DX [1]-12, Computer Operation (M/E) IQ [1]-12, Detect Lies (M/H) IQ-1 [2]-11, Disguise (M/A) IQ [2]-12, Driving (Automobile) (P/A) DX [2]-12, Electronics Operation (Sensors) (M/A) IQ [2]-12, Fast-Talk (M/A) IQ [2]-12, Guns (Pistol) (P/E) DX+2 [1]-14 (IQ mod), Intelligence Analysis (M/H) IQ [4]-12, Interrogation (M/A) IQ [2]-12, Intimidation (M/A) IQ [2]-12, Languages (choose one) (M/A) IQ [2]-12, Law (M/H) IQ-2 [1]-10, Lockpicking (M/A) IQ [2]-12, Savoir-Faire (M/E) IQ [1]-12, Shadowing (M/A) IQ [2]-12, Stealth (P/A) DX [2]-12, Streetwise (M/A) IQ [2]-12, Swimming (P/E) DX [1]-12

Comments: CIA Officer add CIA Caches [2], CIA Training Facilities [2], Intel Files [2] [increase SoI Patron cost to 64] [total points 160]

DIA Officer add Security Clearance 2 (Government Facility) [4]; Back-up [2] [increases SoI Patron cost to 56] [total points 156]

GROOM LAKE SCIENTIST/TECHNICIAN 163 POINTS

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 each have a 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.

Attributes: ST 10 [0], DX 12 [20], IQ 13 [30], HT 10 [0]

Advantages: Aegis Template [10], Science and Research SoI (appearance 9, usually reliable) [48], Security Clearance 3 (Top Secret) [15]

Pulling Strings (double cost included in cost of SoI Patron): Alien Technology [5], Laboratory/Workshop [2], Ranch Analysis [2]

Disadvantages: Duty (9 or less) [-5]

Skills: Computer Operation (M/E) IQ [1]-13, Computer Programming (M/H) IQ [4]-13, Driving (Automobile) (P/A) DX [2]-12, Guns (Pistol) (P/E) DX+2 [1]-14 (IQ mod), Hazardous Materials (M/A) IQ+1 [4]-14, NBC Warfare (M/A) IQ [2]-13, Physics (M/H) IQ-1 [2]-12, Research (M/A) IQ [2]-13, Swimming (P/E) DX [1]-12, UFOlogy (M/H) IQ-1 [2]-12

Comments: Scientist add Biochemistry (M/VH) IQ-1 [4]-12, Botany (M/H) IQ-1 [2]-12, Chemistry (M/H) IQ+1 [6]-14, Genetics (M/VH) IQ-1 [4]-12, Physiology (M/VH) IQ-1 [4]-12, Xenobiology (M/A) IQ+1 [4]-14

Technician add Armoury (Airplane Weaponry) (M/A) IQ [2]-13, Electronics (Sensors) (M/H) IQ+1 [6]-14, Electronics Operation (Communications) (M/A) IQ [2]-13, Electronics Operation (Sensors) (M/A) IQ [2]-13, Engineer (Vehicles) (M/H) IQ [4]-13, Mathematics (M/H) IQ [4]-13, Mechanic (Jet Plane Engine) (M/A) IQ+1 [4]-14

GROOM LAKE TEST PILOT 134+ POINTS

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 who are crazy enough to fly things that are not traditional aircraft. Without these guys, the advances into stealth flight might not have succeeded.

Attributes: ST 10 [0], DX 13 [30], IQ 12 [20], HT 10 [0]

Advantages: Acute Vision 1 [2], Aegis Template [10], Military Rank 3 [15], Military SoI (appearance 9, somewhat reliable) [26]

Pulling Strings (included in cost of SoI Patron): Alien Technology [5], Mobility [2], No Trace [2], Specialized Aircraft [2]

Disadvantages: Duty (12 or less) [-10]

Skills: Brawling (P/E) DX [1]-13, Computer Operation (M/E) IQ [1]-12, Driving (Automobile) (P/A) DX [2]-13, Electronics (Weapons) (M/H) IQ-1 [2]-11, Electronics Operation (Communications) (M/A) IQ [2]-12, Electronics Operation (Sensors) (M/A) IQ [2]-12, Gunner (Autocannon) (P/A) DX+2 [2]-15 (IQ mod), Guns (Pistol) (P/E) DX+2 [1]-15 (IQ mod), Leadership (M/A) IQ-1 [1]-11, Mathematics (M/H) IQ [4]-12, Mechanic (Jet Plane Engine) (M/A) IQ-1 [1]-11, Navigation (M/H) IQ [4]-12, Orienteering (M/A) IQ [2]-12, Parachuting (P/E) DX [1]-13, Piloting (Military Jet) (P/A) DX+1 [4]-14, Piloting (Multi Engine Jet) (P/A) DX+1 [4]-14, Survival (Jungle) (M/A) IQ [2]-12, Survival (Mountain) (M/A) IQ [2]-12, Swimming (P/E) DX [1]-13, UFOlogy (M/H) IQ-1 [2]-11

Comments: Those who fly the Aurora have Pilot Interface System [25], Strong ESP: Intuition 1 [3], and Piloting (Aurora) (P/A) DX+1 [4]-14 [total points 166]

Groom Dry Lake Research Facility (the Ranch)

The Ranch or Area 51 was established as 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. Groom Lake operates as a standard military base, and a few of the commanders just do their jobs and report to their superiors. 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. Not all personnel on the base are part of the Aegis conspiracy; some are normal personnel who work on a top-secret military base. The Professions listed below focus almost exclusively on the top-secret activity that goes on in the base. Other personnel on the base should be chosen from the U.S. Army or USAF Professions.



NASA's Human Exploration and Development of Space Enterprise (HEDS)

NASA's Human Exploration and Development of Space is dedicated to exploration and expanding the human experience into the far reaches of space. HEDS is made up of the Office of Space Flight (OSF) and the Office of Life and Microgravity Science and Applications (OLMSA). OSF's primary role is to provide safe, assured 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. OLMSA studies life and microgravity sciences to improve the quality of life on Earth and to strengthen the foundations for continuing the exploration and utilization of space.



National Security Agency (NSA)

The National Security Agency was established by Presidential directive in 1952 as a separately organized agency within the Department of Defense (DOD). NSA serves as the lead agency for the signals intelligence (SIGINT) and communications security activities of the government, covering information systems security and security training. A high-technology organization, NSA is on the very frontier of communications and data processing. In addition, NSA is one of the most important centers of foreign language analysis and research within the government.

NASA MISSION SPECIALIST

159+ POINTS

These specialist astronauts perform scientific experiments aboard space missions. Each individual is trained for a specific role on a single flight, and each has expertise related to the mission. These specialists include not only scientists, but also the pilot and all support staff on the mission as well. All individuals have received intensive training to operate in zero gravity, and most individuals hold some type of advanced academic degree.

Attributes: ST 10 [0], DX 12 [20], IQ 13 [30], HT 11 [10]

Advantages: Administrative Rank 3 [15], Aegis Template [10], Science and Research SoI (appearance 9, usually reliable) [46]

Pulling Strings (double cost included in cost of SoI Patron): Satellite Surveillance: Standard [3], Secret SDI Gun Stars [5]

Disadvantages: Duty (12 or less) [-10]

Skills: Administration (M/A) IQ [2]-13, Biochemistry (M/VH) IQ-2 [2]-11, Chemistry (M/H) IQ-1 [2]-12, Computer Operation (M/E) IQ [1]-13, Computer Programming (M/H) IQ-1 [2]-12, Driving (Automobile) (P/A) DX [2]-12, Electronics (Sensors) (M/H) IQ-1 [2]-12, Electronics Operation (Communications) (M/A) IQ [2]-13, Electronics Operation (Sensors) (M/A) IQ [2]-13, Free Fall (P/A) DX [2]-12, Hazardous Materials (M/A) IQ-1 [1]-12, Intelligence Analysis (M/H) IQ [4]-13, Mathematics (M/H) IQ [4]-13, NBC Warfare (M/A) IQ-1 [1]-12, Physics (M/H) IQ-1 [2]-12, Research (M/A) IQ [2]-13, Swimming (P/E) DX [1]-12, UFOlogy (M/H) IQ-1 [2]-12, Vacc Suit (M/A) IQ [2]-13

Comments: Nonpilots choose or increase one Scientific skill to 14

Pilots replace Administrative Rank 3 with Military Rank 3 [0]; add Piloting (Spacecraft) (P/A) DX+2 [8]-14, Piloting (choose one) (P/A) DX+1 [4]-13 [total points 169]

NSA COMPUTER SCIENTIST

160 POINTS

This country's premier codemakers and codebreakers, NSA Computer Scientists are trained to be the best at communications and data processing. These agents design cipher systems that protect the integrity of U.S. information systems, while searching for weaknesses in adversaries' codes.

Attributes: ST 10 [0], DX 10 [0], IQ 13 [30], HT 10 [0]

Advantages: Aegis Template [10], Science and Research SoI (appearance 9, usually reliable) [62], Security Clearance 3 (Top Secret) [15]

Pulling Strings (double cost included in cost of SoI Patron): "Codebreaker" Supercomputer [5], Computer Security Database [2], Laboratory/Workshop [2], Satellite Surveillance: Intelligence [7]

Disadvantages: Duty (12 or less) [-10]

Skills: Computer Hacking (M/VH) IQ+1 [12]-14, Computer Operation (M/E) IQ+1 [2]-14, Computer Programming (M/H) IQ+1 [6]-14, Cryptanalysis (M/H) IQ+1 [6]-14, Cryptography (M/H) IQ+1 [6]-14, Driving (Automobile) (P/A) DX [2]-10, Electronics (Computers) (M/H) IQ [4]-13, Electronics Operation (Communications) (M/A) IQ [2]-13, Electronics Operation (Computers) (M/A) IQ [2]-13, Intelligence Analysis (M/H) IQ [4]-13, Mathematics (M/H) IQ+1 [6]-14, Swimming (P/E) DX [1]-10

NSA OFFICER

162 POINTS

These agents are the field hands of the NSA, who monitor and control the nation's communications networks. They are expected to be highly proficient in electronics and surveillance, as well as in the field.

Attributes: ST 10 [0], DX 12 [20], IQ 12 [20], HT 10 [0]

Advantages: Aegis Template [10], Intelligence SoI (appearance 9, usually reliable) [58], Security Clearance 3 (Top Secret) [15]

Pulling Strings (double cost included in cost of SoI Patron): "Blanket" Wiretaps [5], No Questions Asked [2], Satellite Surveillance: Intelligence [7]

Disadvantages: Duty (12 or less) [-10]

Skills: Brawling (P/E) DX [1]-12, Computer Operation (M/E) IQ+1 [2]-13, Detect Lies (M/H) IQ [4]-12, Driving (Automobile) (P/A) DX [2]-12, Electronics (Communications) (M/H) IQ-1 [2]-11, Electronics Operation (Communications) (M/A) IQ [2]-12, Electronics Operation (Security) (M/A) IQ [2]-12, Electronics Operation (Sensors) (M/A) IQ+2 [6]-14, Guns (Light Auto) (P/E) DX+2 [1]-14 (IQ mod), Intelligence Analysis (M/H) IQ+1 [6]-13, Intimidation (M/A) IQ [2]-12, Languages (choose one) (M/A) IQ [2]-12, Law (M/H) IQ-1 [2]-11, Mathematics (M/H) IQ [4]-12, Shadowing (M/A) IQ [2]-12, SIGINT Collection/Jamming (M/H) IQ [4]-12, Stealth (P/A) DX [2]-12, Streetwise (M/A) IQ [2]-12, Swimming (P/E) DX [1]-12

NAVY SEAL

190 POINTS

Often seen as the most elite classification of Navy personnel, SEAL teams are dispatched to operate under the cover of darkness and silence to arrive on distant shores or to wreak havoc on 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.

Attributes: ST 12 [20], DX 14 [45], IQ 14 [45], HT 12 [20]

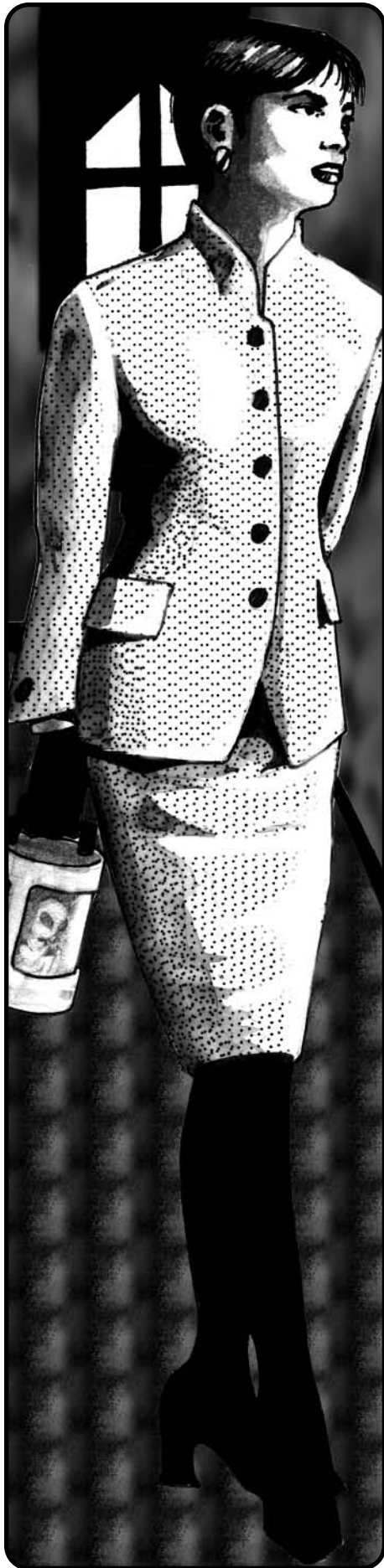
Advantages: Aegis Template [10], Fit [5], Military Rank 2 [10], Military SoI (appearance 6, somewhat reliable) [10]

Pulling Strings (included in cost of SoI Patron): Military Training Facilities [2], Mobility [2]

Disadvantages: Code of Honor (SEAL Creed) [-10], Extremely Hazardous Duty [-20], Fanaticism [-15], Sense of Duty (Aegis) [-10]

Skills: Acting (M/A) IQ-2 [1/2]-12, Administration (M/A) IQ-2 [1/2]-12, Armoury (Small Arms) (M/A) IQ-1 [1]-13, Boating (P/A) DX+1 [4]-15, Brawling (P/E) DX [1]-14, Camouflage (M/A) IQ [1]-14, Climbing (P/A) DX [2]-14, Driving (Automobile) (P/A) DX [2]-14, Electronics Operation (Communications) (M/A) IQ [2]-14, Engineer (Combat) (M/H) IQ-1 [2]-13, Escape (P/H) DX-3 [1/2]-11, Explosive Ordnance Disposal (M/H) IQ-1 [2]-13, First Aid (M/E) IQ [1]-14, Forward Observer (M/A) IQ-1 [1]-13, Gunner (Machine Gun) (P/A) DX+2 [2]-16 (IQ mod), Guns (Grenade Launcher) (P/E) DX+3 [2]-17 (IQ mod), Guns (LAW) (P/E) DX+3 [2]-17 (IQ mod), Guns





(Light Auto) (P/E) DX+3 [2]-17 (IQ mod), Guns (Pistol) (P/E) DX+3 [2]-17 (IQ mod), Jumping (P/E) DX [1]-14, Knife (P/E) DX [1]-14, Leadership (M/A) IQ [2]-14, Mechanic (Gasoline Engine) (M/A) IQ-2 [1/2]-12, Navigation (M/H) IQ+1 [6]-15, NBC Warfare (M/A) IQ-1 [1]-13, No-Landing Extraction (M/A) IQ-1 [1]-13, Orienteering (M/A) IQ [2]-14, Parachuting (P/E) DX [1]-14, Powerboat (P/A) DX-1 [1]-13, Savoir-Faire (Military) (M/E) IQ-1 [1/2]-13, Scrounging (M/E) IQ [1]-14, Scuba (M/A) IQ+1 [4]-15, Seamanship (M/E) IQ+1 [2]-15, Spear (P/A) DX-1 [1]-13, Stealth (P/A) DX+1 [4]-15, Streetwise (M/A) IQ-2 [1/2]-12, Survival (Island/Beach) (M/A) IQ+1 [4]-15, Survival (Jungle) (M/A) IQ [2]-14, Swimming (P/E) DX+1 [2]-15, Tactics (M/H) IQ [4]-14, Throwing (P/H) DX [4]-14, Traps (M/A) IQ [2]-14, Underwater Demolition (M/A) IQ [2]-14

POLITICAL ADMINISTRATOR

142 POINTS

Individuals who serve in the administration of any federal agency have the power to make the group run smoothly or to set up pitfalls and obstacles by bogging individuals down in minutiae. 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 government (Congressional staff, Assistant Secretaries, Deputy Directors, etc.). These folk do not have to stand for election but are political animals nonetheless. Further, they have some special knowledge and contacts tied to their positions. For that reason, they must purchase an additional Sphere of Influence. For example, the Deputy Director of the National Institutes of Health would have both a Civilian and a Science and Research Sphere of Influence.

The following template covers an Administrator at a law enforcement agency, such as Treasury or Justice. If another agency is desired, simply modify the second influence-ranking advantage and Sphere of Influence Patron.

Attributes: ST 10 [0], DX 10 [0], IQ 12 [20], HT 10 [0]

Advantages: Administrative Rank 4 [20], Aegis Template [10], Civilian SoI (appearance 9, usually reliable) [42], Evidence Control [3], Law SoI (appearance 9, usually reliable) [30], Police Resources [3], Security Clearance 1 (Government Facility) [2]

Pulling Strings (double cost included in cost of SoI Patron): City Hall Archives [2], Personnel Tracking [2], Stopping Investigation [2]

Disadvantages: Duty (12 or less) [-10]

Skills: Accounting (M/H) IQ-2 [1]-10, Administration (M/A) IQ+2 [6]-14, Computer Operation (M/E) IQ [1]-12, Driving (Automobile) (P/A) DX-1 [1]-9, Economics (M/H) IQ-1 [2]-11, Fast-Talk (M/A) IQ [2]-12, History (M/H) IQ-1 [2]-11, Intimidation (M/A) IQ [2]-12, Public Speaking (M/A) IQ [2]-12, Savoir-Faire (M/E) IQ+1 [2]-13, Swimming (P/E) DX [1]-10

POLITICIAN

158 POINTS

Politicians are elected or appointed governmental officials who fill some kind of federal office. They have a keen understanding of their constituency and an ability to use that knowledge to be reelected to office. These individuals also know how government operates, and with that knowledge comes the ability to change policy, restructure budgets, and manipulate public opinion. Politicians tend to live in the spotlight whether they like it or not, and a single misstep can be a disaster. Examples of politicians include Senators, Representatives, and the President.

Attributes: ST 10 [0], DX 10 [0], IQ 12 [20], HT 10 [0]

Advantages: Administrative Rank 4 [20], Aegis Template [10], Charisma 2 [10], Civilian SoI (appearance 12, somewhat reliable) [56], Reputation +2 [10], Security Clearance 3 (Government Facility) [6], Security Clearance 3 (Military Base) [6], Unusual Background (Counterintelligence) [2]

Pulling Strings (included within cost of SoI Patron): City Hall Archives [2], Counterintelligence Files [2], Front Page News [2], Personnel Tracking [2], Satellite Surveillance: Standard [3], Stopping Investigation [2]

Disadvantages: Duty (12 or less) [-10]

Skills: Accounting (M/H) IQ-2 [1]-10, Administration (M/A) IQ+1 [4]-13, Computer Operation (M/E) IQ [1]-12, Diplomacy (M/H) IQ-1 [2]-11, Driving (Automobile) (P/A) DX-1 [1]-9, Economics (M/H) IQ-1 [2]-11, Fast-Talk (M/A) IQ [2]-12, History (M/H) IQ-1 [2]-11, Intimidation (M/A) IQ [2]-12, Politics (M/A) IQ+2 [6]-14, Public Speaking (M/A) IQ [2]-12, Savoir-Faire (M/E) IQ+1 [2]-13, Swimming (P/E) DX [1]-10

PRISON CRIMINAL, THIEF/WHITE COLLAR 133 POINTS

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. Nonviolent criminals tend to rely on their intelligence and creative thinking rather than on their physical strength or endurance. 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 would have.

Attributes: ST 10 [0], DX 11 [10], IQ 12 [20], HT 10 [0]

Advantages: Aegis Template [10], Criminal SoI (appearance 9, somewhat reliable) [33], Reputation +3 (only among criminals) [15]

Pulling Strings (included in cost of SoI Patron): Accomplices [2], Chop Shops [2], Criminal Resources [2], Funding 2 [10], Safe House [2]

Skills: Accounting (M/H) IQ-1 [2]-11, Administration (M/A) IQ [2]-12, Area Knowledge (choose one) (M/E) IQ [1]-12, Area Knowledge (choose one) (M/E) IQ [1]-12, Brawling (P/E) DX [1]-11, Computer Hacking (M/VH) IQ [8]-12, Computer Operation (M/E) IQ [1]-12, Computer Programming (M/H) IQ-1 [2]-11, Driving (Automobile) (P/A) DX-1 [1]-10, Electronics Operation (Security) (M/A) IQ [2]-12, Fast-Talk (M/A) IQ [2]-12, Forgery (M/H) IQ [4]-12, Gambling (M/A) IQ-1 [1]-11, Jeweler (M/H) IQ-1 [2]-11, Law (M/H) IQ-1 [1]-10, Lockpicking (M/A) IQ [2]-12, Merchant (M/A) IQ [2]-12, Pickpocket (P/H) DX-1 [2]-10, Sleight of Hand (P/H) DX-1 [2]-10, Stealth (P/A) DX+1 [4]-12, Streetwise (M/A) IQ [2]-12



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 the offenders in becoming law-abiding citizens. For Aegis, the Bureau of Prisons is fertile ground for recruiting operatives and test subjects with little to lose. These recruits are allowed to “escape,” to be “lost” in the system, or to get out on early parole. Recruited criminals vary from loyal to downright untrustworthy—many do the work asked only because they know a manhunt would ensue if they betrayed their new masters.



Project CYGNET

Project CYGNET is an operation that specializes in remote viewing and psi warfare. Originally, psychics were recruited from the Stanford Research Institute and Fort Mead. Once these two research units were terminated, CYGNET was forced to recruit from 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, nonpsychics who showed a strong aptitude have been recruited to develop their powers entirely in-house. CYGNET remote viewers are some of the best in the world and are usually attached to some kind of government intelligence organization. GRAYBEARD operatives are usually attached to similar intelligence organizations, but are used to wage psi warfare.



PRISON CRIMINAL, THUG

147 POINTS

Individuals who have been imprisoned for violent offenses, such as murder, rape, assault, or battery, are considered to be violent criminals. These characters rely on their sheer physical strength or stamina rather than their intelligence, but many violent criminals are also highly intelligent. These criminals usually have some skill with a weapon or some ability with brawling or martial arts, or both.

Attributes: ST 12 [20], DX 12 [20], IQ 11 [10], HT 12 [20]

Advantages: Aegis Template [10], Criminal SoI (appearance 9, somewhat reliable) [19], Reputation +2 (only among criminals) [10]

Pulling Strings (included in cost of SoI Patron): Accomplices [2], Criminal Resources [2]

Skills: Area Knowledge (choose one) (M/E) IQ [1]-11, Area Knowledge (choose one) (M/E) IQ [1]-11, Brawling (P/E) DX+2 [4]-14, Carousing (P/A) HT [2]-12, Demolition (M/A) IQ [2]-11, Driving (Automobile) (P/A) DX [2]-12, Fast Draw (Pistol) (P/E) DX+1 [2]-13, First Aid (M/E) IQ+1 [2]-12, Gambling (M/A) IQ [2]-11, Guns (Light Auto) (P/E) DX+1 [1]-13 (IQ mod), Guns (Pistol) (P/E) DX+1 [1]-13 (IQ mod), Holdout (M/A) IQ+1 [4]-12, Intimidation (M/A) IQ+1 [4]-12, Jumping (P/E) DX [1]-12, Knife (P/E) DX [1]-12, Leadership (M/A) IQ [2]-11, Stealth (P/A) DX [2]-12, Streetwise (M/A) IQ+1 [4]-12

PROJECT CYGNET/GRAYBEARD

OPERATIVE

174 POINTS

Graybeard operatives are usually attached to active government intelligence organizations. Agencies regularly employing Graybeard operatives include the CIA, DEA, Secret Service, and Navy. Knowledge about these operatives is carefully compartmentalized, and most of those who know discount them. These individuals specialize in psi warfare and the gathering of intelligence through psychic methods.

Attributes: ST 10 [0], DX 11 [10], IQ 12 [20], HT 11 [10]

Advantages: Aegis Template [10], Paranormal SoI (appearance 9, somewhat reliable) [19], Security Clearance 3 (Top Secret) [15], Unusual Background [10], Zeroed [10]

Pulling Strings (included in cost of SoI Patron): Experimental Psi Drugs [2], MHIC-EDOM [2]

Disadvantages: Duty (12 or less) [-10]

Skills: Acting (M/A) IQ [2]-12, Biochemistry (Bio-psi) (M/VH) IQ+2 [1]-14 (optional specialty mod), Brawling (P/E) DX [1]-11, Computer Operation (M/E) IQ [1]-12, Detect Lies (M/H) IQ-1 [2]-11, Disguise (M/A) IQ [2]-12, Driving (Automobile) (P/A) DX [2]-11, Electronics Operation (Mind Control) (M/A) IQ [2]-12, Electronics Operation (Sensors) (M/A) IQ [2]-12, Fast-Talk (M/A) IQ [2]-12, Guns (Pistol) (P/E) DX+2 [1]-13 (IQ mod), Interrogation (M/A) IQ [2]-12, Intimidation (M/A) IQ [2]-12, Law (M/H) IQ-2 [1]-10, Lockpicking (M/A) IQ [2]-12, Physician (M/H) IQ-2 [1]-10, Savoir-Faire (M/E) IQ [1]-12, Shadowing (M/A) IQ [2]-12, Stealth (P/A) DX [2]-11, Streetwise (M/A) IQ [2]-12, Swimming (P/E) DX [1]-11

Paranormal Abilities: ESP, Power 12 [36], Clairaudience (M/H) IQ [4]-12, Clairvoyance (M/H) IQ [4]-12, Psychometry (M/H) IQ-1 [2]-11

PROJECT CYGNET REMOTE VIEWER 150 POINTS

These individuals are generally attached to a government intelligence operation, conducting top-secret psychic reconnaissance. They are some of the best in the world, and each person is individually trained and given intensive instruction to ensure they are as useful as possible to their assigned operations.

Attributes: ST 9 [-10], DX 10 [0], IQ 13 [30], HT 11 [10]

Advantages: Aegis Template [10], Intelligence SoI (appearance 9, somewhat reliable) [26], Security Clearance 3 (Top Secret) [15], Unusual Background [10]

Pulling Strings (included in cost of SoI Patron): Intel Files [2], Safe House [2], Satellite Surveillance: Intelligence [7]

Disadvantages: Duty (9 or less) [-5]

Skills: Computer Operation (M/E) IQ [1]-13, Driving (Automobile) (P/A) DX [2]-10, Intelligence Analysis (M/H) IQ+3 [10]-16, Research (M/A) IQ [2]-13, Swimming (P/E) DX [1]-10, Writing (M/A) IQ [2]-13, UFOlogy (M/H) IQ-1 [2]-12

Paranormal Abilities (see P10-11): Astral Projection, Power 12 [36], Astral Projection (M/H) IQ [4]-13, Astral Sight (M/H) IQ [4]-13

PROJECT MKULTRA OPERATIVE 174 POINTS

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. Many operatives have some history of using some type of psi drug, usually resulting in a fierce addiction. MKULTRA operatives walk a very thin line in their daily lives and are usually carefully monitored by their superiors.

Attributes: ST 9 [-10], DX 11 [10], IQ 12 [20], HT 11 [10]

Advantages: Aegis Template [10], Intelligence SoI (appearance 9, somewhat reliable) [19], Security Clearance 3 (Top Secret) [15], Unusual Background [10], Zeroed [10]

Pulling Strings (included in cost of SoI Patron): Experimental Psi Drugs [2], MHIC-EDOM [2]

Disadvantages: Addiction (Psi Enhancer) [-15]

Skills: Acting (M/A) IQ [2]-12, Biochemistry (Bio-psi) (M/VH) IQ+4 [4]-16 (optional specialty mod), Brawling (P/E) DX [1]-11, Computer Operation (M/E) IQ [1]-12, Detect Lies (M/H) IQ-1 [2]-11, Disguise (M/A) IQ [2]-12, Driving (Automobile) (P/A) DX [2]-11, Electronics Operation (Mind Control) (M/A) IQ [2]-12, Electronics Operation (Sensors) (M/A) IQ [2]-12, Fast-Talk (M/A) IQ [2]-12, Guns (Pistol) (P/E) DX+2 [1]-13 (IQ mod), Intimidation (M/A) IQ [2]-12, Lockpicking (M/A) IQ [2]-12, Physician (M/H) IQ-2 [1]-10, Savoir-Faire (M/E) IQ [1]-12, Shadowing (M/A) IQ [2]-12, Stealth (P/A) DX [2]-11, Streetwise (M/A) IQ [2]-12

Paranormal Abilities: Telepathy, Power 10 [50], Mind Shield (M/A) IQ [2]-12, Psi-Sense (M/A) IQ [2]-12, Telereceive (M/H) IQ [4]-12, Telesend (M/H) IQ [4]-12



Project MKULTRA

The CIA commenced a secret program entitled Project BLUEBIRD in 1950, and after being renamed and refocused twice it was finally labeled Project MKULTRA in 1952. The purpose of the MKULTRA project was to create advanced mind-control techniques through the use of drugs, hypnotism, electroshock, and other questionable therapies. In 1963, Project MKULTRA was officially terminated; unofficially, Aegis assumed control. Most members of Project MKULTRA know they work for a secret conspiracy and are dedicated to the goals of Aegis. A few are aware that they are involved in secret mind-control experiments, but are not fully members of Aegis.

Project MOONDUST

Responding to the public outcry over the Roswell incident, the Air Force established an investigative project in 1947. As with most government projects, the program held a variety of names until it stuck with BLUEBOOK in 1952. At that time, a secondary project was created to screen all incoming reports of "alien" activity, titled Project MOONDUST. MOONDUST has always been under the control of Aegis, and from its inception separated out the real reports and sent fake ones to BLUEBOOK. Thus, it was not surprising that the final Condon Report in 1969 (named after the physicist heading the study group) revealed no conclusive evidence to support the existence of alien life. BLUEBOOK was shut down, but MOONDUST continues to this day and has become the first-response team entrusted with recovery of downed UFOs, alien technology, and alien subjects.

The one 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 maintained its cover by being primarily directed at fighting the Warsaw Pact, but of late it has evolved more and more into a space-oriented search-and-rescue operation.

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 National Air Intelligence Center (NAIC) personnel is similarly located at the MOONDUST complex, but again small research facilities have been planted around the country.

PROJECT MKULTRA PSYCHIC

174 POINTS

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 most individuals become reliant on these resources to function. Psychics are also constantly undergoing new types of training in an attempt to develop new psychic talents.

Attributes: ST 9 [-10], DX 10 [0], IQ 13 [30], HT 11 [10]

Advantages: Aegis Template [10], Paranormal SoI (appearance 9, somewhat reliable) [21], Security Clearance 3 (Top Secret) [15], Unusual Background [10]

Pulling Strings (included in cost of SoI Patron): Experimental Psi Drugs [2], MHIC-EDOM [2], Psi Labs [2]

Disadvantages: Addiction (Psi Enhancer) [-15]

Skills: Biochemistry (Bio-psi) (M/VH) IQ+3 [2]-16 (optional specialty mod), Brawling (P/E) DX [1]-10, Computer Operation (M/E) IQ [1]-13, Driving (Automobile) (P/A) DX-1 [1]-9, Electronics Operation (Mind Control) (M/A) IQ [2]-13, Electronics Operation (Sensors) (M/A) IQ [2]-13, Guns (Pistol) (P/E) DX+2 [1]-12 (IQ mod), Physician (M/H) IQ-2 [1]-11, Stealth (P/A) DX [2]-10, Streetwise (M/A) IQ [2]-13

Paranormal Abilities: Telepathy, Power 12 [60], Mind Shield (M/A) IQ [2]-13, Psi-Sense (M/A) IQ [2]-13, Sleep (M/H) IQ-1 [2]-12, Suggest (M/H) IQ [4]-13, Telecontrol (M/H) IQ-1 [2]-12, Telereceive (M/H) IQ+2 [8]-15, Telesend (M/H) IQ+2 [8]-15

PROJECT MOONDUST LINGUIST

175 POINTS

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 and 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 to deciphering the meaning of different types of equipment and documentation, which expedites the mission or enables mission staff to retrieve the most important elements if their situation is on the verge of being compromised.

Attributes: ST 10 [0], DX 11 [10], IQ 14 [45], HT 10 [0]

Advantages: Aegis Template [10], Science and Research SoI (appearance 9, usually reliable) [50], Security Clearance 3 (Top Secret) [15]

Pulling Strings (double cost included in cost of SoI Patron): Alien Technology [5], BLUE FLY Transport [2], Library [1], Translators [2]

Skills: Brawling (P/E) DX [1]-11, Camouflage (M/E) IQ [1]-14, Climbing (P/A) DX [2]-11, Cryptanalysis (M/H) IQ+1 [6]-15, Driving (Automobile) (P/A) DX [2]-11, Electronics Operation (Communications) (M/A) IQ-1 [1]-13, First Aid (M/E) IQ [1]-14, Guns (Light Auto) (P/E) DX+2 [1]-13 (IQ mod), Guns (Pistol) (P/E) DX+2 [1]-13 (IQ mod), Hazardous Materials (M/A) IQ [2]-14, Jumping (P/E) DX [1]-11, Knife (P/E) DX [1]-11, Language (choose one) (M/A) IQ+1 [1]-15 (Linguistics mod), Language (choose one) (M/A) IQ+1 [1]-15 (Linguistics mod), Language (choose one) (M/A) IQ+1 [1]-15 (Linguistics mod), Linguistics (M/VH) IQ [8]-14, NBC Warfare (M/A) IQ-1 [1]-13, No-Landing Extraction (M/A) IQ-1 [1]-13, Orienteering (M/A) IQ-1 [1]-13, Parachuting (P/E) DX [1]-11, Stealth (P/A) DX [2]-11, Survival (Jungle) (M/A) IQ-1 [1]-13, Survival (Mountain) (M/A) IQ-1 [1]-13, Swimming (P/E) DX [1]-11, UFOlogy (M/H) IQ-1 [2]-13

PROJECT MOONDUST OPS SPECIALIST 166 POINTS

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. The Ops Specialist is almost always the team leader in the field, but, given the highly trained members, rarely issues orders without consultation.

Attributes: ST 12 [20], DX 13 [30], IQ 12 [20], HT 11 [10]

Advantages: Aegis Template [10], Military Rank 3 [15], Military SoI (appearance 9, somewhat reliable) [22]

Pulling Strings (included in cost of SoI Patron): Alien Technology [5], BLUE FLY Transport [2]

Disadvantages: Duty (9 or less) [-5]

Skills: Brawling (P/E) DX [1]-13, Camouflage (M/E) IQ [1]-12, Climbing (P/A) DX [2]-13, Demolition (M/A) IQ [2]-12, Driving (Automobile) (P/A) DX [2]-13, Electronics Operation (Communications) (M/A) IQ-1 [1]-11, First Aid (M/E) IQ [1]-12, Gunner (Machine Gun) (P/A) DX+1 [1]-14 (IQ mod), Guns (Grenade Launcher) (P/E) DX+2 [1]-15 (IQ mod), Guns (LAW) (P/E) DX+2 [1]-15 (IQ mod), Guns (Light Auto) (P/E) DX+2 [1]-15 (IQ mod), Guns (Pistol) (P/E) DX+2 [1]-15 (IQ mod), Hazardous Materials (M/A) IQ [2]-12, Jumping (P/E) DX [1]-13, Knife (P/E) DX [1]-13, Leadership (M/A) IQ+1 [4]-13, NBC Warfare (M/A) IQ-1 [1]-11, No-Landing Extraction (M/A) IQ [2]-12, Orienteering (M/A) IQ [2]-12, Parachuting (P/E) DX [1]-13, Stealth (P/A) DX [2]-13, Survival (Jungle) (M/A) IQ [2]-12, Survival (Mountain) (M/A) IQ [2]-12, Swimming (P/E) DX [1]-13, Tactics (M/H) IQ [4]-12, Traps (M/A) IQ [2]-12, UFOlogy (M/H) IQ-1 [2]-11

PROJECT MOONDUST TECH SPECIALIST 159 POINTS

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.

Attributes: ST 10 [0], DX 12 [20], IQ 13 [30], HT 10 [0]

Advantages: Aegis Template [10], Intelligence SoI (appearance 9, somewhat reliable) [31], Security Clearance 3 (Top Secret) [15]

Pulling Strings (included in cost of SoI Patron): Alien Technology [5], BLUE FLY Transport [2], Ranch Analysis [2], Satellite Surveillance: Intelligence [7]

Skills: Armoury (Airplane Weaponry) (M/A) IQ [2]-13, Brawling (P/E) DX [1]-12, Camouflage (M/E) IQ [1]-13, Climbing (P/A) DX [2]-12, Computer Operation (M/E) IQ [1]-13, Computer Programming (M/H) IQ [4]-13, Driving (Automobile) (P/A) DX [2]-12, Electronics (Computers) (M/H) IQ [4]-13, Electronics Operation (Communications) (M/A) IQ [2]-13, Electronics Operation (Sensors) (M/A) IQ [2]-13, First Aid (M/E) IQ [1]-13, Guns (Light Auto) (P/E) DX+2 [1]-14 (IQ mod), Guns (Pistol) (P/E) DX+2 [1]-14 (IQ mod), Hazardous Materials (M/A) IQ [2]-13, Jumping (P/E) DX [1]-12, Knife (P/E) DX [1]-12, Leadership (M/A) IQ-1 [1]-12, Mathematics (M/H) IQ [4]-13, Mechanic (Jet Plane Engine) (M/A) IQ+1 [4]-14, NBC Warfare (M/A) IQ-1



PROJECT RASPUTIN

Project RASPUTIN

As early as 1939, Stalin authorized funding for a highly secretive group of psychic and occult researchers headed by a celebrated Russian psychic, Wolf Gregorievich Messing. This group greatly aided Russia's war effort and unknowingly worked with the Watch against the Nazi occultists. After the war, the paranormal group was reformulated and refocused toward psychic research. In 1954, then-head Dr. Sergei Markov died and was succeeded by his daughter Tatyana Markova. Tatyana disappeared mysteriously in 1977 after launching Satellite Alexis.

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. Aegis tracked down and approached all but one of RASPUTIN's major participants. Those few that refused Aegis' offer of unlimited research opportunities and a high standard of living in the United States were shot. Today, RASPUTIN operates in a number of facilities across the United States, particularly at a research complex several miles from the Ranch on the Nellis Range. Not all members of Project RASPUTIN are aware of Aegis, but most are full members.

[1]-12, No-Landing Extraction (M/A) IQ-1 [1]-12, Orienteering (M/A) IQ-1 [1]-12, Parachuting (P/E) DX [1]-12, Photography (M/A) IQ [2]-13, Stealth (P/A) DX [2]-12, Survival (Jungle) (M/A) IQ-1 [1]-12, Survival (Mountain) (M/A) IQ-1 [1]-12, Swimming (P/E) DX [1]-12, Traps (M/A) IQ-1 [1]-12, UFOlogy (M/H) IQ [4]-13

PROJECT MOONDUST BLUE FLY PILOT 174 POINTS

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.

Attributes: ST 10 [0], DX 13 [30], IQ 12 [20], HT 10 [0]

Advantages: Acute Vision 1 [2], Aegis Template [10], Military Rank 4 [20], Military Sol (appearance 9, usually reliable) [46], Security Clearance 2 (Military Base) [4]

Pulling Strings (double cost included in cost of Sol Patron): BLUE FLY Transport [2], Cheaper Vehicles [2], No Trace [2], Specialized Aircraft [2]

Disadvantages: Duty (9 or less) [-5]

Skills: Brawling (P/E) DX [1]-13, Computer Operation (M/E) IQ [1]-12, Driving (Automobile) (P/A) DX-1 [1]-12, Electronics (Sensors) (M/H) IQ-1 [2]-11, Electronics Operation (Communications) (M/A) IQ [2]-12, Electronics Operation (Sensors) (M/A) IQ [2]-12, Gunner (Autocannon) (P/A) DX+2 [2]-15 (IQ mod), Guns (Pistol) (P/E) DX+2 [1]-15 (IQ mod), Leadership (M/A) IQ-1 [1]-11, Mathematics (M/H) IQ [4]-12, Mechanic (Jet Plane Engine) (M/A) IQ-1 [1]-11, Navigation (M/H) IQ [4]-12, No-Landing Extraction (M/A) IQ-1 [1]-11, Orienteering (M/A) IQ [2]-12, Parachuting (P/E) DX [1]-13, Piloting (Helicopter) (P/A) DX+1 [4]-14, Piloting (Military Jet) (P/A) DX [2]-13, Piloting (Multi-Engine Jet) (P/A) DX [2]-13, Piloting (Multi-Engine Prop) (P/A) DX+1 [4]-14, Piloting (Single Engine Prop) (P/A) DX+1 [4]-14, Survival (Jungle) (M/A) IQ [2]-12, Survival (Mountain) (M/A) IQ [2]-12, Swimming (P/E) DX [1]-13



PROJECT MOONDUST NAIC SCIENTIST/TECHNICIAN

171 POINTS

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. 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 Scientist seizes whatever information is provided by the extraction team and uses it to reverse-engineer and modify the technology retrieved.

Attributes: ST 10 [0], DX 11 [10], IQ 14 [45], HT 10 [0]

Advantages: Aegis Template [10], Science and Research SoI (appearance 9, usually reliable) [52], Security Clearance 3 (Top Secret) [15]

Pulling Strings (double cost included in cost of SoI Patron): Alien Technology [5], BLUE FLY Transport [2], Laboratory/Workshop [2], Ranch Analysis [2]

Skills: Computer Operation (M/E) IQ [1]-14, Computer Programming (M/H) IQ [4]-14, Driving (Automobile) (P/A) DX [2]-11, Guns (Pistol) (P/E) DX+2 [1]-13 (IQ mod), Hazardous Materials (M/A) IQ [2]-14, NBC Warfare (M/A) IQ [2]-14, Physics (M/H) IQ-1 [2]-13, Research (M/A) IQ [2]-14, Swimming (P/E) DX [1]-11, UFOlogy (M/H) IQ-1 [2]-13

Comments: Scientist add Biochemistry (M/VH) IQ-1 [4]-13, Botany (M/H) IQ-1 [2]-13, Chemistry (M/H) IQ+1 [6]-15, Genetics (M/VH) IQ-1 [4]-13, Physiology (M/H) IQ-2 [2]-12, Xenobiology (M/A) IQ [2]-14

Technician add Armoury (Airplane Weaponry) (M/A) IQ [2]-14, Electronics (Computers) (M/H) IQ+1 [6]-15, Electronics Operation (Communications) (M/A) IQ [2]-14, Electronics Operation (Sensors) (M/A) IQ [2]-14, Mathematics (M/H) IQ [4]-14, Mechanic (Jet Plane Engine) (M/A) IQ+1 [4]-15

PROJECT RASPUTIN PARAPSYCHOLOGIST

173 POINTS

Paranormal researchers from the former Soviet Project RASPUTIN are much more attuned to psychic phenomena, than Seepage-related subjects. Their particular specialty is psychotrons, about which Project RASPUTIN had greater understanding than any other research team in the world.

Attributes: ST 10 [0], DX 10 [0], IQ 14 [45], HT 10 [0]

Advantages: Aegis Template [10], Paranormal SoI (appearance 9, usually reliable) [48], Security Clearance 4 (Top Secret) [20], Unusual Background [10]

Pulling Strings (double cost included in cost of SoI Patron): Occult Library or Psi Labs (choose one) [2], Psychotrons [7]

Disadvantages: Duty (9 or less) [-5]

Skills: Administration (M/A) IQ-1 [1]-13, Biochemistry (Bio-psi) (M/VH) IQ+5 [8]-19 (optional specialty mod), Chemistry (M/H) IQ [4]-14, Computer Operation (M/E) IQ [1]-14, Diagnosis (M/H) IQ-2 [1]-12, Driving (Automobile) (P/A) DX-1 [1]-9, Electronics (Psychotronics) (M/H) IQ-1 [2]-13, Electronics Operation (Psychotronics) (M/A) IQ [2]-14, Hypnotism (M/H) IQ-1 [2]-13, Mind Block (M/A) IQ [2]-14, Occultism (M/A) IQ-1 [1]-13, Physician (M/H) IQ [4]-14, Paraphysics (M/VH) IQ [8]-14, Psychology (M/H) IQ-1 [2]-13, Research (M/A) IQ-1 [1]-13, Surgery (M/VH) IQ-1 [4]-13, Swimming (P/E) DX [1]-10



U.S. Marshals Service (USMS)

During its long history, the U.S. Marshals Service has been called upon to perform nearly every activity necessary for the smooth functioning of the Republic. The contemporary duties of the USMS include asset forfeiture; court security; protection of witnesses, judges, court officials, and jurors; and other special operations. The U.S. Marshals Service has primary jurisdiction in investigating 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 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. A small number of personnel are administrative, but the majority of the Service's over 3,000 employees are field operatives.



PROJECT RASPUTIN PSYCHIC AGENT

181 POINTS

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.

Attributes: ST 9 [-10], DX 10 [0], IQ 13 [30], HT 11 [10]

Advantages: Aegis Template [10], Paranormal SoI (appearance 9, somewhat reliable) [31], Security Clearance 3 (Top Secret) [15], Unusual Background [10]

Pulling Strings (included in cost of SoI Patron): MHIC-EDOM [2], Psychotrons [7], Satellite Alexis [7]

Skills: Acting (M/A) IQ [2]-13, Brawling (P/E) DX [1]-10, Computer Operation (M/E) IQ [1]-13, Detect Lies (M/H) IQ-1 [2]-12, Disguise (M/A) IQ [2]-13, Driving (Automobile) (P/A) DX-1 [1]-9, Electronics Operation (Mind Control) (M/A) IQ [2]-13, Electronics Operation (Psychotronics) (M/A) IQ [2]-13, Electronics Operation (Sensors) (M/A) IQ [2]-13, Fast-Talk (M/A) IQ [2]-13, Guns (Pistol) (P/E) DX+2 [1]-12 (IQ mod), Intimidation (M/A) IQ [2]-13, Lockpicking (M/A) IQ [2]-13, Savoir-Faire (M/E) IQ [1]-13, Shadowing (M/A) IQ [2]-13, Stealth (P/A) DX [2]-10, Streetwise (M/A) IQ [2]-13

Paranormal Abilities: Psychokinesis, Power 10 [50], Levitation (M/H) IQ-1 [2]-12, Telekinesis (M/H) IQ [4]-13

U. S. MARSHAL, DEPUTY

146 POINTS

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.

Attributes: ST 10 [0], DX 12 [20], IQ 12 [20], HT 10 [0]

Advantages: Administrative Rank 3 [15], Aegis Template [10], Law SoI (appearance 9, usually reliable) [38], Legal Enforcement Powers/Agency Control/Asset Forfeiture [18]

Pulling Strings (double cost included in cost of SoI Patron): Back-up [2], SWAT [2]

Disadvantages: Duty (12 or less) [-10]

Skills: Area Knowledge (M/E) IQ [1]-12, Brawling (P/E) DX [1]-12, Computer Operation (M/E) IQ [1]-12, Criminology (M/A) IQ+2 [6]-14, Detect Lies (M/H) IQ [4]-12, Driving (Automobile) (P/A) DX [2]-12, Fast-Talk (M/A) IQ-1 [1]-11, First Aid (M/E) IQ [1]-12, Forensics (M/H) IQ-2 [1]-10, Guns (Pistol) (P/E) DX+3 [2]-15 (IQ mod), Interrogation (M/A) IQ [2]-12, Law (M/H) IQ [4]-12, Law Enforcement (M/A) IQ [2]-12, Leadership (M/A) IQ [2]-12, Shadowing (M/A) IQ [2]-12, Streetwise (M/A) IQ [2]-12, Swimming (P/E) DX [1]-12

U.S. SECRET SERVICE AGENT

174 POINTS

These agents are charged with monitoring of counterfeiting, money laundering, and other crimes related to the Department of the Treasury. 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.

Attributes: ST 10 [0], DX 12 [20], IQ 12 [20], HT 10 [0]

Advantages: Aegis Template [10], Law SoI (appearance 12, usually reliable) [76], Legal Enforcement Powers [10], Security Clearance 4 (Top Secret) [20]

Pulling Strings (quadruple cost included in cost of SoI Patron): Official Agendas [2], Sending Presidential Orders [2]

Disadvantages: Duty (12 or less) [-10]

Skills: Brawling (P/E) DX [1]-12, Computer Operation (M/E) IQ [1]-12, Criminology (M/A) IQ+2 [6]-14, Detect Lies (M/H) IQ-2 [1]-10, Driving (Automobile) (P/A) DX [2]-12, Fast-Talk (M/A) IQ-1 [1]-11, First Aid (M/E) IQ [1]-12, Forensics (M/H) IQ-2 [1]-10, Guns (Pistol) (P/E) DX+2 [1]-14 (IQ mod), Interrogation (M/A) IQ [2]-12, Intimidation (M/A) IQ [2]-12, Law (M/H) IQ [4]-12, Leadership (M/A) IQ [2]-12, Shadowing (M/A) IQ-1 [1]-11, Streetwise (M/A) IQ-1 [1]-11, Swimming (P/E) DX [1]-12

U.S. SECRET SERVICE SECURITY SPECIALIST

153 POINTS

These agents surround the President and other personnel important to 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.

Attributes: ST 10 [0], DX 12 [20], IQ 12 [20], HT 10 [0]

Advantages: Aegis Template [10], Law SoI (appearance 9, usually reliable) [48], Legal Enforcement Powers [10], Security Clearance 3 (Top Secret) [15]

Pulling Strings (included in cost of SoI Patron): Back-up [2], Official Agendas [2], Police Resources [3], Sending Presidential Orders [2]

Disadvantages: Duty (12 or less) [-10]

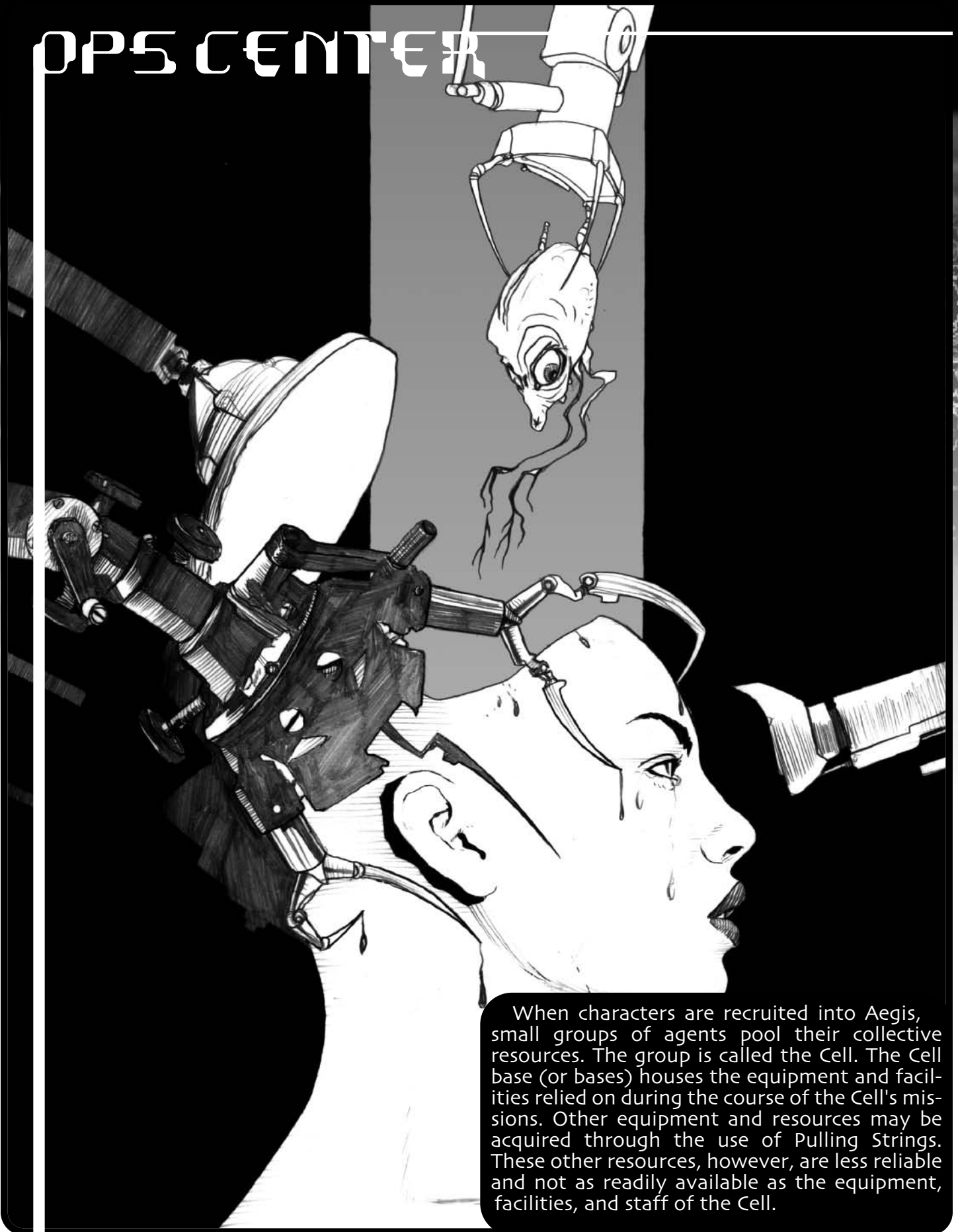
Skills: Area Knowledge (M/E) IQ [1]-12, Brawling (P/E) DX+1 [2]-13, Computer Operation (M/E) IQ [1]-12, Criminology (M/A) IQ [2]-12, Detect Lies (M/H) IQ-2 [1]-10, Driving (Automobile) (P/A) DX [2]-12, Electronics Operation (Security) (M/A) IQ [2]-12, Electronics Operation (Sensors) (M/A) IQ [2]-12, Fast-Draw (Pistol) (P/E) DX+2 [4]-14, Fast-Talk (M/A) IQ-1 [1]-11, First Aid (M/E) IQ [1]-12, Forensics (M/H) IQ-1 [2]-11, Guns (Pistol) (P/E) DX+3 [2]-15 (IQ mod), Holdout (M/A) IQ [2]-12, Interrogation (M/A) IQ [2]-12, Intimidation (M/A) IQ [2]-12, Law (M/H) IQ [4]-12, Leadership (M/A) IQ [2]-12, Shadowing (M/A) IQ [2]-12, Streetwise (M/A) IQ [2]-12, Swimming (P/E) DX [1]-12

U.S. Secret Service

The Secret Service is responsible for protecting the lives of the President and Vice-President of the United States, 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, Treasury Building, and Treasury Annex. The Secret Service is further charged with the detection and arrest of any person committing any offense relating to coins, currency, stamps, government bonds, checks, credit/debit card fraud, computer fraud, and false identification.



OPS CENTER



When characters are recruited into Aegis, small groups of agents pool their collective resources. The group is called the Cell. The Cell base (or bases) houses the equipment and facilities relied on during the course of the Cell's missions. Other equipment and resources may be acquired through the use of Pulling Strings. These other resources, however, are less reliable and not as readily available as the equipment, facilities, and staff of the Cell.

FORMING THE CELL

After the players have finished creating their characters, they should gather to choose the Cell leader (see p. 59) from those with a Parent Cell Patron. Alternatively, the GM could assign the Cell leader.

Once the leader is chosen, the players create the Cell structure and assets. Creating a character is largely a task for the individual player. Cell creation, on the other hand, is an exercise in cooperation. The players must draw from their characters' various backgrounds to gather adequate resources for their operations. In the end, the Cell and its facilities will be the property and responsibility of the entire team, not any individual character. This is true even if one character drew upon more resources to create the Cell than the others did.

CELL RESOURCES

There are five properties of the Cell that need to be addressed: location, facilities, staff, equipment (weapons, espionage, electronics, science, gear, and vehicles), and restricted resources. Each asset with these properties is rated by the type of Sphere of Influence Patron and Resource Points necessary to acquire it for the Cell. The properties are discussed in turn in the remainder of this chapter.

RESOURCE POINTS (RPs)

The amount of pull necessary to acquire a particular property for a Cell is rated by the number of Resource Points (RPs). Money alone cannot secure most of the items the Cell would desire. Such items are regulated and monitored. The Resource Point cost of an asset represents its value, the manipulation of people and organizations needed to secure it, and the time and effort required to bury any paper trail revealing where the asset was finally delivered.

Like Character Points, players spend these points to obtain the property during the formation of the Cell. However, RPs are different in that characters with access to the same Sphere of Influence Patron may pool points together to appropriate a property they would not normally be able to afford.

Acquiring Resource Points

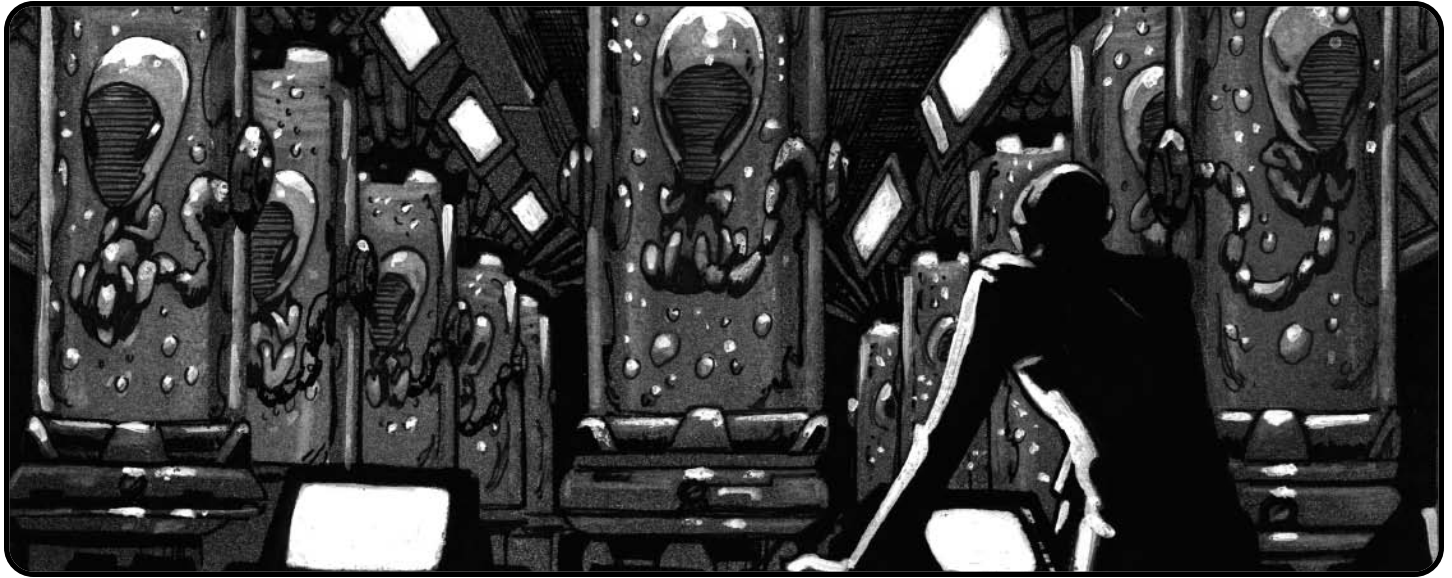
After character creation, agents can secure certain assets by purchasing them with cash. Often this leaves a paper trail or other evidence that the agent does not want around if things go wrong.

To secure untraceable assets, the Cell should restock or acquire new assets using RPs. A week's work securing resources raises a number of RPs equal to a character's influence-ranking advantage level, as long as any appearance rolls are made for the Sphere of Influence Patron being tapped. The character may not go on any missions during that week, or perform any other activities except attending to her "day job."

The RPs raised are "colored" by the Sphere of Influence Patron used. They may not be used to purchase assets outside that Sphere of Influence. RPs may be hoarded over time to purchase more expensive items, but if no efforts are made to secure RPs within a one-month time period, the prior RPs raised are lost.

A Cell is limited in how many RPs worth of "stuff" it can accumulate over time, otherwise attention could be drawn to the Cell and its activities. This limit is the influence-ranking advantage x 15 RPs per character.





Creating Properties

The list in this chapter is far from exhaustive. Anything a Cell could desire may be incorporated into the GURPS Conspiracy X Ops Center system. Initially, the players and Game Master should carefully describe the property, considering what features are “built in.” As a rough guide, each “space” the property holds or consumes is equal to 10-50 square yards. Note that this applies only to the spaces controlled by the Cell. Some locations are actually 5 to 15 times the size of the Cell base, but the Cell occupies only a small, secure portion of the location. This allows the majority of the location to operate in a normal, “public” manner to enhance security. For instance, the industrial park might really be 12,000 square yards (a 330 foot x 330 foot chunk of land), but only 800 square yards of that is the Cell base, hidden in an inconspicuous building on the edge of the park. The rest is a real industrial park with real businesses carrying on real commerce, unaware of the Aegis operatives and Cell base.

The RP cost should be determined by considering properties similar to those given in this chapter, and any special “built in” additions. Game Masters should also consider any special economic and political difficulties faced by the Cell in securing the property. These add 1-4 RPs to the cost.

Each member of a Cell may spend 5 RPs per level of influence-ranking advantage he possesses. Resource Points that are not spent are lost once Cell creation is completed. Characters may contribute points toward the acquisition of restricted resources (see p. 147) only if they are part of certain organizations.

RESOURCE COSTS

Each asset contains a description, a cost, and prerequisites. The following abbreviations are used: Civ (Civilian), Crm (Criminal), Int (Intelligence), Law (Law Enforcement), Mil (Military), Par (Paranormal), S&R (Science and Research), SoI (Sphere of Influence Patron). These costs are gathered in an easy reference table in the Appendix.

SPACES

Location resources have a certain volume of space in which to put facilities. Following the name of the location is how many “spaces” of volume it has. Facility resources may be assigned to a location until it is full.

Facilities have a certain space they consume. Following the name of the facility is the number of “spaces” it uses up within a location.

Certain locations and facilities have no space number. These properties take their space statistic from whatever else they modify, as in the case of armored facilities, or a biohazard suite. Where a property has no set space volume, the designation “(varies)” follows the name.

Some locations restrict the number of large or 4-space facilities, or other properties, such as airstrips. This represents the limits of space and concealment in certain locations. A Cell may wish to place a prohibited facility next to a location, however. For example, an airstrip might be located next to an estate, or a bomb shelter might be placed under a hospital. In this case, the “free-floating” facility incurs a +1 RP cost (local zoning laws may need to be changed, or bypassed, or some other influence-peddling done). Also, the Game Master must judge whether such a combination of facilities and locations is viable, or if particular features of the area serve to increase the RP cost further. For example, certain high-density residential locations on the East Coast could easily contain an estate, but the economic and political ramifications of an adjacent airstrip would be significant. A Game Master would be justified in charging an extra 2-4 RPs, or simply prohibiting the airstrip.

LOCATION RESOURCE DESCRIPTIONS

Locations are structures that house the Cell's personnel, equipment, and operations. Cells may, and probably should, have more than one location. The Cell base is considered extremely secure, as are all of its facilities and attendant personnel, so keeping investigations on-base is always preferred. In addition to the facilities listed in each entry below, Cell locations automatically include such security measures as are necessary to comply with Aegis security standards (locks and HERMES-link monitored alarm signals), as well as any mundane facilities such as kitchens, dining space, and restrooms.

Each location entry describes the general features of the location and any restrictions on its use or availability.

Armored Location (varies) +5 RPs **Crn, Law, or Mil SoI**

The specified location is armored to withstand outside assault for the additional cost listed. That cost supplies a DR of 50 to the location. Successive RP expenditures increase the DR by a like amount. For example, spending +15 RPs on a Bomb Shelter location grants it a DR of 150. For reference, 1 inch of steel armor is DR 70; a military-style reinforced-concrete bunker wall would provide DR 100; a typical fortress wall would provide at least DR 200, if not far more.

Bomb Shelter (5) 2 RPs **Any SoI**

A legacy of decades of Cold War paranoia, bomb shelters exist in every town and city across the nation. Their disuse, seclusion, and security make them ideal bases for smaller Cells with few resources, and excellent bolt-holes for equipment and weapon stashes for larger Cells. Wise placement of bomb shelter caches ensures that a Cell is never too far from supplies.

Restrictions: The major drawback to a bomb shelter is lack of space. A bomb shelter may have no 4-space facilities, no airstrip, and no helipad, and the total combined staff may not exceed five.

Estate (20) 5 RPs **Civ, Crn, Int, or Par SoI**

Independently wealthy individuals have an option for the placement of the Cell that is not available to other characters. A private estate provides excellent security and seclusion as well as an established suite of facilities and room to build more. The estate provides the Cell with a pool, gym, four-car garage, and six bedrooms (dormitories) at no extra RP cost.

Restrictions: No more than one 4-space facility (other than the pool listed above) may be incorporated into the estate, and no airstrip.



Industrial Park (16) 10 RPs **Civ, Crn, Int, Mil, or S&R SoI**

Access to, or exclusive use of, a portion of an industrial park is ideal because it provides the Cell with ample room for Large facilities, high security, modern utilities, and considerable freedom from surveillance. Indeed, if the park is small enough, the Cell may occupy the whole area. Such installations are often disguised by legitimate "front" operations to avoid suspicion from local or government agencies. This location comes with a mainframe computer facility at no extra RP cost.

Restrictions: It is prohibitively expensive to incorporate more than two 4-space facilities into an industrial park.

Military Base (20) 15 RPs **Mil SoI**

One of the most desirable locations for a Cell, a military base allows the members of the Cell to operate with a freedom that is seldom possible with other sites. The Base Commander may be a member of the Cell itself. If so, and if the base is small, the Aegis operatives may be the only personnel on base. Other Cells may be hidden among numerous facilities and projects on a larger base. Security and work space are seldom problems for Cells located on military bases. On the other hand, operatives must be aware that security from other military personnel who are not Aegis operatives is still an issue. A surprise spot check from a curious Brigadier General can mean disaster for an unprepared Cell. Military bases include barracks and a brig at no additional RP cost.

Restrictions: Only agents with a Military Sphere of Influence Patron required by their Profession may purchase a military base location.

Office Building (8) 5 RPs **Civ, Crn, Int, Par, or S&R SoI**

Modern facilities, decent security, and excellent opportunities for "front" organizations make a portion of an office building a good choice for a Cell that does not mind

neighbors. If the space is small enough, the Cell may occupy the whole building. Office suites/buildings provide, free of charge, several modern business necessities: ten inbound phone lines, a computer workstation, fax machine, copier, and, most importantly, a paper shredder. Many Cells contain high-ranking agents from organizations such as the CDC, FBI, or CIA. This allows the office to pose as the local branch office of that agency. A small staff from the "front" agency handles daily business and routine operations, unaware of the true nature of the facility.

Restrictions: Office buildings suffer from space restrictions. Also, due to zoning ordinances, living quarters and similar facilities must be carefully camouflaged. An office building Cell may not have an airstrip and can have no 4-space facilities.

Private Residence (10) 3 RPs Any SoI

Even though it is discouraged by official Aegis policy, some Cells still choose to center operations in suburban homes or private residences. The only real advantage to this is the reluctance of most illegal groups to operate freely inside "Beaverville." The home includes three dormitory-style rooms and a two-car garage at no extra cost.

Restrictions: The private residence may only have one 4-space facility, and may not be equipped with an airstrip or helipad, nor any other item that may be seen from the outside of the home.

Storefront (4) 1 RP Civ, Crm, Int, Par, or S&R SoI

Common in the early days of Aegis, these sites are poor locations for a Cell's main operations, but can be adequate for temporary ops or as safe houses. The site is a single small store, perhaps with attached garage. The cost of the site includes the essential modifications for Aegis use, such as window shutters or tinting, and a good security system. The storefront lowers the cost of any underground site by 1 RP.

Restrictions: A major lack of space prevents the storefront from having any 4-space facilities, airstrips, or helipads. A single set of living quarters may be located upstairs, and only one garage and one other facility may be attached.

Underground (16) 15 RPs Int, Mil, or S&R SoI

A covertly constructed, underground base is without exception the best possible location for a Cell. Security is unparalleled. Underground bases vary greatly, depending on the specific needs of the Cells that create them. They range from cavernous aircraft hangars and research facilities built under mountains to secret subbasements beneath downtown skyscrapers.

Restrictions: Facilities for aircraft are understandably more difficult to build underground. Entrances for vehicles also require special consideration. Underground hangars and garages require vehicle elevators. Airstrips are above ground, and visible. To build them underground with a camouflaged or retractable entrance costs another 5 RP.

Underwater (16) 15 RPs Int, Mil, or S&R SoI

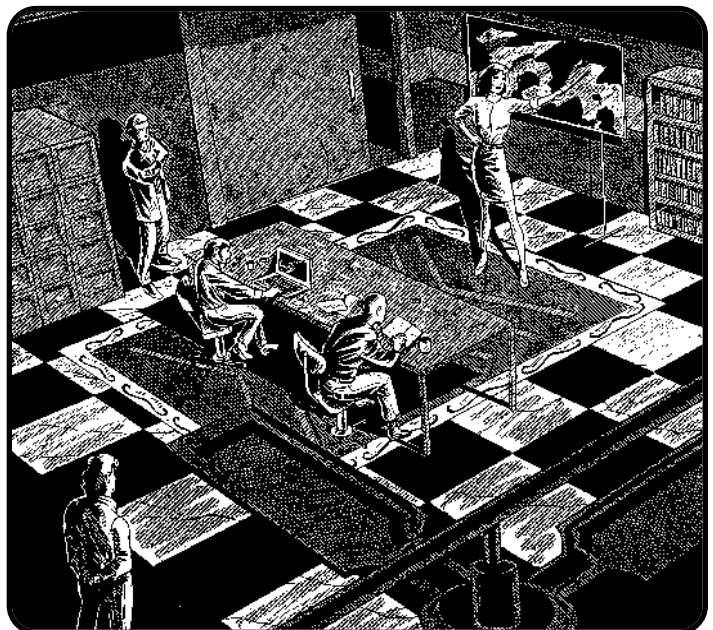
Similar to its distant cousin the underground base, this is a secret facility built entirely underwater. It is excellent for concealment purposes, but does have the problem of being in a hostile environment. The base could be built into a privately owned island or reef, or located below twenty fathoms of water off the continental shelf, away from popular diving sites. The site includes the life-support facility and 10 RP of armoring for no extra cost.

Restrictions: No facilities for aircraft or vehicles incapable of submerging. Entry and egress are potentially difficult. The Cell will probably need a second, inland site for ease of operations.

Warehouse (8) 5 RPs Any SoI

Generally, the only way to locate 4-space facilities within city limits is to base the Cell in a warehouse in the industrial district. The Cell's activities are also less likely to draw unwanted attention in a city's relatively unpopulated industrial zone. At night, the area is often nearly deserted, allowing the Cell to operate under cover of darkness. The primary disadvantage of a warehouse Cell is the lack of amenities and added difficulty in providing adequate security.

Restrictions: Though spacious, warehouses are difficult to modify to accommodate more than a single 4-space facility. Further, no airstrip is possible.



FACILITY RESOURCE DESCRIPTIONS

Facilities are relatively large features of a location. They range from helipads to garages to labs to pools. Following the name of the facility is how many spaces of volume it takes up. There is a limit to the number of 4-space facilities that may be found in certain locations.

STANDARD FACILITIES

Armored Facilities (varies) +1 RP
Crn, Law, or Mil SoI

Any facility may be armored to withstand outside assault for the additional cost listed. That cost supplies a DR of 50 to the location. Successive RP expenditures increase the DR by a like amount. For example, spending +3 RP on a suite grants it a DR of 150.

Auditorium/Briefing Room (1) 1 RP
Any SoI

This is an office-style meeting room with an audiovisual booth. Ideal for running briefings of Cell personnel, or meeting with outside personnel (the entrance can be assumed to be from the outside of the site in the latter case).

Barracks (2) 2 RPs
Law or Mil SoI

Minimal on-site quarters for up to 10 people. Includes five double bunks, lockers, showers, and lavatories. Two barracks constitute a 4-space facility.

Biohazard Suite (varies) 5 RPs
Mil or S&R SoI

The biohazard suite is not so much a separate facility, but rather an addition or modification to a laboratory facility. Converting a lab to a biohazard suite involves making it airtight and adding an airlock and decontamination area (called the Gray Zone), an air filtration system, biohazard spacesuits, and a biochemical laboratory. These modifications make the lab a Biohazard Level 4 secure area, fully equipped for work with lethal viruses, chemical and biological agents, and extraterrestrial biological samples and life forms.

When working in a biohazard suite, researchers first enter a preparation room where they don biohazard spacesuits. They then enter the Gray Zone airlock, where they are showered with UV radiation and anti-septic chemicals. Finally, the scientists enter the suite and connect their suits to external filtered air supplies. When finished, personnel pass once again through the Gray Zone to be decontaminated before entering the real world.

Biohazard suites cost a base number of RP, plus an additional amount depending on the maximum staffing level of the suite (see Work Facilities, Additional Space, p. 124).

Brig (2) 2 RPs
Crn, Int, Law, or Mil SoI

A secure holding area for up to four prisoners, complete with meal slot and dual-function toilet/sink. Two brigs constitute a 4-space facility.

Darkroom (1) 3 RPs
Any SoI

Used to develop ordinary photographs, a normal darkroom is readily available to the general population. Many Aegis Cells install more sophisticated darkrooms that can process not only ordinary film, but also professional quality, high-speed, infrared, military, and other exotic types of film, including foreign military satellite cartridges. If the processing method for the film is known or can be found out, then the film can be developed. Otherwise, correctly determining the proper procedure is a Photography roll. A darkroom comes equipped with a revolving windowless door.

Dive Bay (2) 1 RP
Int, Mil, or S&R SoI

Used to access the sea from a submerged site, this facility provides room for up to four divers to swim in and out of the site at a time. It also has the capacity to store and refill tanks for divers, and to store the other miscellaneous gear which divers require.

Dormitory (1) 1 RP
Any SoI

This is a one- or two-person room with minimal accommodations, similar to a cheap hotel room.

Environment Chamber (1) 5 RPs
S&R SoI

These chambers are designed to allow total control over a small environment. They may take a variety of forms, from large cylindrical metallic chambers to small rooms. The operator can make the atmosphere within the chamber vary in composition and pressure, from near vacuum to 30 atmospheres of pure hydrogen. The atmosphere of the chamber can be completely recycled to ensure that less than one part in a billion of the original contents remains. Temperature and humidity are controlled through the gases injected, and sprayers throughout the chamber can flood it with any chemical that will not destroy it. Designed specifically for handling people and objects exposed to extraterrestrial environments like the moon surface and near orbits, it is also effective for more mundane uses, for example, as a decompression chamber.

Life Support (1) 5 RPs
Int or Mil SoI

The purchase of this facility covers life-support generation and basic environment control for the entire site, as long as the site remains environmentally sealed. It functions as a large-scale environment chamber, but allows only human-habitable environments.

Radar Array (1) 2 RPs
Civ, Crm, Int, Law, Mil, or Par SoI

This low-res imaging, air search radar (see p. VE51) is used for detecting the approach of aircraft. It has a range of 70 miles (Scan 22). Additional range may be purchased for 1 RP/per +1 to Scan number (range increases as per table on p. VE52). The unit also includes monitoring equipment and viewscreens.

Storage Vault (1) 2 RPs
Any SoI

Regular storage rooms do not cost anything. This is a secure (-3 to Lockpicking Skill), airtight, radiation-proof, steel-walled storage facility with approximately 8 cubic yards of storage space, for keeping sensitive or dangerous materials. DR 8, HP 80.

Suite (2) 2 RPs
Any SoI

A suite is a two-person group of rooms with kitchen, living area, and bedrooms. Two suites constitute a 4-space facility.

Telecommunications Lines (1) 2 RPs
Any SoI

Any major use of ordinary telecommunications lines or resources falls under this category. Examples include 20 dial-in phone lines suitable for data, voice, or fax transmission, a dedicated broadband Internet facility, or a satellite uplink. Each of these items is considered a separate facility and must be purchased separately.

COMPUTER FACILITIES

Mainframe (1) 5 RPs
Any SoI

Not much more powerful than a workstation, mainframe computers are generally used to process large volumes of data, such as bank transactions, airline reservations, database searches, and the like. A mainframe can directly manage terabytes of data and efficiently sort and search them, but for real scientific number-crunching a supercomputer is needed. On the other hand, most supercomputers cannot handle the bandwidth of a mainframe. The average mainframe is rated at Complexity 4 and has ten terminals.

Personal Computer/Workstation (1) 1 RP
Any SoI

There's not much difference between a PC and a workstation nowadays. Either is more than adequate for most uses, including most research and engineering. These are top-of-the-line, multiprocessor systems, an order of magnitude more powerful than a typical home or office system. The average workstation is rated at Complexity 2.

Supercomputer (2) 10 RPs
Any SoI

These machines are used mainly for crunching astronomical reams of numbers. Uses include cryptography, engineering analysis, and heavy-duty scientific research. Whereas a mainframe is useful for searching reams of sorted and catalogued information, it takes a supercomputer to extract information from what appears to be random noise, such as searching for a certain person's voiceprint on every call on a particular cellular network. Two supercomputers constitute a 4-space facility. A supercomputer is rated at Complexity 5 and has fifteen terminals.



MEDICAL FACILITIES

All medical facilities are kept stocked with all items necessary to keep them in full operation. Doctors and nurses must be acquired separately as staff and count as scientists and lab assistants, respectively. Like all other staff, they work only for the Cell and are always "on call."

Field Hospital (2) 3 RPs Law, Mil, or S&R SoI

This rudimentary unit includes five beds and supplies equivalent to those found in a medic's kit. It provides a +1 bonus to Physician and First Aid tests (performed by the caregiver). Two field hospitals constitute a 4-space facility.

Hospital (4) 8 RPs Law, Mil, or S&R SoI

This facility supports 20 patients. It provides a +2 bonus to Physician and First Aid tests (performed by the caregiver). A hospital allows use of the Surgery skill.

Intensive Care Unit (2) 10 RPs S&R SoI

An ICU supports only one patient, but gives that patient a much better chance of recovering from traumatic wounds than normal hospitalization. It provides a +3 bonus to Physician and First Aid tests (performed by the caregiver).

TRAINING FACILITIES

Firing Range (4) 2 RPs Civ, Crm, Int, Law, or Mil SoI

This area allows training or practice in Guns, Gunner, and other ranged weapon skills.

Gym (2) 2 RPs Civ, Crm, Int, Law, or Mil SoI

This facility allows characters to maintain Fit and other conditioning advantages, and to train or practice in a number of Athletic and Combat/Weapon skills.

Pool (4) 2 RPs Any SoI

Pools allow training or practice in the Swimming, Scuba, and Free Fall skills, and may prove a useful resource in other respects.



VEHICLE FACILITIES

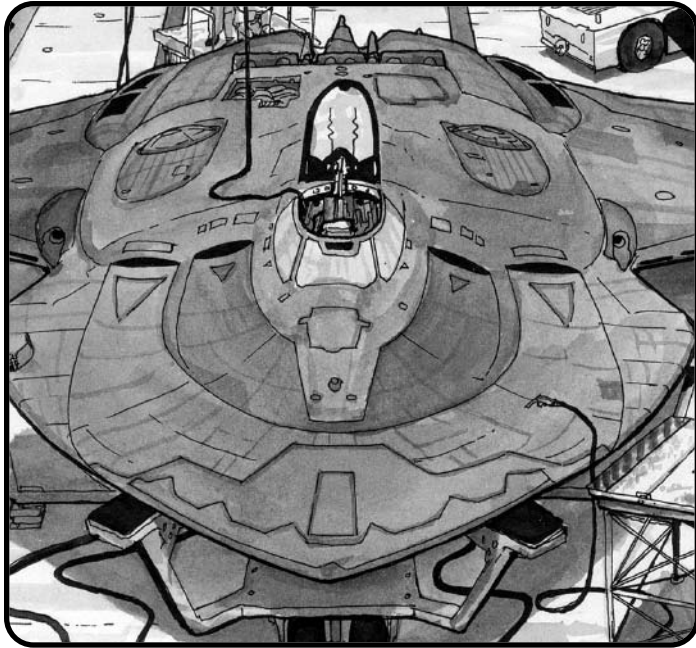
The RP cost of all vehicle facilities has been adjusted to account for the legal and governmental manipulations necessary to secure whatever official permits are necessary for unimpeded operation.

Airstrip (4) 8 RPs Any SoI

An airstrip can be anything from a long stretch of hard-packed gravel to a mile-long paved runway for cargo planes, the major tradeoff being between utility and conspicuousness. Fighter jets generally require short strips; even shorter ones can be used if a carrier-like catapult is installed. The space shuttle needs a strip approximately 4 miles long. The airstrip includes appropriate control tower facilities, as well as a base radio and radar array.

Garage (1) 1 RP Any SoI

More than simply a storage area for cars, a garage is also equipped for standard vehicle maintenance and simple repairs. Minor repairs are at no penalty to Mechanic skill, but major repairs and modifications are at -2. An automotive workshop is required to effect major repairs or actual modifications to vehicles with no penalty. Garages cost 1 RP per the equivalent of a two-car space. A eight-car-sized space constitutes a 4-space facility.



Hangar (4) **1 RP**
Any SoI

The hangar includes the proper facilities for maintenance of any aircraft the Cell controls, including facilities for refueling, ordnance changes, and minor repairs. Minor repairs are at no penalty to Mechanic skill, but major repairs and modifications are at -2. An aerospace workshop is required to effect major repairs or actual modifications to craft with no penalty. Hangars cost 1 RP for enough space to house a small prop airplane. Larger spaces multiply that cost accordingly.

Helipad (2) **5 RPs**
Civ, Crm, Int, Law, Mil, or S&R SoI

A helipad allows helicopters and VTOL aircraft to take off and land. Like an airstrip, the helipad includes a base radio and a radar array. Unlike airstrips, helipads can be located in urban areas.

Vehicle Elevator (2) **3 RPs**
Int, Mil, or S&R SoI

A vehicle elevator allows a hangar, helipad, or garage to be underground, providing greater security. It also allows the facility to be located where insufficient storage space is normally available, or where it would otherwise draw unwanted attention, such as at the top of an office building.

WORK FACILITIES

Additional Space (1) **+1 RP per staff**
Any SoI

Additional space is added so more staff can work in the facility. Each staff space added increases the cost of the workspace by 1 RP.

Laboratory/Workshop/Library (1) **Varies**
Any SoI

This space can range from a well-equipped workbench to a federal depository. The space is assumed to be equipped with all of the usual devices or materials for a facility of that size. When purchased, a lab/workshop/library must be designated to a specific Craft, Medical, Professional, or Scientific skill. Normal labs/workshops/libraries cost 1 RP per staff space. Particularly capital-intensive facilities, such as aerospace workshops, double that cost per staff space.

Workspace Quality **Varies**
Any SoI

Workspaces are rated by the quality of their equipment. These ratings range from Poor to Superb. The Quality Rating modifies the normal RP cost of the workspace, to a minimum of 1 RP.

Quality Rating Poor: This workspace uses assets that are out of date, substandard, and broken. All tests here suffer a -2 penalty. Apply a -3 RP cost to the facility, to a minimum of 1.

Quality Rating Normal: This workspace has no special features or modifiers.

Quality Rating Good: This workspace has advanced assets of superior quality and workmanship. All tests here gain a +1 bonus. Apply a +5 RP cost to the facility.

Quality Rating Excellent: This workspace has cutting-edge, state-of-the-art, and even experimental assets not available to the general public. All tests here gain a +3 bonus. Apply a +10 RP cost to the facility.

Quality Rating Superb: This workspace is top of the line in capacities and workmanship. All tests here gain a +5 bonus. Apply a +15 RP cost to the facility.

STAFF RESOURCE DESCRIPTIONS

Some Cells may wish to include additional personnel with particular specialties besides the Aegis operatives themselves. These individuals are generally hired or recruited to fill a particular need of the Cell, such as researcher or pilot/driver for a particular vehicle. Cell staff are considered a permanent part of the Cell, although they may not know the true purpose of the group, the nature or existence of Aegis, or anything about alien visitors. It is up to the Aegis operatives to decide whether their staff is kept in the dark or indoctrinated as full Aegis operatives.

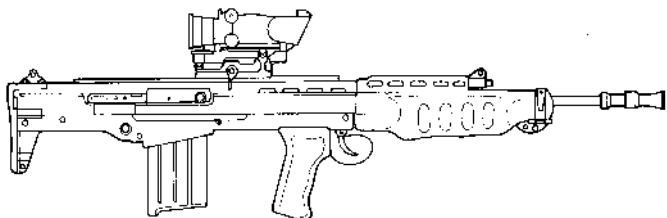
All staff are created according to the Ally advantage. The RP cost of the staff member equals 1/5 the Character Point cost to have him as an Ally. Thus, a doctor Ally who cost 15 points (built with 100 points and working at Cell HQ, appearing almost all the time) would cost 3 RP.

WEAPON RESOURCE DESCRIPTIONS

All weapon requisitions come with a supply of regular ammunition. Replacement ammunition in the same quantity may be purchased for 1 RP.

GUNS

GURPS High-tech and *GURPS Special Ops* contain extensive material on guns. Either book may be usefully consulted when equipping a Cell with firearms.



Assault Rifle 1 RP for 5 guns and 7,500 rds Crm, Int, Law, or Mil Sol

Assault rifles are the primary weapons of armed forces worldwide. An assault rifle is essentially a standard rifle that can fire either single shots or fully automatic bursts. Wide ranges of accessories exist to modify assault rifles, including telescopic sights, grenade launchers, and folding stocks. For weapon stats, any rifle with the * designation under RoF on the Modern and Ultra-Tech Weapons charts may be used (see pp. HT123-127, SO107, and B208-209).

Auto Pistol 1 RP for 5 guns and 3,600 rds Civ, Crm, Int, Law, or Mil Sol

The auto pistol has long been the standard sidearm for law enforcement agencies and the military. It is a semiautomatic and fires medium-powered ammunition. For weapon stats, any modern-day automatic pistol on the Modern and Ultra-Tech Weapons charts may be used (see pp. HT123-127, SO107, and B208-209).

Dart Pistol 1 RP for 5 guns and 500 CO₂ drts Civ, Int, or S&R Sol

This is a small pistol that uses compressed gas to fire a dart. Virtually harmless in itself, the dart is used as a vehicle for a drug, usually a tranquilizer. If the dart penetrates the target's armor (if any), the drug is successfully delivered whether the target takes damage or not. The dart delivers a single dose of the drug per hit. The weapon is quiet, only slightly louder than a silenced pistol. The user has great control of the lethality of a hit by varying the drug used. Type: Imp; Damage: 1; SS: 9; Acc: 1; 1/2D: 100; Max: 300; Wt: 1; RoF: 1; Shots: 1; ST: 7; Rcl 0.

Dart Rifle 1 RP for 5 guns and 500 CO₂ drts Civ, Int, or S&R Sol

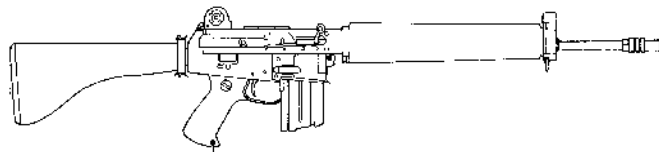
These small compressed gas rifles function as larger versions of the dart pistol. The rifle has greatly increased range. Type: Imp; Damage: 1; SS: 11; Acc: 4; 1/2D: 300; Max: 800; Wt: 2-3; RoF: 1; Shots: 1; ST: 7; Rcl 0.

Derringer 1 RP for 5 guns and 2,000 rds Civ, Crm, or Int Sol

Derringers are very small double-barreled pistols that can be concealed just about anywhere—in a pocket, a purse, even a large wallet. A major benefit of derringers is their concealability (Holdout +2). Despite their small size, derringers fire high-caliber rounds with all the stopping power of larger guns. The barrels can be fired one at a time or both at once. Type: Cr; Damage: 2d+2; SS: 11; Acc: 1; 1/2D: 100; Max: 900; Wt: 0.5; RoF: 1; Shots: 2; ST: 9; Rcl: -3.

Revolver 1 RP for 10 guns and 5,000 rds Civ, Crm, Int, Law, or Mil Sol

A medium-powered, reliable pistol with a revolving six-shot chamber that was once rather common among law enforcement agencies. It has lost popularity because of speed and ammunition-capacity limitations. These weapons may not have a silencer attached to them (regardless of what you see on TV). For weapon stats, any modern-day revolver on the Modern and Ultra-Tech Weapons charts may be used (see pp. HT123-127, SO107, and B208-209).



Rifle 1 RP for 5 guns and 5,000 rds Civ, Crm, Int, Law, or Mil Sol

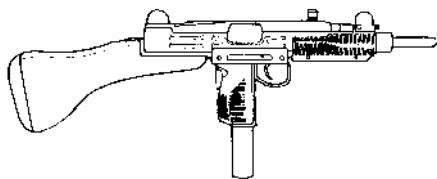
This represents any of the high-caliber, semiautomatic rifles in common use by both civilians and the military. Rifles are very accurate over long distances, particularly when incorporating telescopic sights. For weapon stats, any modern-day rifle on the Modern and Ultra-Tech Weapons charts may be used (see pp. HT123-127, SO107, and B208-209).

Shotgun 1 RP for 5 guns and 500 rds Civ, Crm, Int, Law, or Mil Sol

Any of a number of single-barreled or double-barreled shotguns. All shotguns can fire either shot shells or slug shells. For weapon stats, any shotgun on the Modern and Ultra-Tech Weapons charts may be used (see pp. HT123-127, SO107, and B208-209).

Stunner, Ranged 1 RP for 5 guns
Civ, Crm, Law, Mil, or S&R SoI

The ranged stunner is a small pistol that is used by law enforcement agencies and security forces to subdue violent individuals. The pistol fires a small barbed dart that remains connected to the pistol by a thin conductive wire. The darts will penetrate normal clothing but not armor. On contact, the stunner sends a jolt of electricity down the wire, forcing the target to make a Will roll at -4 to avoid being stunned as long as the darts are connected. Even if the Will roll is successful, the target will be stunned for the next 1d rounds. As long as the dart stays attached to the target, the shooter may send more jolts down the wire (expending charges but requiring no roll to hit). Ranged stunners hold two darts and a rechargeable battery good for 10 electric jolts. Type: Imp; Damage: 1; SS: 14; Acc 2; Max: 5; Wt: 2; RoF: 1; Shots: 2(10).



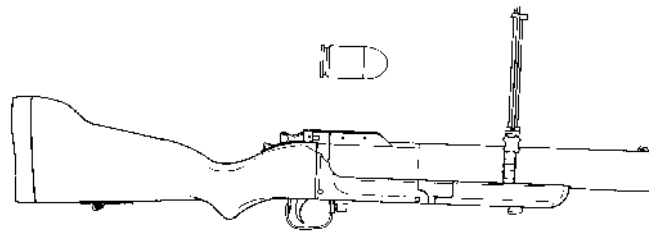
Submachine Gun 1 RP for 5 guns and 5,000 rds
Civ, Crm, Int, or Mil SoI

Submachine guns are in common use by paramilitary and special ops teams worldwide because of their rate of fire and small size. The submachine gun is a short-barreled, fully automatic carbine often fitted with a folding stock to allow greater concealment and freedom of movement. For weapon stats, any submachine gun on the Modern and Ultra-Tech Weapons charts may be used (see pp. HT123-127, SO107, and B208-209).

HEAVY WEAPONS

Flamethrower 1 RP for 1 gun and 4 fuel tanks
Mil SoI

The flamethrower is a rifle-sized weapon that fires a jet of burning incendiary gel from a large tank worn on the back like a knapsack. The gel splatters and runs like a liquid and ignites any flammable material on contact. Each shot equals one turn of fire and constitutes a four-“round” burst, with each “round” doing the listed damage. Generally a single burst is fired at a target. The jet of flaming gel may also be swept across a large area, allowing the user to attack up to three human-sized targets while expending 1d+1 bursts of fuel. Unsealed armor gets only 1/5 DR vs. flame. A hit burns for 10d seconds, doing 1d extra damage per second. The flamethrower tank has a PD of 1 and a DR of 2. If the tank is punctured, roll 1d. On a 1, the tank explodes and does the equivalent of one burst of damage to the wearer and all surrounding hexes. Type: Burn; Damage: 3d/sec; SS: 14; Acc: 7; Max: 70; Wt: 52; Shots: 9; Rcl: -3.



Grenade Launcher 2 RPs for 5 launchers
Crn, Law, or Mil SoI and 40 grenades

The grenade launcher is a squat, short-barreled shotgun that fires 40 mm grenades accurately over long distances. The weapon holds only a single grenade at a time and breaks open to be loaded like a double-barreled shotgun. Type: Exp; Damage: 2d+2[2d]; SS: 12; Acc: 6; Min: 14; Max: 400; Wt: 4; RoF: 1/4; Shots: 1; ST: 12; Rcl: -2.

Grenade Launcher, Underbarrel 2 RPs for 5 launchers
Mil SoI and 50 grenades

A single-shot 40 mm grenade launcher is mounted under the barrel of an assault rifle. Underbarrel grenade launchers increase the versatility of an assault rifle, but are not as accurate as a normal grenade launcher. The launcher is fired by its own trigger and breaks open to be loaded, like a double-barreled shotgun. Type: Exp; Damage: 2d+2[2d]; SS: 14; Acc: 4; Min: 14; Max: 400; Wt: 3.5; RoF: 1/4; Shots: 1; ST: 11; Rcl: -1.

Grenade Launcher, Vehicle 2 RPs for 1 launchers
Mil SoI and 50 grenades

An automatic grenade launcher that fires belts of 40 mm grenades. This heavy weapon must be mounted on a vehicle to be fired and is most often found on fast-attack all-terrain vehicles and helicopters. It is designed to fight armored vehicles (DR is divided by 5 before applying damage). Type: Exp; Damage: 3d(5)[3d]; SS: 20; Acc: 15; Min: 14; Max: 1600; Wt: 91 (15 for ammunition); RoF: 6; Shots: 20; ST: -; Rcl: -1.

Machine Gun, Heavy 2 RPs for 1 gun and 5,000 rds
Mil SoI

A very bulky, large-caliber, fully automatic weapon that is generally carried by two people and fired from a tripod or mounted on a vehicle (otherwise apply -2 Acc penalty; takes about 30 seconds to attach/detach). This machine gun is a standard infantry support weapon and is effective against both personnel and lightly armored vehicles. Type: Cr; Damage: 12d+; SS: 20; Acc: 16; 1/2D: 1,200; Max: 5,000; Wt: 84 (+44 for tripod and 30 for ammo); RoF: 8; Shots: 100; ST: 39; Rcl: -1.



Machine Gun, Light 2 RPs for 1 gun and 5,000 rds
Crn, Law, or Mil SoI

This large, fully automatic rifle can be carried by a single person, but is usually fired resting on a bipod or mounted on a vehicle. If using a bipod apply +1 Acc, -2 ST; otherwise use listed stats. Light machine guns are common heavy support weapons among infantry units due to their firepower and portability. Type: Cr; Damage: 7d; SS: 19; Acc: 10; 1/2D: 1,000; Max: 4,700; Wt: 29 (+6 for ammo); RoF: 10; Shots: 100; ST: 13; Rcl: -1.

Minigun 2 RPs for 1 gun and 5,000 rds
Mil SoI

A minigun is a high-caliber machine gun capable of an incredibly high rate of fire. In order to avoid overheating and warping the barrel of the gun, a minigun incorporates six rotating barrels. The minigun is generally mounted on a vehicle, usually a helicopter, but may be used with a tripod (otherwise apply -2 Acc penalty; takes about 30 seconds to attach/detach). Type: Cr; Damage: 7d; SS: 20; Acc: 15; 1/2D: 1,000; Max: 4,700; Wt: 155 (+45 for tripod, 33 for ammo, and 50 for batteries); RoF: 33/66; Shots: 500; ST: 55; Rcl: -1.

Rocket Launcher 2 RPs for 1 launcher
Mil SoI and 50 rockets

Rocket launchers are the last word in heavy weaponry, firing an unguided high-explosive rocket capable of destroying small buildings and armored vehicles (DR is divided by 10 before applying damage). The rockets are inherently inaccurate and are completely ineffective against fast-moving targets (aircraft, in particular) or anything smaller than a sedan. Rockets have a speed of 120 yards/second. Listed damage and weight assume an HEDP warhead. Type: Exp; Damage: 6dx6(5)[6d]; SS: 17; Acc: 9; 1/2D: 500; Max: 1,000; Wt: 29.5 (+13 per rocket); RoF 1/4, Shots 1.

Rocket Launcher, Disposable 1 RP for
Mil SoI 10 launchers

The disposable rocket launcher is a single-use device that incorporates a launcher and a rocket in a small, collapsible package. The rocket delivers a warhead very similar to that of a standard rocket launcher, but the compact design of the launcher renders the rocket even more inaccurate. As implied by the name, a disposable rocket launcher cannot be reused (so please remember to recycle). Type: Exp; Damage: 6dx4(10); SS: 14; Acc: 9; Min: 8; 1/2D: 200; Max: 300; Wt: 5; RoF: 1; Shots: 1.



EXPLOSIVES

Damage is doubled if the target is touching the device. The DR of structures is squared against normal explosive concussion damage. Shaped charges divide armor and structure DR by 5 or 10 depending on the explosive (see pp. B121-122.)

C-4 **1 RP for 250 blocks** **Crn, Int, Law, or Mil SoI**

C-4 (or plastique) is a malleable, claylike explosive that is used extensively by the military. Blocks are available in 1.25 and 2.5 lb. sizes, but can be broken up for smaller explosions. C-4 can be detonated only by electrical impulse; fire will not work. In fact, C-4 is flammable and will burn without detonating. Additionally, wet C-4 detonates just as easily as dry, making it a truly versatile explosive. One pound of C-4 does 8dx2 explosive concussion damage to the target hex and all surrounding hexes, 1/4 damage to the next two hexes out, 1/4 of *that* damage to the next two hexes, etc., with damage less than 1 ignored. Setting C-4 charges is tricky business, though, and requires a Demolition roll to do properly. Wt: 1.25 or 2.5 per block.

Claymore Mine **1 RP for 10 mines** **Mil SoI**

The Claymore mine is an antipersonnel weapon that fires steel pellets in a 60° cone-shaped area in front of it upon detonation. Roll vs. 14 minus the range penalty to hit; multiple hits may occur (see p. HT21 or p. VE190). Each hit inflicts 6d+2 damage (treat as a bullet) to 50

yards; halve damage past that. Anyone near the Claymore when it goes off also has a 6dx4 explosion to worry about, so it is usually deployed over 20 yards from friendly positions. Incidental fragmentation may cover a larger area to the side and rear; most troops take cover before detonating a Claymore. The mine can be triggered either by a remote radio switch or by tripwire. A Demolition-2 roll is required to set up the mine properly. Wt: 5 (including blasting cap, wire, and detonator).

Detonators **1 RP for 50 units** **Crn, Int, Law, or Mil SoI**

Radio detonators are set off from a distance by remote. Timers use a set time, then explode. Both detonators can be rigged to explode when tampered with. This takes a Demolition or Traps roll. Wt: 0.5 per unit.

Dynamite **1 RP for 500 sticks** **Civ or Mil SoI**

Dynamite is a common explosive used in demolition, mining, and construction. Industrial dynamite is 80% nitroglycerine absorbed into a clay, earth, or sawdust core. Dynamite is a rather stable explosive that can be detonated only by fire or electrical impulse, but will become inert and useless if it gets wet. One stick of dynamite does 5d-2 explosive concussion damage. Military dynamite is RDX and does 5d+2 per stick in damage. Setting proper charges requires a Demolition test. Wt: 0.5 per stick.

Hand Grenade **1 RP for 40 grenades** **Crn, Int, Law, or Mil SoI**

A small explosive shell designed to be thrown by hand. The exact shape can vary depending on type, but all are about the same size and shape. All have a pin that is pulled out to arm a short fuse, which is lit when the grenade itself is released. Hand grenades are not interchangeable with the 40 mm grenades used as ammunition for grenade launchers. Wt: 1.5 per grenade.

Fragmentation: The outer shell of the “frag” grenade is pre-scored and lined with notched wire designed to fill the blast radius with metal shrapnel. Type: Exp; Damage: 5d[3d] (see pp. B121-122).

Incendiary (Thermite): These grenades are primarily used to destroy equipment rather than personnel. When the grenade ignites, it heats up to 4,000°F for 40 seconds, more than enough to burn through 1/2 inch of steel and fuse any moving metal parts together. It will also ignite flammables within a two-yard radius, and does 2d damage at the beginning of each turn to anything in contact with it, including armor (for every 10 points of damage done to armor, reduce DR by 1 point in that location). Incendiary grenades produce their own oxygen and will burn underwater.

Riot Control: These grenades release a cloud of gas that provides cover like the smoke grenade, but has the additional effect of irritating any exposed skin, particularly the eyes and nose. Anyone exposed to the gas must make a HT roll to resist or suffer 1 point of damage per turn; damage stops when the person falls unconscious. A roll versus HT is also required to see if the gas gets in the person’s eyes, resulting in a -5 to DX. The effects wear off after ten minutes. Use of a gas mask will protect the wearer from all harmful effects of the gas, although the cloud will still obstruct vision.

Smoke: Smoke grenades release a large cloud of colored smoke. The speed at which the smoke is blown around depends on the strength of the wind. Assuming at most a light breeze, the grenade will form a thick cloud of smoke 100 to 150 yards long in about five rounds. This grenade is used for signaling and for creating cover. Its effectiveness is severely reduced by very strong winds. In a windless situation, as inside a building, the smoke will rapidly fill the enclosed area, making vision nearly impossible and breathing difficult.

Stun: Also known as flash-bang grenades, these small explosives produce a brilliant flash of light and a deafening bang. The grenade does little real damage, but the disorienting effects of the flash and explosion are likely to stun anyone nearby. Everyone within 10 yards who is not wearing ear protection and heavily darkened lenses must make a HT-5 roll or be stunned; this is changed to an unmodified HT roll if the person is protected. If stunned, a victim must roll again at HT-5 (or unmodified HT with protection) each turn to recover. On a critical failure, he remains stunned for five turns before being able to roll again. Eye and ear pro-

tection sufficient to protect from a flash-bang gives -3 to all Vision and Hearing rolls. The smoke from a flash-bang impairs vision; apply a -2 penalty to all Vision rolls and aimed fire within five yards of the point of impact for 10 seconds. Flash-bangs are usually cylindrical in shape to allow them to be rolled into a room or down a hallway.

Satchel Charge **1 RP for 5 units** **Mil SoI**

The satchel charge is a canvas bag containing 16 small blocks of C-4 and a preset timer/radio detonator. The bag does 6dx56 explosive concussion damage. The charge is intended for use by individuals with little or no Demolition skill. To this end, the use of a satchel charge requires a Demolition+4 roll. Though the satchel charge is not tailored to any specific need, it makes an excellent tool for teams in need of crude demolitions capability. Wt: 20 per unit.

AMMUNITION **40 mm Grenades** **1 RP for 50 grenades** **Crn, Law, or Mil SoI**

These are fired from grenade launchers only and may not be used as hand grenades. The grenades resemble large bullets approximately the size of a closed fist. They come in a variety of types. Wt: 0.5 per grenade.

Flare: Flare rounds fire a parachute flare into the air which burns for 5d+15 seconds while floating down to the ground. While burning, the flare illuminates a 100-yard-diameter area (centered directly below it) with dim, shadowy light. Areas already shadowy or brighter are unaffected. When a flare is fired, anyone who does not take precautions (shielding their eyes) must make a DX roll or reflexively look at the flare, temporarily blinding them for the duration of the flare plus 5d seconds.

Flechette: These grenades are vicious antipersonnel weapons that fire a cluster of small steel darts over an area of 50 yards. They inflict 4d impaling damage (see p. HT19).

HEDP: HEDP rounds are very effective at destroying lightly armored vehicles and breaching barriers. The grenade contains a shaped-explosive warhead (DR divided by 5 before applying damage).

Smoke: Other than its longer effective range, this grenade is identical to a smoke hand grenade.

Tear Gas: Other than its longer effective range, this grenade is identical to a riot control hand grenade.

Armor-piercing Bullets **+1 RP to** **Crn, Int, Law, or Mil SoI** **ammunition cost**

AP bullets are steel-jacketed rounds coated in Teflon and specifically designed to defeat body armor. Armor-piercing rounds are available for all small arms (see p. B209). Wt: varies by caliber.

Tracer Bullets +1 RP to ammunition cost
Law or Mil SoI

Tracer rounds have incendiary material on the back of the bullet, making the path of the bullet visible to the naked eye. The bullet's trajectory appears as a brief, luminous red line, or trace. When tracer bullets are fired from a fully automatic weapon in a long burst, apply a +2 bonus to Vision rolls. The key disadvantage to tracer rounds is that the bullets are highly visible and will give away the shooter's position (see p. HT78). Wt: varies by caliber.

MELEE WEAPONS

Baton 1 RP for 24 clubs
Any SoI

Batons are short blunt weapons often issued to police and security forces for nonlethal (usually) applications. Use baton stats (see p. B206) using Shortsword skill. Wt: 1-2 per club.

Chemical or Pepper Spray 1 RP for
Civ, Crm, Int, or Law SoI 20 canisters

This small aerosol spray canister contains an agent that causes painful skin irritation and temporary blindness if sprayed in a person's face. These canisters are commonly used by law enforcement officials and letter carriers as an effective means of stopping unwanted aggressors, be they criminals or vicious dogs. Someone who is sprayed suffers effects identical to tear gas (see Riot Control under Hand Grenades, p. 129), but the inhalation effects last only 1 second, since the cloud is not persistent. Each canister is good for about 20 "bursts." Wt: 1/4 per canister.

Knife 1 RP for 24 knives
Any SoI

A knife is any short-bladed weapon, including hunting knives, switchblades, and Bowie knives. They are designed to deal vicious wounds but are not balanced enough to be thrown with any accuracy. Use small or large knife stats (see p. B206). Wt: 1/2-1 per knife.

Stunner, Hand 1 RP for 10 guns
Any SoI

Hand stunners are small self-defense weapons that deliver an electrical shock through contact with two small metal probes. The intended victim must make a HT-3 roll to avoid being stunned; if stunned, he remains so for as long as the weapon is in contact and (20-HT) seconds longer. The hand stunner is powered by an internal rechargeable battery and should be considered as having unlimited ammo for game purposes. Wt: 1/2 per gun.

SURVEILLANCE RESOURCE DESCRIPTIONS

Audio Bugs 1 RP for 24 bugs
Civ, Crm, Int, or Law SoI

Audio bugs are tiny microphones with radio transmitters that are used extensively in surveillance operations. Even the largest bugs are no larger than a shirt button and are therefore easily hidden nearly anywhere. They run on internal batteries good for 72 hours of constant use, although they activate only when there is data to transmit, so their actual useful life is often much longer. Modern bugs are very sensitive and can pick up a whisper at fifteen yards. The transmitter is not terribly powerful, however, forcing the receiving unit to be within a quarter of a mile. Wt: Neg.

AV Bugs 1 RP for 12 bugs
Civ, Crm, Int, or Law SoI

Audio/video bugs are advanced surveillance equipment that function very similarly to an audio bug, with the added function of an integrated black and white video camera. Despite the added electronics, AV bugs are often only moderately larger than audio-only bugs and their batteries last just as long. AV bugs transmit data as long as there is sufficient light to see, regardless of whether anything is going on at the scene. This makes the life of an AV bug much shorter than that of an audio bug. Wt: Neg.

Bug Detector 1 RP for 3 units
Any SoI

This small hand-held device registers the transmission of any active audio or AV bugs within ten feet. Since it detects only transmissions, inactive bugs or bugs that only record and do not transmit will remain undetected. Wt: 2 per unit.

Camera 1 RP for 4 cameras
Any SoI

This is a professional quality camera with all accessories, including telephoto lenses, tripods, filters, and flashes. Although anyone can use a camera to document a scene, a skilled photographer is capable of recording elements that may have been missed by other observers. In addition to the standard camera, several specialty models are available, though only a skilled photographer will be familiar with their use. Except as noted, all cameras are digital, or are loaded with rolls of film good for about 50 exposures.

Micro: These cameras are designed for covert operations. They hold enough film for 36 exposures, yet are no larger than a cigarette lighter. Micro cameras are sometimes built into larger objects like briefcases or pocketbooks. Wt: 1/4 per camera.



Infrared: Infrared cameras photograph using the infrared spectrum of light instead of the visible spectrum. This allows monochrome photographs to be taken in total darkness using an integral infrared flash. The photographer is able to view the scene through the camera's integral infrared viewfinder. Wt: 1 per camera.

Starlight: Starlight cameras use light in the visible spectrum but intensify it, making it possible to take clear photos with only minimal light. They produce only black and white photographs. Pictures may be taken in any light at all, no matter how dim. Wt: 1 per camera.

Submersible: This camera functions exactly as a normal camera, except that the casing is fully waterproof and may be used completely submerged under water. The camera is capable of normal operation in depths well exceeding standard SCUBA diving allowances. (The film is not water-resistant, however, and may not be removed or loaded while submerged.) Wt: 1 per camera.

Thermographic: Thermographic cameras take pictures of heat sources instead of light. Areas of the photo that radiate a particular temperature range are assigned a corresponding color. Colors in the red end of the spectrum represent higher temperatures and cooler areas appear as shades of blue. Wt: 1 per camera.

Headset Microphone **1 RP for 6 units**
Any SoI

This is a set of earphones with built-in, forward-facing microphones. These headsets are often used by SWAT assault teams when infiltrating a building. They provide a +2 bonus to any Hearing roll, providing the source of noise is in front of the wearer. Wt: 1/4 per unit.

Infrared Flashlight **1 RP for 12 units**
Any SoI

Just as a flashlight projects visible light, the infrared flashlight projects a beam of light in the infrared (IR) range of the spectrum, which is normally invisible to humans. Used in conjunction with infrared goggles or cameras, it provides the same lighting a normal flashlight would, but is undetectable by humans without IR-vision devices. Wt: 1 per unit.

Infrared Goggles **1 RP for 10 units**
Any SoI

These goggles allow the wearer to see in the infrared spectrum instead of the normal visual spectrum. The wearer can view a clear monochrome image of her surroundings, even in complete darkness, providing she has a source of infrared light (such as a flashlight or spotlight). IR goggles do not restrict vision like night-vision goggles. Wt: 1 per unit.

Laser Eavesdropper **1 RP for 1 unit**
Civ, Crm, Int, Law, or Mil SoI

The latest in surveillance equipment, the laser eavesdropper is a vaguely gun-shaped device that fires a low-powered laser. When the laser is bounced off a window, it "reads" the vibrations of the glass like a speaker and can reproduce the sounds inside the room exactly. The laser beam degrades slightly over distance, so the eavesdropper can be used up to a range of only five miles, providing line of sight can be acquired. Because the laser eavesdropper must be kept very still, it may not be used from or targeted at moving vehicles. Wt: 10 per unit.

Night-vision Goggles 1 RP for 6 units
Civ, Crm, Int, Law, or Mil SoI

Night-vision goggles operate in much the same way starlight telephoto lenses and rifle sights do, by amplifying existing, although minimal, light. The goggles allow the wearer to see clearly in near-complete darkness, providing there is any light available at all, regardless how dim. The goggles do restrict the wearer's field of vision, however. They impose a -1 penalty to all Vision rolls and completely negate the Peripheral Vision advantage. Wt: 1 per unit.

Remote Monitor 1 RP for 6 units
Civ, Crm, Int, Law, or S&R SoI

Remote monitors are high-resolution displays built for viewing images transmitted by video cameras, AV bugs, satellite imagery, or any other source of visual data. A single monitor may be linked to several sources simultaneously, allowing the operator to switch quickly between them. Wt: 2 per unit.

Shotgun Microphone 1 RP for 2 units
Civ, Crm, Int, or Law SoI

The shotgun microphone is a large hand-held parabolic mike used by broadcast news teams as well as surveillance agencies. Its name comes from the mike's cone-shaped area of effect, similar to the spread of shotgun pellets. The mike is extremely sensitive over long distances (+3 bonus to Hearing rolls out to half a mile) but also rather bulky and difficult to conceal. Wt: 2 per unit.

Starlight Telescope 1 RP for 2 units
Any SoI

This is a high-tech variant of the standard telescope described below. The starlight scope allows crystal-clear viewing up to a 10-mile distance even in the dead of a cloud-covered night. The magnification is X15, for a +4 Vision bonus. The only drawback is that the unit is restricted to displaying monochrome images, just as any night-vision apparatus. Wt: 15 per unit.

Tape Recorder 1 RP for 6 units
Any SoI

This device is a professional-quality audio tape recorder that can record directly from an integral microphone or from any number of audio receivers, such as bugs, wire taps, or headset and shotgun microphones. The recorder are digital, or loaded with long-term 24-hour spools of audio tape for extended surveillance operations. Wt: 2 per unit.

Telescope 1 RP for 4 units
Any SoI

This small (approximately 3 feet long) telescope is useful for long-distance surveillance, providing a clear view up to 10 miles away. The telescope is mounted on a gyro-stabilized tripod for clear and steady viewing even at extreme range. It includes an integral laser range-finder that displays inside the scope's view. The magnification is X15, for a +4 Vision bonus. Wt: 10 per unit.

Video Camera 1 RP for 3 units
Any SoI

These are large video cameras used by television news crews and direct-to-video filmmakers. The camera is capable of professional-quality production, but only in the hands of a skilled videographer. It requires videotape or digital medium to record, but is capable of transmitting its picture to a receiver up to a quarter-mile away.

Video cameras are also available (micro, submersible, infrared, starlight, and thermographic) that function identically to the corresponding film cameras. One minor exception is the micro video camera, which can not record to tape due to its size. It transmits its picture to be recorded elsewhere. Wt: 5 per unit (normal); 1 per unit (micro).

Videocassette Recorder 1 RP for 6 units
Any SoI

This is an industrial-strength version of the standard consumer VCR. It can record high-quality image data from any source, most often a remote video camera or tuner/receiver. If connected to a computer equipped with image-processing software, it allows operators to doctor videotapes or digital medium to show just about anything (Video Production skill is also needed). Data is stored digitally or on long-term 12-hour videotape. Wt: 2 per unit.

Wiretap 1 RP for 12 taps
Civ, Crm, Int, or Law SoI

Wiretaps are small electronic devices that can be attached to a telephone line in moments. The listener can then eavesdrop on any telephone conversation transmitted through that wire. The receiver has a range of a quarter of a mile. Wiretaps work only on conventional telephone lines; they cannot connect to cellular phones as there are no wires to tap. Wt: 1/4 per tap.

Wiretap Detector 1 RP for 5 units
Civ, Crm, Int, or Law SoI

This small device measures line impedance on a phone line to detect the presence of a wiretap. It detects only that the line is being monitored and not who is monitoring or where the tap is placed. Wt: 1/2 per unit.

INTRUSION RESOURCE DESCRIPTIONS

B&E Kit 1 RP for 4 kits
Civ, Crm, Int, or Law SoI

This kit is a sturdy black nylon duffel bag containing a number of tools useful for surreptitious but often none-too-subtle entry into a building. The toolkit includes such burglar basics as bolt cutters, pry bars, a glasscutter, a hacksaw, and an industrial-strength flashlight. Using the kit gives a +1 to rolls made for B&E. Wt: 7 per kit.

Electronic Lockpick 1 RP for 2 sets
Civ, Crm, Int, or Law SoI

An electronic lockpick set consists of a small pack of electronic tools necessary to bypass most electronic keypad or card-key locks. Without such tools, lockpick attempts against these locks are virtually impossible. The tools are not really lockpicks as such, as they are useless against standard, nonelectronic locks. Without this kit, all Electronics Operation (Security System) rolls to bypass suffer a -3 penalty. Wt: 1 per kit.

Lockpick 1 RP for 5 sets
Civ, Crm, Int, or Law SoI

Lockpicks are traditional locksmith and burglar's tools. The set consists of a number of picks and tension bars that allow someone skilled in their use to open virtually any key lock. The picks are carried rolled into a soft black cloth. Wt: Neg.

Lockpick Gun 1 RP for 4 units
Crm, Int, or Law SoI

The lockpick gun is a vaguely pistol-shaped device that picks locks automatically, with no skill needed from the user. Treat the gun as if it had a level 12 Lockpicking skill. Used almost exclusively by police forces, lockpick guns are usually illegal to own without a permit and are relatively difficult to obtain in any case. Wt: 1/2 per unit.

COMMUNICATION RESOURCE DESCRIPTIONS

Cellular Phone 1 RP for 6 phones
Any SoI

This phone is identical to a standard commercial cellular phone, with a few important exceptions. Cellular phones acquired through Resource Points and assigned to the Cell are registered to government organizations, or are electronic "clones" of legitimate phones. This means the Cell is never charged for their use and need not fear the units being associated with anyone in the Cell. Wt: 1/4 per phone.



Cellular phones are incredibly convenient, but they are also little more than specialized radios. As a result, it is exceedingly simple to eavesdrop on cellular phone conversations. All that is required is a tunable radio transceiver (base radio, personal radio, or vehicle radio) within range of a transmitting cellular phone and a little training. It takes about two minutes and a successful Electronics Operation (Communications)+3 roll to tune into a specific cellular phone, during which time the phone needs to be in use.

Radio, Base 2 RPs for 1 radio
Any SoI

The base radio is a large, stationary radio transceiver with a tall antenna similar to those found at radio stations and military listening posts. Maximum range is usually about 300 miles, but can vary depending on weather, altitude, and interference. Wt: 20 per radio.

Radio, Hands-free 1 RP for 12 units
Civ, Crm, Int, Law or Mil SoI

This is a small, concealable radio transceiver with a range of a quarter of a mile. The speaker is worn in the ear like a hearing aid, and the microphone is attached to the wearer's clothing, usually the lapel or collar. The radio is voice-activated and turns itself on and off as necessary. Members of bodyguard and security forces commonly use these radios to keep in touch with one another. Wt: Neg.

Radio, Personal 1 RP for 6 units
Any SoI

Personal radios are commonly used by groups of people who need to keep in close contact over medium distances, such as police officers and park rangers. The units either conform to the typical "walkie-talkie" look or are worn on the belt and connected to a separate handset microphone. The radio transmitter/receiver has an effective range of about a mile. Wt: 1 per unit.

Radio, Vehicle 1 RP for 2 units
Any SoI

A vehicle radio is a large radio transceiver installed in a vehicle that runs off the vehicle's battery. Vehicle radios have a range of approximately 30 miles. Wt: 2 per unit.

Satellite Uplink 1 RP for 1 link
Civ, Crm, Int, Law, Mil, or S&R SoI

This small satellite dish allows a stationary radio unit to send and receive signals from an orbiting satellite. The satellite can relay the signals to any other radio unit that is also connected to a satellite uplink. Although portable, the uplink is still rather bulky and is generally installed on a vehicle. Wt: 8 per unit.

Scrambler 1 RP for 4 units
Civ, Crm, Int, Law, or Mil SoI

The scrambler can be attached to any radio transceiver (including a cellular phone), enabling the user to send encrypted messages intelligible only to another radio connected to a scrambler with the same settings. A computer attached to a radio and a scrambler can decipher scrambled transmissions providing it can intercept about 15 minutes of transmissions. To defeat this, teams using scrambled transmissions often change the scrambler settings at regular intervals. Deciphering scrambled transmissions requires about 15 minutes of intercepted transmissions, a computer with cyptography software, and a successful Cryptanalysis roll. Wt: 1/2 per unit.

Signal Jammer 1 RP for 1 unit
Civ, Crm, Int, Law, or Mil SoI

A signal jammer attached to a radio transmitter allows a trained operator to jam specific radio frequencies within the range of the transmitter by overwhelming that frequency with garbage transmissions. Any receiver within range tuned into that frequency will pick up only static. Wt: 1 per unit.

ELECTRONICS RESOURCE DESCRIPTIONS

GPS Terminal 1 RP for 5 units
Civ, Int, Mil, or S&R SoI

This small, hand-held electronic unit receives data from the orbiting satellites that comprise the Global Positioning System. The terminal's display then computes and displays the unit's position by longitude and latitude accurately to within a few feet. Wt: 1 per unit.

Laptop Computer 1 RP for 1 unit
Any SoI

The laptop is a powerful computer with capabilities equaling or surpassing most desktop models. The laptop includes telecommunications software and a cellular modem. The computer is installed with the software needed to communicate with any network or telecommunication system in use today, and the hardware necessary to connect to phone jacks, pay phones, network connections, and even phone taps. The computer can run off its internal batteries for about four hours, or it can be plugged into any outlet for unlimited use. When plugged into a wall outlet, the batteries take about six hours to recharge. Complexity: 2; Wt: 15 per unit.

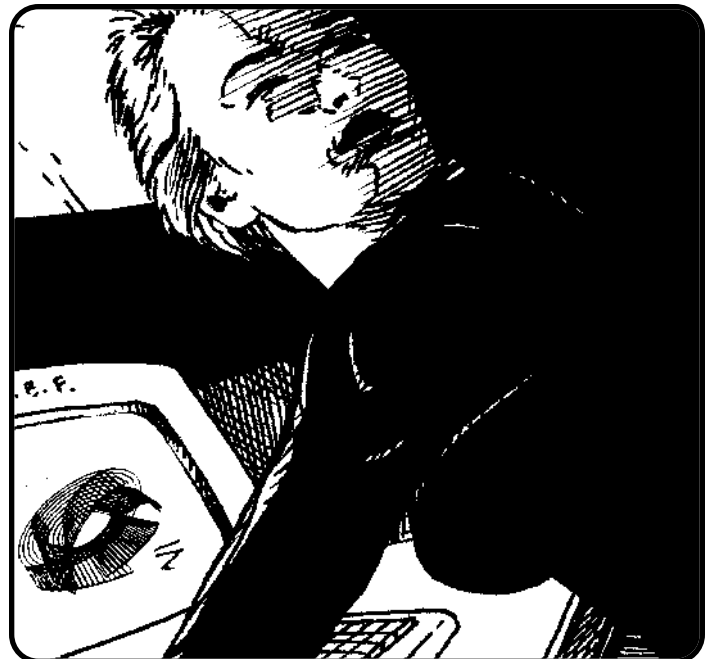


Photo Recon Drone **2 RPs for 1 unit**
Int or Mil SoI

Photo recon drones are small, remotely piloted aircraft used for covert aerial reconnaissance. The drone resembles a small prop airplane painted with appropriate camouflage. The drone's small size and nearly silent prop engines make it very difficult to detect. It is piloted via a control unit with a powerful transmitter, giving the drone a 5-mile range. Generally, only a camera of some sort is mounted on the drone. The larger frame of the recon drone can, however, mount additional surveillance and photography equipment, as necessary. The plane comes with a control unit. Wt: 10 per unit.

Radar, Portable **3 RPs for 1 unit**
Int, Mil, or S&R SoI

This is a small radar unit shaped like a squat cylinder three feet in diameter. It is attached to a small display unit and has a range of five miles. Any solid objects like trees or buildings block the radar unit's line of sight, so care must be taken to place the unit where it will be most effective. As always with radar, remember that a group of small objects flying close together will appear as one large object. Range: 5 miles; Scan: 15; Wt: 20 per unit.

Telemetry Robot **2 RPs for 1 unit**
Law or S&R SoI

Telemetry robots are remotely piloted machines designed for dangerous situations such as bomb disposal, or for areas with dangerous levels of radiation or biohazard. Although most robots are the products of separate experimental projects, and therefore relatively unique, they conform to the same basic characteristics and abilities. Most telemetry robots are composed of a large tracked chassis, about three feet long and half as wide. On top of the chassis is mounted a video camera and a long manipulator arm, bringing its height to about five feet. The video camera transmits a constant picture back to the operator, who controls the robot through a small, portable control unit. The control unit consists of a small video screen and two joysticks used to steer the robot, direct its video camera, and control the manipulator arm.

The robot is rather slow, but is capable of negotiating most obstacles, including staircases. The manipulator arm is generally a simple two- or three-fingered claw that is surprisingly strong (Strength 10), but imprecise. Many telemetry robots employed by law enforcement agencies also possess the ability to mount a weapon linked to the robot's video camera. The weapon of choice is a shotgun or small water cannon. The robot's skill with either weapon is limited to 8. Shotguns must be purchased and mounted separately. The robot's water cannon has 1/2D: 35; Max: 49; RoF: 8. It does 4d "damage", and "damage" from all hits in a burst is added together, but the only real effect is 1 hex of knockback per 8 points of "damage" rolled (i.e., there is no actual damage caused).

The range of a telemetry robot's control unit is half a mile, which may be boosted through normal communications equipment. If the robot loses contact with the control unit for any reason, the robot will stand still and take no action on its own, as it has no intelligence or autonomous programming. The device includes the control unit and a water cannon for those robots capable of mounting one.

Telemetry Robot, Submersible **2 RPs for 1 unit**
S&R SoI

Submersible robots were built to assist marine research teams exploring hazardous areas underwater. They look like small, yard-long submarines and operate in much the same manner and have largely similar capabilities as the land-based robots described above. For obvious reasons, they have no need for a mounted shotgun or water cannon. The robot's speed, range, and strength of its manipulator arm are the same as its land-based cousin. The robot comes with a control unit.

SOFTWARE RESOURCE DESCRIPTIONS

Unless otherwise noted, each of the following software systems are available in three separate versions, each tailored to a particular grade of computer: PC/workstation/laptop, mainframe, and supercomputer. Usually a single copy of any of the software programs can be installed on any number of individual computers, but programs built for one system cannot be run on other platforms. Software written for workstations will not work on supercomputers or mainframes. Software written for laptops will work on workstations and vice versa. Supercomputer and mainframe versions are one Complexity level higher than comparable versions for workstations.

CAD/CAM **1 RP for 1 version**
S&R SoI

CAD/CAM stands for Computer Assisted Design and Computer Assisted Manufacturing. These advanced programs function for engineering projects much the same as expert systems do for scientific research. Each CAD/CAM program is geared toward a specific branch of engineering, such as electrical or mechanical, and is rated Complexity 2. The program will provide a bonus to any applicable Engineer skill roll. PC/workstation/laptop versions grant a +2 bonus, mainframe programs give a +3 bonus, and supercomputer programs give both a +3 bonus and reduce the time required to complete any project by half. In order to take advantage of the software, a Computer Operation roll must be made. Mainframe and supercomputer CAD/CAM programs can also be queried on basic engineering questions by succeeding at a Computer Operation roll. A mainframe program's answers will be less complete than those of a supercomputer.

Global Mapping 1 RP for 1 version
Civ, Int, Mil, or S&R SoI

Global mapping software contains detailed, up-to-date maps of every explored area on the planet. A Computer Operation roll can bring up a terrain map of any desired location. If the computer running the software is connected to a GPS terminal, it will show the terminal's location as a continuously updated dot on the map accurate to within 3 yards. If the computer can be connected to two radio receivers, the global mapping software can triangulate on any signal both receivers can pick up and pinpoint the location of the transmitter. As long as the signal is clear, the software can continuously update the location on the map. In order to triangulate on radio signals, the operator must make a Computer Operation roll and also have some level of Electronics Operation (Communications) skill. PC/workstation/laptop versions of this software (Complexity 2) can track only a single radio signal, but mainframe and supercomputer versions (Complexity 3) can keep tabs on an unlimited number of radio targets.

Image Processing 1 RP for 1 version
Civ, Int, or S&R SoI

The image-processing program allows an operator to doctor photographs and videotape with a very high level of quality. Note that the original film or videotape is unaltered by this process and if left intact could provide damning evidence. Computer Operation and Photography/Video Production skill rolls are necessary; PC/workstation/laptop versions grant a +2 bonus, mainframe programs give a +3 bonus, and supercomputer programs give both a +3 bonus and reduce the time required to complete any project by half. The software will also help determine if a photograph or videotape is genuine or has been faked. A Quick Contest is made between the user's Computer Operation skill and the modified Photography, Video Production, or Computer Operation skill of the manipulator. The hardware needed to scan photographs and connect the computer to a VCR is included in the package. Complexity 2.

Science Expert System 1 RP for 1 version
Civ, Int, Law, Mil, Par, or S&R SoI

Expert systems are valuable scientific research tools that incorporate large databases of information with powerful research tools and "expert" knowledge systems. Each expert system is tailored for a particular Medical or Scientific skill such as Diagnosis, Biochemistry, Genetics, or Nuclear Physics. Criminology and Forensics systems are available to those with Law SoI. Systems for nontraditional sciences like Paraphysics and Occultism are also available. Expert system programs have an effective skill level of 12 for M/A skills, 11 for M/H skills, and 10 for M/VH skills. They are used in place of the character's own skill, but the time taken to perform the skill is doubled (see p. CII17 for more info.). Complexity 3.

SCIENTIFIC RESOURCE DESCRIPTIONS

Biohazard Spacesuit 2 RPs for 1 suit
S&R SoI

These suits are the ultimate biohazard protection gear. They are pressurized, airtight, and very bulky. The suits bear more than a passing resemblance to an astronaut's spacesuit. Biohazard spacesuits provide personal Biohazard Level 4 protection and have their own battery-powered air supply and filtration unit that will provide uncontaminated air for eight hours. The bulk of the suits makes movement difficult, imposing a -2 penalty to all DX rolls while worn. PD: 1; DR: 2; Wt: 50 per suit.

Biohazard Suit 1 RP for 25 suits
Mil or S&R SoI

This is a large one-size-fits-all plastic overall including rubber boots, gloves, and gas mask. A biohazard suit protects the wearer from harmful gases, microorganisms, chemicals, and weak acids. The suits are quite sturdy but by no means armored. If any weapon succeeds in hitting and doing any amount of damage, the suit's integrity is breached and it must be patched immediately to avoid contamination. For this purpose, scientists working in hazardous environments often wear precut lengths of duct tape attached to the legs of the suit to act as instant patches. Wt: 5 per suit.

Geiger Counter 1 RP for 12 units
Mil or S&R SoI

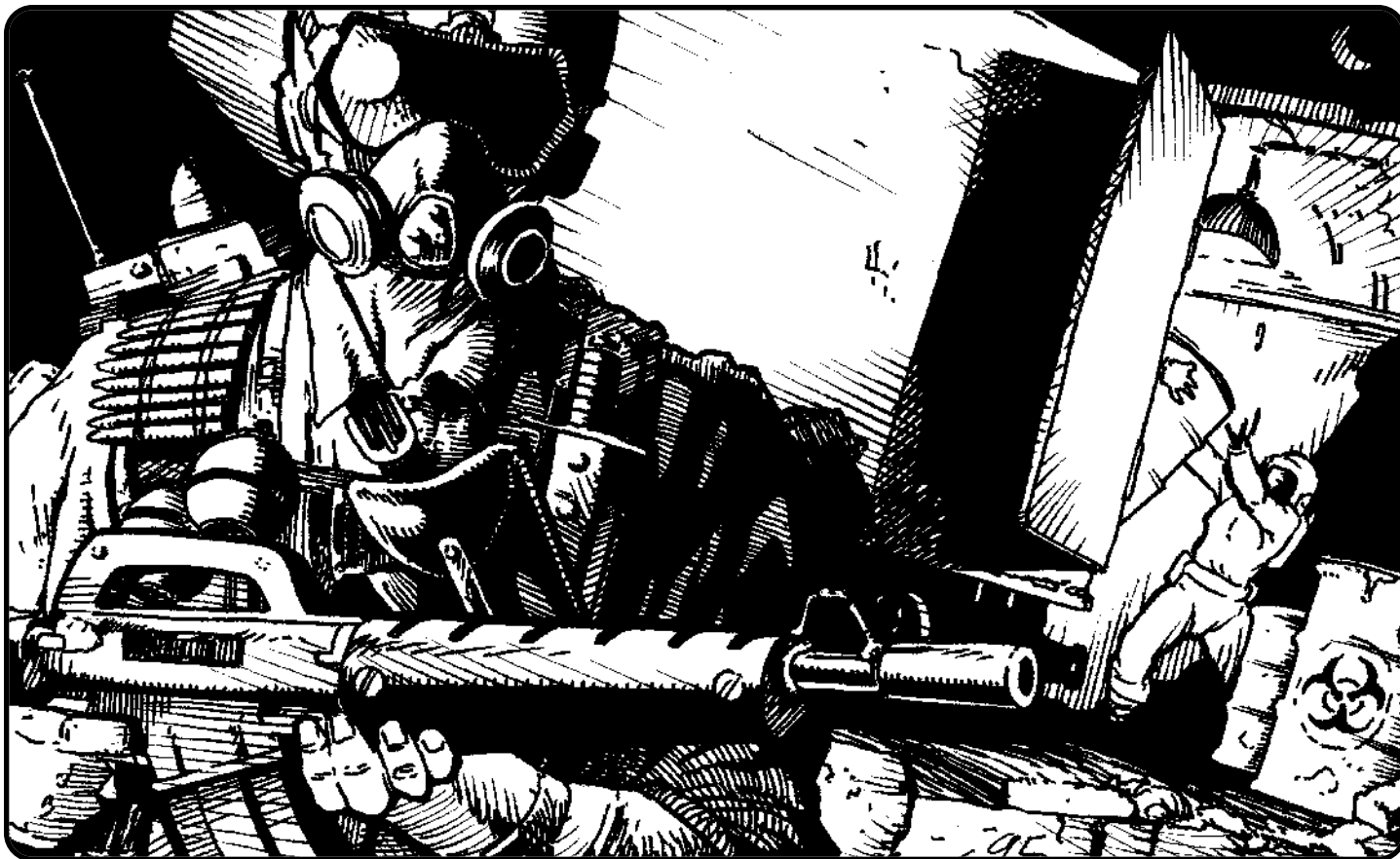
The Geiger counter is a small hand-held gauge that measures radiation levels. The unit has no effective range and measures radiation only in the immediate area. Wt: 5 per unit.

Quarantine Tent 1 RP for 1 tent
S&R SoI

A large, inflatable, airtight tent for the containment of large specimens or individuals suspected of contamination with possibly hazardous agents. The tent is equipped with an airlock to allow safe entrance and exit. It is large enough for four individuals to work comfortably on a single subject. The tent takes about fifteen minutes to set up completely and includes four biohazard suits. When deflated, the tent is small enough to squeeze into the back of a station wagon. Wt: 30 per tent.

Radbadge 1 RP for 100 badges
Mil or S&R SoI

The radbadge is about the size and shape of a conventional nametag, with a large, red, chemically treated square on it. As the badge is exposed to radiation, the red



square gradually turns black, signaling potentially dangerous radiation levels. These items are worn in areas where radioactive materials are stored or used, to warn of possible radiation leaks. Radbadges do not turn red in the absence of radiation and are therefore useful only once. Wt: Neg.

Radiation Suit **1 RP for 12 suits**
Mil or S&R SoI

Radiation suits are heavy-duty lead-lined suits used to protect workers from lethal levels of ionizing radiation. The suit is fully filtered and enclosed and, as such, provides the same protection from chemicals and microorganisms as the biohazard suit. In addition, the lead lining and thick material of the suit itself protects against levels of radiation and heat that would otherwise be lethal in seconds. The thickness and durability of the suit also provides PD2 and DR4 at the cost of 40 weight. PF: 5; Wt: 40 per suit.

Specimen Jars and Collection Tools **1 RP for 12 sets**
Any SoI

A set of small, sealable specimen jars for holding biological, chemical, or organic specimens and the tweezers, razors, and glass slides used to collect those specimens. Wt: 2 per set.

MEDICAL RESOURCE DESCRIPTIONS

Doctor's Bag **1 RP for 5 bags**
Civ, Crm, Law, Mil, or S&R SoI

This bag contains the tools and drugs needed to examine and treat minor ailments and injuries with Medical skills. Use of a doctor's bag grants a +2 bonus to both Surgery and First Aid tests. Further, unless a doctor's bag is used, or the operation takes place in a hospital, Surgery rolls suffer a -2 penalty. Each bag contains antibiotics, epinephrine, tranquilizers, and the like. After six uses, the bag's supplies must be replaced. Wt: 15 per bag.

First Aid Kit **1 RP for 25 kits**
Any SoI

This small kit is used to administer effective first aid, including bandages, antibiotics, and burn salves. The kit grants a +1 bonus to First Aid rolls. The kit contains enough supplies for six uses. Wt: 2 per kit.

Medic's Kit **1 RP for 10 kits**
Civ, Crm, Law, Mil, or S&R SoI

A medic's kit contains standard issue equipment for emergency medical technicians. The kit grants a +2 bonus to First Aid rolls. Using the kit halves the normal -2 penalty for improperly equipped Surgery rolls. The kit contains enough supplies for only six uses. Wt: 10 per kit.



Sodium Pentothal
Int or S&R SoI

1 RP for 10 vials

Sodium pentothal is a narcotic drug inaccurately known as "truth serum." The drug is administered to a subject to relax him and reduce his alertness, thereby increasing the chances that he will reveal information. The term "truth serum" is misleading because the answers the subject gives are not necessarily true. Once sodium pentothal is administered to a subject (requiring a Physician roll; failure renders the subject unconscious), the subject quickly lapses into a state of semiconsciousness, with little control over what he says. The effects of the drug wear off in about five minutes, after which there are no harmful side effects. While under the effects of sodium pentothal, the subject must make a Will roll to resist answering any question posed to him. If the test fails, the subject must answer the question as truthfully as he can, though he need not give out information that was not specifically asked for. Also while under the drug's effect, any physical or mental actions receive a -3 penalty, making it a passable sedative. Attempts to hypnotize a subject under the effects of sodium pentothal receive a +3 bonus. Wt: 1/4 per vial.

Tranquilizer
Any SoI

1 RP for 10 vials

Tranquilizers are drugs used to sedate people or animals, usually rendering them unconscious. Most often tranquilizers are administered via dart or syringe, either of which may be loaded with up to six doses. Once the subject has been injected with the tranquilizer, one dose takes effect every two combat rounds. Every time a dose takes effect, the subject must make a HT roll with a penalty equal to double the total number of doses that have taken effect to

avoid losing consciousness. If the subject passes the test and remains conscious, all rolls he makes suffer a penalty equal to double the number of doses that have taken effect. Once the tranquilizer reaches full effect, one dose will wear off every 15 minutes. Wt: 1/4 per vial.

CLOTHING AND BODY ARMOR
RESOURCE DESCRIPTIONS

Bulletproof Briefcase
Civ, Crm, or Int SoI

1 RP for 4 units

This case looks like a standard stylish leather briefcase, but it can take a lot of punishment. The case is indispensable for tremendously secret documents ("breaking" the briefcase substantially destroys the contents as well) and the occasional impromptu shield from gunfire. DR: 8; HT: 60/80; Wt: 10 per unit.

Camouflage Fatigues
Int, Law, or Mil SoI

1 RP for 24 suits

These are standard military-issue combat fatigues. Camouflage gains a +2 bonus when wearing fatigues appropriate for the terrain. Available for forest, jungle, desert, arctic, and night (gray). Wt: 2 per suit.

Flak Vest
Civ, Crm, Int, Law, or Mil SoI

1 RP per 10 vests

Flak vests are bulky, nonconcealable armor. The vests are effective mostly at stopping shrapnel and smaller projectiles, and Kevlar has largely taken its place. PD: 2; DR: 4; Wt: 12 per vest.

Helmet **1 RP per 10 units**
Civ, Law, or Mil SoI

A hard, ballistic, plastic, combat helmet helps to protect against all sorts of physical harm, from gunfire to thrown rocks and bottles. PD: 4; DR: 5; Wt. 3 per helmet.

Kevlar Vest **1 RP per 6 units**
Civ, Crm, Int, Law, or Mil SoI

These are light, concealable (IQ test to detect) bulletproof vests that are now in common use by law enforcement agencies and paramilitary units worldwide. Kevlar does have its weaknesses, however (see p. B211). PD: 2; DR: 14; Wt. 2.5 per vest.

Uniform **1 RP per 24 uniforms**
Any SoI

Any uniform can be acquired for undercover or covert operations. This includes police, military, fast food joints, repair or maintenance companies, state road crews, circus clowns, anything.

COMBAT ACCESSORIES RESOURCE DESCRIPTIONS

Briefcase MP **1 RP for 1 unit and 500 rds**
Crm or Int SoI

This looks like a standard leather corporate briefcase, but is in fact a weapon system for covert urban operations. A standard machine pistol is built into the briefcase, which is armored. To fire the machine pistol, the shooter holds a safety catch on the bottom of the case with one hand, braces the case against his chest, and pulls a concealed trigger on the briefcase's handle with his other hand. Lacking any sights, the briefcase is rather hard to fire accurately. It is recommended that operatives load the machine pistol with tracer ammo, in order to increase their chances of hitting. The machine pistol built into the case is normal in every way and may be removed easily and fired as a normal weapon. Type: Cr.; Dam: 3d-1; SS: 10; Acc: 4; 1/2D: 160; Max: 1900; Wt: 10; RoF: 10*; Shots: 30; ST: 10; Rcl: -1.

Flashlight Mount **1 RP for 20 units**
Civ, Crm, Int, Law, or Mil SoI

In combat, at night or in a dark building, you need to be able to see your opponents, but you don't want to tie up one hand with a flashlight. The flashlight mount is a small flashlight that attaches to the barrel of a gun. The flashlight's switch is wired to the gun's trigger so that as long as your finger is on the trigger, the light is on. This can be fitted to any firearm from pistol to assault rifle in size. Wt: 1 per unit.

Folding Stock **1 RP for 10 units**
Civ, Crm, Int, Law, or Mil SoI

This is a wire or plastic stock that replaces a weapon's normal stock. It can be folded in or out in a single combat round. Added to a pistol or machine pistol, it increases weight by 20%; unfolding the stock adds 2 to SS and 3 to Acc, multiplies Rcl by 0.67 (round up), and gives -2 to Holdout. On a shotgun, SMG, or rifle, folding the stock lowers SS by 2 and Acc by 3, multiplies Rcl by 1.5 (round up), adds +1 to the ST needed to fire the weapon, and gives +2 to Holdout.

Gas Mask **1 RP for 10 masks**
Any SoI

This is a rubber mask that filters out toxic gases, such as smoke, tear gas, and most nerve gases. It protects the eyes, nose, and mouth (the areas most vulnerable to toxic gases). Wearing the mask restricts the wearer's vision, reducing all Vision rolls by 2. Wt: 4 per mask.

Laser Sight **1 RP for 10 sights**
Civ, Crm, Int, Law, or Mil SoI

The laser sight is a low-power laser mounted on a firearm that projects a small red dot parallel to the gun barrel. The sight lets the shooter see where the barrel is pointing, giving him a +2 to accuracy. The sight also decreases the snap shot penalty to -1 at under 50 yards and -2 from 50-100 yards. The unit is ineffective at over 200 yards. A laser sight may be mounted on any small arm. Wt: Neg.

Silencer **1 RP for 10 units**
Crm, Int, or Mil SoI

When attached to the end of a semiautomatic or automatic firearm, a silencer greatly reduces the sound of a gunshot. It gives a penalty to Hearing rolls to notice gunshots, dependent on the weapon (.22 rifle, -8; pistol, -6; semiautomatic rifle, -4; submachine gun, -3; automatic rifle or machine gun, -2). Firing a short burst with a silencer will burn out the silencer if you roll under the number of rounds fired on 1d. A longer burst will ruin the silencer after 3-5 bullets. Wt: 1 (pistol, SMG, or .22 rifle), 2 (other rifles), 4 (machine guns).

Starlight Scope **1 RP for 5 sights**
Civ, Crm, Int, Law, or Mil SoI

A starlight scope is used in minimal light situations. It functions as a regular telescopic sight, but negates any penalties for poor lighting. A starlight scope is much larger than a normal telescopic scope, however, and may be mounted only on rifles. Wt: 1 per sight.



Telescopic Sight

1 RP for 10 sights

Civ, Crm, Int, Law, or Mil SoI

A telescopic sight reduces the apparent range to a target when it is mounted on top of a firearm. These are fixed power scopes that add a +2 accuracy bonus (consider them 4x magnification), but impose a -1 penalty to unaimed shots (see p. B115). Wt: 1/2 per sight.

Tripflares

1 RP for 100 flares

Int or Mil SoI

These are small warning flares that are triggered by a tripwire. They are not bright enough to blind anyone and will not provide substantial light to the area. They are generally used to warn of an approaching someone or something. Wt: 1

RESTRAINT RESOURCE DESCRIPTIONS

Handcuffs

1 RP for 12 units

Any SoI

These are your basic police-quality handcuffs. A ST-12 or Escape-5 roll is required to get free. Wt: 1

Plastic Binder Strips

1 RP for 500 strips

Int or Law SoI

These are one-use plastic strips that make effective and quick hand restraints. The strips, in common use by many police departments nationwide, are simply strong plastic loops that are tightened around the subject's wrists and must be cut to release the subject. A ST-10 or Escape-4 roll is necessary to liberate one's hands. Wt: Neg.

Straight Jacket

1 RP for 4 units

Int or S&R SoI

Straight jackets are long-term restraints that bind a subject's upper body completely. A ST-14 or Escape-7 roll is necessary to get out. Wt: 2

TOOL KIT RESOURCE DESCRIPTION

Tool Kit

2 RPs for 1 kit

All SoI

All tool kits are contained in large but portable metal cases. Each is specific to a certain Craft skill or Engineer specialty. Without a proper tool kit, all such skill rolls suffer a -5 penalty. Wt: 20-40 per kit.

HOSTILE ENVIRONMENT RESOURCE DESCRIPTIONS

Base Camp **1 RP for 1 camp** **All SoI**

The base camp is an assortment of supplies necessary to establish a base of operations in a wilderness environment. The camp includes tents, sleeping gear, cooking apparatus, and five days of food for six people. The equipment is lightweight and can be carried easily in backpacks (included) by six individuals and set up or broken down in less than two hours. Wt: 90 per camp.

Climbing Gear **1 RP for 6 sets** **Civ, Crm, Int, Law, Mil, or S&R SoI**

This includes all equipment necessary for climbing and rappelling down sheer surfaces, including both mountain cliffs and urban buildings. Ropes, pitons, crampons, hammers, picks, and grappling hooks are all provided. Climbing gear grants a +3 bonus to all Climbing rolls as long as the character has a Climbing skill at 8 or better. Wt: 8 per set.

Cold Weather Gear **1 RP for 5 outfits** **Int, Mil, or S&R SoI**

Cold weather gear protects against the damage subzero temperatures can inflict. The kit includes a parka, insulated coverall, boots, gloves, goggles, and facemask. Wt: 8 per outfit.

Diving Suit **2 RPs for 1 suit** **S&R SoI**

Diving suits are large, pressurized, metal and plastic diving exoskeletons used for extended deep exploration of areas of the ocean floor. The suit contains enough oxygen for eight hours of continual use, and it employs a hard exoskeleton. The grippers that the suit has instead of hands are not terribly dexterous and are limited to basic grasping and lifting. PD: 1; DR: 2; Wt: 50 per suit.

Drysuit **1 RP for 6 suits** **Int, Mil, or S&R SoI**

Drysuits are insulating bodysuits worn when SCUBA diving in extremely cold water. Without a drysuit, a diver would die from hypothermia in minutes. Wt: 12 per suit.

Flare Gun **1 RP for 10 guns and 60 flares** **Any SoI**

This small pistol with a large barrel is used for firing bright flares. The flares will travel several hundred yards in the air and will illuminate a 100-yard-diameter area (centered directly below it) with dim, shadowy light. Areas

already shadowy or brighter are unaffected. When a flare is fired, anyone who does not take precautions (shielding their eyes) must make a DX roll or reflexively look at the flare, temporarily blinding them for the duration of the flare plus 1d rounds. Cases of 36 additional cartridges may be purchased for 1 RP. Wt: 5 per gun.

Flashlight **1 RP for 24 units** **Any SoI**

This large, waterproof, industrial-strength flashlight can be used as a baton in combat. Wt: 3 per light.

Oxygen Rebreather **1 RP for 1 unit** **Int, Mil, or S&R SoI**

An oxygen rebreather is a device that allows a diver to breath underwater much like SCUBA gear. However, a rebreather recycles the air that the diver exhales, reducing the amount of oxygen that the diver needs to carry. Rebreathers allow divers to remain underwater for up to four hours at a time, are smaller and lighter than conventional SCUBA gear, and do not produce the telltale bubbles that can reveal a diver's position. The one main disadvantage is their expense. Wt: Neg.

SCUBA Gear **1 RP for 4 sets** **Int, Mil, or S&R SoI**

These are Self Contained Underwater Breathing Apparatuses and include mask, flippers, weight belt, snorkel, oxygen tanks, and bouyance control device. The oxygen tanks last for up to an hour underwater. Wt: 25.

Survival Kit **1 RP for 10 kits** **Civ, Int, Mil, or S&R SoI**

Survival kits are common equipment for teams operating in or near wilderness environments. The small kit contains many items that will prove useful for obtaining essential food, shelter, and clothing: a knife, flint and steel, compass, first aid kit, flare gun and six flares, six fishhooks, and five yards of fishing line. Those without survival kits suffer a -5 to any Survival rolls. Wt: 10 per kit.

Wetsuit **1 RP for 12 suits** **Any SoI**

Wetsuits are worn by divers as insulation and protection against minor cuts and abrasions when diving. The suits are colored matte black and provide the same advantages to covert ops teams as gray camouflage fatigues (see p. 138). PD: 1; DR: 2; Wt: 5 per suit.

Time and space constraints prevent the inclusion of detailed game statistics on each of the vehicles presented in this chapter. Should they become important to a campaign, each may be devised using the rules presented in *GURPS Vehicles*. Alternatively, full vehicle statistics may be found in the upcoming *GURPS Vehicles Companion*.

STANDARD VEHICLE RESOURCE DESCRIPTIONS

The following vehicles are common civilian models that can be found everywhere. As such, no descriptions are given except to catalog any extra equipment or capabilities worth noting. All vehicles employed by Aegis Cells are registered to legitimate front organizations or government agencies, with no connection to any Aegis entity. A few hours' work and some phone calls (and an SoI appearance-1 roll) can have any vehicle's registration and ownership transferred to another front organization, which should help avert unwanted suspicion. Most vehicles acquired by Aegis tend to be painted black, often with darkened windows when applicable. Whether this is by design or coincidence is not entirely clear.

Some vehicles come with an auto safety kit. This kit contains a first aid kit and 10 signal flares.



Jet, Cargo **6 RPs for 1 vehicle**
Mil or S&R SoI

A vehicle radio and radar array, 3 parachutes, survival kit, first aid kit, 10 signal flares

Jet, Civilian **6 RPs for 1 vehicle**
Civ or S&R SoI

A vehicle radio and radar array, 2 parachutes, survival kit, first aid kit, 10 signal flares

Compact Car **2 RPs for 1 vehicle**

Civ or Crm SoI

Auto safety kit

Coupe **2 RPs for 1 vehicle**

Crm or Int SoI

Auto safety kit

Helicopter, Observation **5 RPs for 1 vehicle**
Any SoI

A vehicle radio and radar array, parachute, survival kit, first aid kit, 10 signal flares

Helicopter, Passenger **5 RPs for 1 vehicle**
Any SoI

A vehicle radio and radar array, parachute, survival kit, first aid kit, 10 signal flares

Helicopter, Transport **5 RPs for 1 vehicle**
Int, Mil, or S&R SoI

A vehicle radio and radar array, parachute, survival kit, first aid kit, 10 signal flares

Hummer/SUV **3 RPs for 1 vehicle**
Any SoI

Auto safety kit; no off-road penalties. Military version is HMMWV and may be armed.

Jet Ski **1 RP for 1 vehicle**

Civ, Crm, or Law SoI

2 life jackets

Minivan **3 RPs for 1 vehicle**

Civ, Crm, or Int SoI

Auto safety kit

Motorcycle **1 RP for 1 vehicle**

Any SoI

Pickup Truck **3 RPs for 1 vehicle**

Any SoI

Auto safety kit; no off-road penalties





SPECIAL VEHICLE RESOURCE DESCRIPTIONS

Ambulance 5 RPs for 1 vehicle
Any SoI

An ambulance is excellent cover for covert operations teams, particularly in urban areas with several ambulance companies. The sirens and lights clear the way for the team's rapid deployment or extraction, and the equipment carried in the vehicle may save the life of anyone who was wounded during the operation. An ambulance is equipped with a vehicle radio and medical supplies that provide the same benefit as a medic's kit (supplies are effectively unlimited).

Biohazard Ambulance 7 RPs for 1 vehicle
S&R SoI

The biohazard ambulance is an unmarked van containing much the same supplies as a mundane ambulance, plus additional gear to contain biohazards and treat individuals exposed to infectious agents. In addition to the standard medic's kit and vehicle radio carried by a regular ambulance, the biohazard ambulance contains the following equipment: 3 biohazard suits, 2 ranged stunners, 3 flashlights, specimen sampling gear, body bags, and flame-thrower.

The biohazard ambulance also contains two rather specialized items. The first is a portable biocontainment pod, commonly called a bubble stretcher. The biocontainment pod is similar to a normal stretcher except that it is enclosed by an airtight plastic bubble to better contain contaminated individuals. A small air tank supplies the patient with air until he can be removed to a quarantine facility. The second item is a small pressurized tank, similar to a fire extinguisher, filled with disinfectant chemical. The chemical spray is used to quickly disinfect individuals (usually wearing biohazard suits) leaving a contaminated area.

Fishing Trawler 7 RPs for 1 vehicle
Int or S&R SoI

Fishing trawlers are large sea vessels built for extended, if not luxurious, excursions at sea. Trawlers are often used as a cover and operations center for ocean-based missions and for clandestine signal interception. The cargo hold of the trawler can provide ample room to set up necessary facilities, and the cost of the ship includes the cost of hiring its crew. Standard equipment includes a radar array, GPS terminal, base radio, and Zodiac raft.

Helicopter, Attack 7 RPs for 1 vehicle
Mil SoI

Assault helicopters are heavily armed and armored high-tech military craft. The hull is armored and the vehicle is armed with the following weapons: a minigun and 1,000

Prop Plane 5 RPs for 1 vehicle
Any SoI

A vehicle radio and radar array, 2 parachutes, survival kit, first aid kit, 10 signal flares

Recreational Vehicle 4 RPs for 1 vehicle
Any SoI

Auto safety kit

Sedan 3 RPs for 1 vehicle
Any SoI

Auto safety kit

Snowmobile 1 RP for 1 vehicle
Civ, Crm, or Law SoI

Speed Boat 3 RPs for 1 vehicle
Civ, Crm, Int, or Law SoI

First aid kit, flare gun/6 flares, 4 life jackets

Sports Car 3 RPs for 1 vehicle
Civ, Crm, Int, or Law SoI

Auto safety kit

Truck Tractor 2 RPs for 1 vehicle
Civ, Crm, Int, Law, Mil, or S&R SoI

Auto safety kit, vehicle radio. Trailer(s) must be purchased separately, either flat bed trailers (+2 RP) or box trailers (+3 RP).

Van 3 RPs for 1 vehicle
Any SoI

Large, 15-person version. Auto safety kit.

rounds of tracer ammo, four air-to-air missiles, and two rocket pods with eight rockets each. Additional or alternative weapon systems must be acquired separately. The helicopter is also equipped with 12 electronic countermeasure (ECM) pods that it can drop to thwart guided missiles. A vehicle radio and radar array is standard equipment and the helicopter cockpit is fitted with ejection seats which incorporate a parachute, survival kit, first aid kit, and 10 signal flares.

Jet, Fighter Mil SoI **7 RPs for 1 vehicle**

Fighter jets can be any one of a number of military interceptor craft. Like most fixed-wing aircraft, the hull is unarmored and the jet is equipped with a vehicle radio, radar array, ejection seat, and parachute. As part of the pilot's equipment, the jet carries a first aid kit, survival kit, and signal flares in case he has to bail out. The jet can be fitted with a wide range of weapon loads, most often six missiles and a 20mm Gatling cannon (Dam; 3dx7; RoF 100; 1,000 rounds of ammo). Fighter jets are armed with 12 ECM pods like the assault helicopters. Additional or alternative weapon systems must be acquired separately.

Jet, Jump Mil SoI **10 RPs for 1 vehicle**

Jump jets are military fighter planes designed primarily for attacking ground targets. In most ways, jump jets are nearly identical to normal fighter jets, with the exception of the VTOL (vertical take-off and landing) capability. VTOL aircraft, as implied by their name, do not require a runway for either lift-off or landing. Instead, jump jets lift off a landing pad vertically, as a helicopter. This makes jump jets very useful for deployment in areas where building a runway is impossible or prohibitively expensive. The jump jet's role as ground-support vehicle warrants slightly different armament in most cases. In addition to a 20 mm Gatling cannon (1,000 rounds of ammo) and two air-to-air missiles, jump jets usually carry two rocket pods of eight rockets each, although additional or alternative weapon systems may be acquired separately. As with fighter jets, jump jets are equipped with ejection seats and parachutes for the pilot and navigator, as well as survival kits, first aid kits, and flares at each station.

Lab RV Law or S&R SoI **12 RPs for 1 vehicle**

The lab RV is an extensive mobile laboratory that provides a quality research platform for fieldwork in isolated and remote areas. The RV contains research lab facilities large enough for four researchers to work simultaneously. The lab is equipped to handle biological, chemical, and medical research projects, and while the quality of the

facility is not sufficient to provide a bonus, the RV is equipped with a computer workstation running Chemistry, Biochemistry, and Physician expert system programs. Additional equipment carried by the lab RV includes 2 quarantine tents, 8 biohazard suits, 4 radiation suits, 6 personal radios, 8 sets of specimen jars and tools, 2 Geiger counters, 24 radbadges, 4 dart rifles, 80 darts, 10 vials of tranquilizer, doctor's bag, 4 medic's kits, 10 industrial-strength flashlights, spotlight, video camera, remote monitor, vehicle radio, car fax, and satellite uplink.

Lab Van Int, Law, or S&R SoI **7 RPs for 1 vehicle**

The lab van is a large vehicle that has been equipped with a variety of high-tech scientific equipment. Lab vans are employed by police departments for crime scene investigations and by research organizations for quality fieldwork. The van constitutes a small, two-investigator laboratory fully equipped for biological, chemical, and medical research (no bonus). The following equipment is also included in the lab van's supplies: quarantine tent, 4 biohazard suits, 4 sets of specimen jars and collection tools, Geiger counter, 8 radbadges, dart rifle, 12 darts, 6 vials of tranquilizer, and several sealed cages for small live specimens. A vehicle radio and car fax are standard as well.

Minisub Mil or S&R SoI **5 RPs for 1 vehicle**

The minisub is a relatively small two-person submersible craft used for exploring sites deep underwater. The sub is equipped with a vehicle radio for communication with the surface, two robotic arms for specimen collection (ST 14), a spotlight, air tanks good for two people for eight hours, two drysuits, and two sets of SCUBA gear.

Police Cruiser Int or Law SoI **4 RPs for 1 vehicle**

Masquerading as police officers can provide one of the best covers available to a covert ops team. It could also prove to be the team's undoing if not done properly. Operatives should take care to follow proper police procedure as much as possible to avoid unnecessary suspicion. Standard equipment includes a shotgun, 50 shot shells, vehicle radio, first aid kit, 50 signal flares, and a radar gun.

Security Sedan Civ, Crm, or Int SoI **5 RPs for 1 vehicle**

Security sedans are customized luxury sedans built for the particular requirements of bodyguard work and other high-risk missions. The body and windows of the car have been heavily armored (DR 20) and the tires are made of

solid rubber. A vehicle radio and scrambler, autonav computer, radar detector, cellular phone, and car fax are installed as standard features. To protect against gas attacks, the car can also be made airtight at the flip of a switch. This activates an independent air supply that can provide five passengers with three hours of breathable air. To compensate for the car's extra weight, a more powerful engine is installed, giving the car a slightly better top speed and overdrive capabilities. The overdrive can damage the engine, however, if used for prolonged periods. The overdrive may be operated safely for five minutes. After that, roll 1d every five minutes. If the result is less than the number of five-minute periods that the overdrive has been used in the last 30 minutes, the engine is damaged. Immediately, the car loses 15 mph and the driver must make a control roll. Another damage check is made every second after that until the engine is shut off and repaired.

Snow Cat **3 RPs for 1 vehicle**
Mil or S&R SoI

The Snow Cat is a large multipassenger tracked vehicle built for traveling on ice and snow in adverse conditions. Unlike a snowmobile, the cabin is enclosed and heated. The Snow Cat contains a vehicle radio, survival kit, first aid kit, and 25 signal flares.

Surveillance Van **7 RPs for 1 vehicle**
Civ, Crm, Int, or Law SoI

This normal 15-person van is specially equipped for surveillance work. Equipment includes a vehicle radio connected to a satellite uplink and scrambler, 4 hands-free radios, cellular phone (and scrambler), electrical and

electronic tool kits, 6 wire taps, 12 bugs, tape recorder, video recorder, 3 remote monitors, laser eavesdropper, 4 AV bugs, shotgun microphone, and starlight telescope.

SWAT Van **7 RPs for 1 vehicle**
Int, Law, or Mil SoI

These vans are used by SWAT teams nationwide to carry six-member assault teams to and from operation sites. The back of the van is taken up by equipment lockers and four SWAT team members; the other two members sit up front. The body of the van is well armored (DR 80) and is equipped with the following gear: 6 submachine guns with flashlight mounts and folding stocks, 50 clips of SMG ammo, 6 helmets, 6 flak vests, 6 gas masks, 6 hands-free radios, 20 each stun and smoke grenades, vehicle radio, sledgehammer, battering ram, and medical kit.

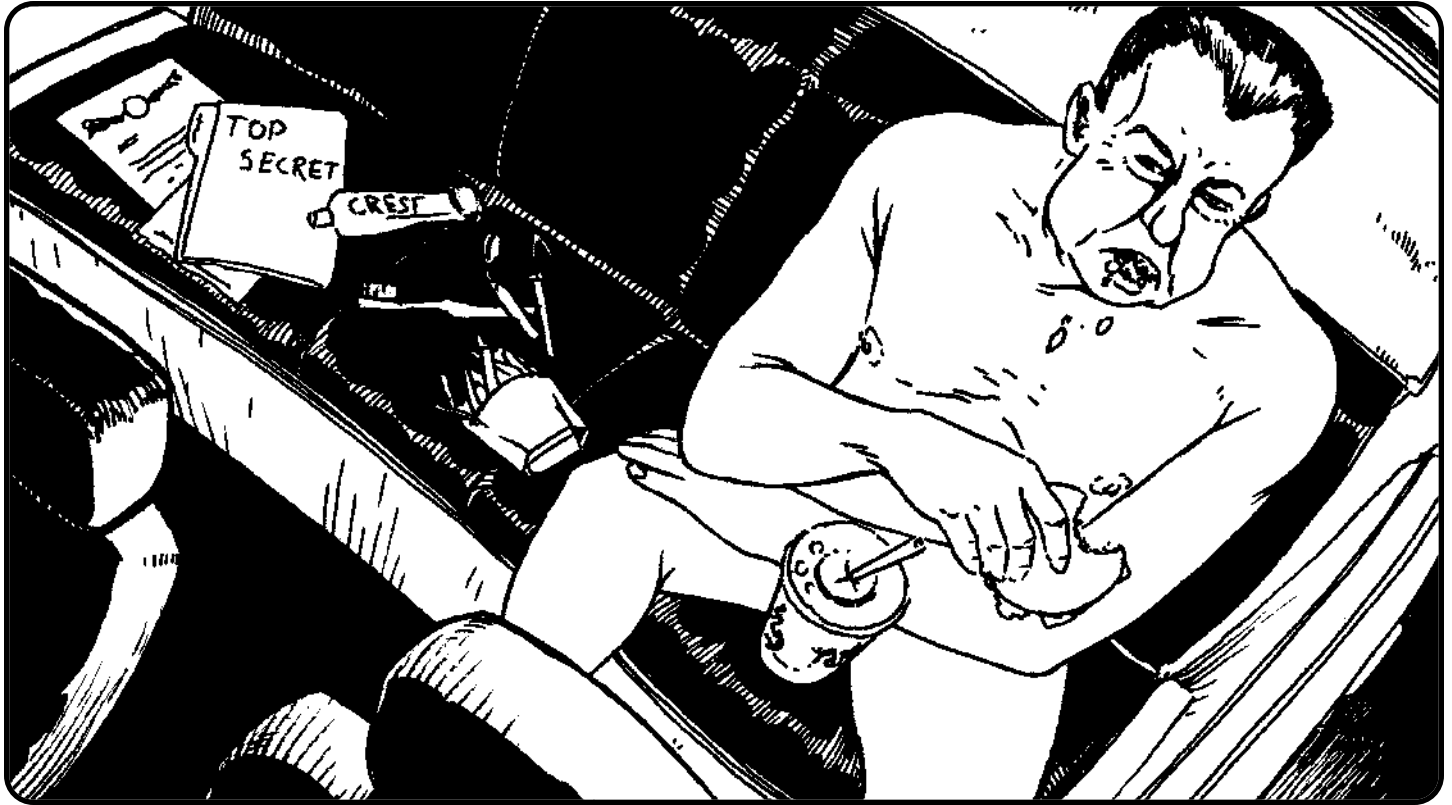
Telephone Crane Truck **5 RPs for 1 vehicle**
Civ or Int SoI

A telephone repair crew is a great cover for a covert operation, particularly for planting wiretaps. The crane can be useful in many other situations as well (surveillance, for example). The truck also carries a full Electronics tool kit, a stack of orange road cones, and a vehicle radio.

Zodiac **1 RP for 1 vehicle**
Any SoI

The Zodiac is a four-man inflatable raft employing a small but powerful electric motor. The small size and sturdiness of the raft and the silence of the engine make it a popular vehicle for covert operations teams.





VEHICLE ACCESSORY RESOURCE DESCRIPTIONS

Autonav Computer 1 RP for 1 unit
Any SoI

An autonav computer uses a GPS link to determine the exact location of the vehicle it is installed in and display the vehicle's position on a small computer display monitor. The autonav contains topographic maps of the entire country and street maps of most major cities.

Inflatable Raft 1 RP for 4 rafts
Int, Mil, or S&R SoI

This raft is a standard four-person inflatable raft with oars, similar to those used in freshwater rafting expeditions. When deflated, the whole raft, oars and all, can easily be stored in a car trunk.

Infrared Spotlight 1 RP for 6 lights
Int, Mil, or S&R SoI

Infrared spotlights are large, vehicle-mounted spotlights for use with infrared vision equipment. The spotlight is identical to a standard spotlight except that it projects light in the invisible infrared range, meaning that users will still need some means of seeing in the infrared spectrum for it to be effective. IR spotlights are most often used in conjunction with IR cameras and goggles.

Parachute 1 RP for 6 units
Any SoI

Parachutes are used as safety equipment on most aircraft, as well as for recreational purposes. The parachutes favored by Aegis operatives are black, nonreflective, steerable 'chutes designed for military special forces and airborne troops.

Signal Flares 1 RP for 400 units
Any SoI

These are small, colored warning flares used to mark an area, such as at road hazards and aircraft landing zones. The flares are also sometimes carried by divers since they include their own oxidant and can burn underwater.

Spotlight 1 RP for 4 units
Civ, Int, Law, Mil, or S&R SoI

A powerful spotlight that can be mounted on any ground vehicle or helicopter or set up on a tripod. The spotlight can be used to illuminate large patches of ground from the aircraft or to light an area clearly for extended work at night.

Winch 1 RP for 2 winches
Civ, Int, Law, Mil, or S&R SoI

A strong winch and 100 yards of cable capable of lifting or pulling very large items (up to the weight of the vehicle equipped with the winch). The winch can be mounted on the front, rear, or sides of the vehicle.

RESTRICTED RESOURCES

Restricted resources are unique, extremely rare, or secret items. These items and special considerations are available only to individuals who are members of, or who have connections in, the particular agency or organization.

Alien Technology

Varies

Project MOONDUST or Groom Lake Profession

Since Project MOONDUST's main role is that of crash recovery and technology analysis, alien technology is often available to certain personnel for testing and research. The equipment available is determined by the GM (see p. 186).

For the purposes of the Supplier advantage, all alien technology is considered a Par SoI item.

Aurora

20 RPs for 1 Aurora III

Groom Lake Test Pilot

Since the late seventies, Aegis has been hard at work analyzing portions of recovered alien spacecraft at the Groom Dry Lake Research Facility (Area 51) in Nevada. The major result of that program is the Aurora Project, dedicated to creating the most advanced fighter aircraft in existence. All planes in the program have depended to some degree on technology that mankind would not have developed on its own for several centuries. The Aurora III's less capable predecessors may be had for 15 RPs, or less. The details of the Aurora Project are strictly "need to know" and are discussed in Chapter Five: Secrets (see p. 189).

For the purposes of the Supplier advantage, all Auroras are considered a Mil SoI item.



Magic Van

10 RPs for 1 vehicle

NSA Profession

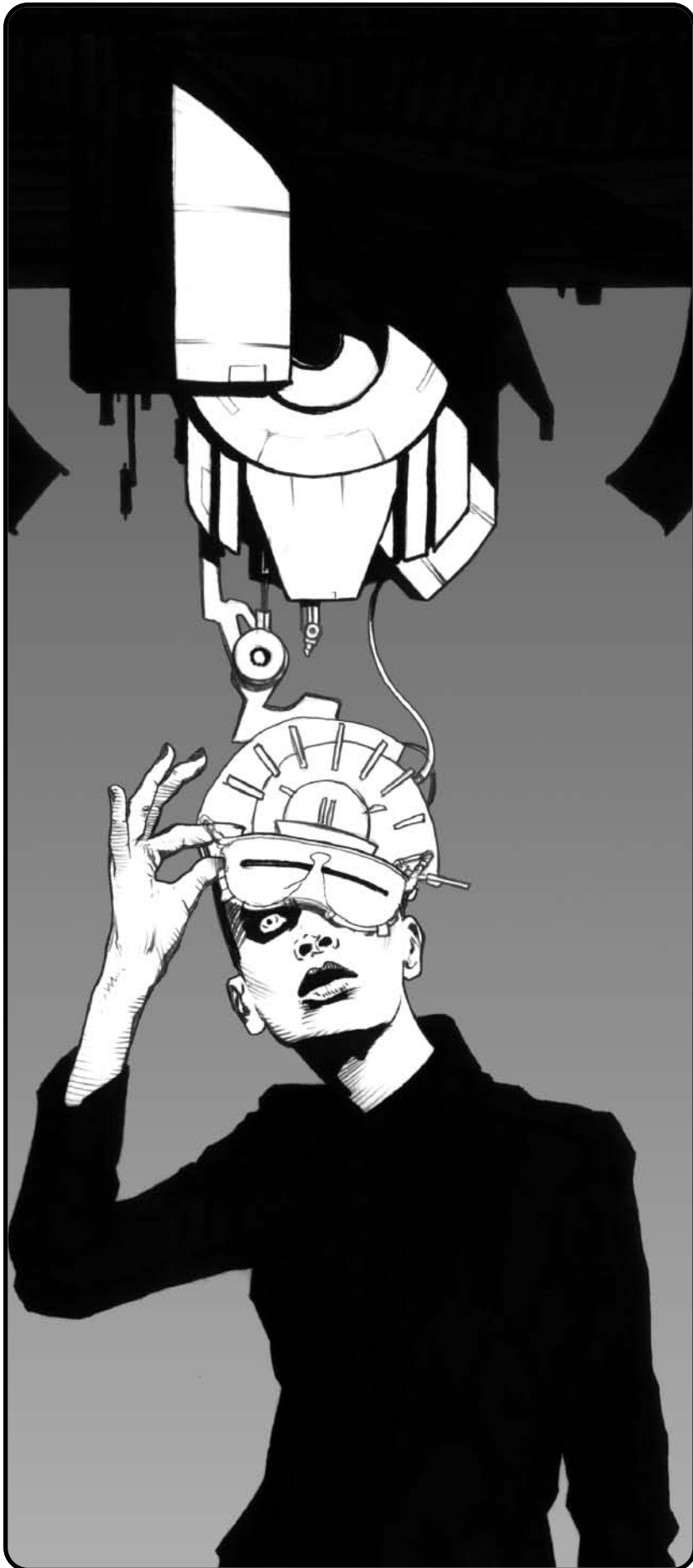
One of the NSA's strongest ELINT tools (electronics intelligence) is a secret fleet of vans packed with specialized computer surveillance equipment. The rumored existence of these ELINT vans and their capabilities have raised them to near-mythic status in electronic security circles and have earned them the unofficial nickname "magic vans," half out of professional respect, half out of fear.

The van is capable of making a TEMPEST attack on any unshielded computer in use within 100 m, regardless of intervening obstacles. TEMPEST stands for Transient Electro-Magnetic Pulse Emission Standard, which is the U.S. government's standard describing how much EM radiation a computer can emit without compromising the security of that computer's data. A computer that meets the minimum criteria set by the standard to qualify as a secure device is designated as TEMPEST-secure. TEMPEST attacks are performed by using sensitive radio receivers to read the radiation emitted by computer monitors and cables. The data is then reproduced by a specialized computer. About 20% of commercial computer systems are TEMPEST-secure, though 80% of defense contractors maintain TEMPEST-secure systems. All military computers that handle classified data are TEMPEST-secure, as are all NSA and CIA computer systems. Aegis laptops and HERMES terminals are 100% TEMPEST-secure.

A successful TEMPEST attack allows the operator to reproduce the activity of any peripheral in use by the target computer. Once the attack succeeds and the computer is "locked," the NSA agent can see anything that appears on the target computer screen, read what is being typed on its keyboard, and capture data sent to a printer. There is absolutely no way for the targeted computer or its operator to detect such an attack, unless the van itself is noticed and the operator realizes its significance.

To conduct a TEMPEST attack, the operator must make an Electronics Operation (Computers) roll. For the attack to succeed, the operator must be within 100 m of the targeted computer, which must be on. Tuning into a particular computer takes 1d minutes. If the operator knows what data are likely to appear on a specific computer screen, he can scan through all available computers until he finds the expected data. When a TEMPEST attack is initiated, the GM should determine the number of computers in the attack radius. To determine the time it will take the attacker to locate and lock on to the target system, divide the number of computers in the area in half (round up) and roll that many dice. The sum rolled is the number of minutes before the operator successfully locates the target computer. For example, if an agent is parked outside a building with a network of 30 operating computers, it will take him 15d minutes to find a particular computer.

For purposes of the Supplier advantage, this is considered an Int SoI item.



MHIC-EDOM **5 RPs for 1 unit**
CAPS or Projects CYGNET, MKULTRA,
or RASPUTIN Profession

The Microwave Hypnotic Intracerebral Control - Electronic Dissolution of Memory (MHIC-EDOM) was developed by the MKULTRA project. The MHIC-EDOM is a small portable device, roughly the size and shape of a large flashlight, that enables a skilled user to affect and control a subject's state of mind. The operator must have the Electronics Operation (Mind Control) skill to have any chance of being successful. The details of the MHIC-EDOM are strictly "need to know" (see p. 191).

For purposes of the Supplier advantage, this is considered a Par Sol item.

Mind Control Drugs **1 RP for 6 doses**
Projects MKULTRA or RASPUTIN
Profession

MKULTRA developed a number of psychoactive drugs that can alter a subject's state of mind reliably and leave virtually no trace of their passage (Physician-5 to detect the drug's presence). The details of mind-control drugs are strictly "need to know" (p. 192).

For purposes of the Supplier advantage, this is considered an Int or Par Sol item.

Psi Drugs **1 RP for 6 doses**
CAPS or Projects CYGNET, MKULTRA,
or RASPUTIN Profession

Controlled use of psi drugs can increase a psychic's effectiveness longer than would otherwise be possible. Careless use of psi drugs can lead to addiction, insanity, or death. The details of psi drugs are strictly "need to know" (see p. 192).

For purposes of the Supplier advantage, this is considered an Par Sol item.

Psychotrons **Varies**
CAPS or Projects CYGNET, MKULTRA,
or RASPUTIN Profession

Psychotrons are powered or influenced by psychic energy. The user need not be psychic, but must not be a Void or Psink. There are three classifications, or orders, of psychotron: Third Order, the weakest, costs 5 RPs, Second Order costs 10 RPs, and First Order costs 15 RPs. The details of psychotrons are strictly "need to know" (see p. 194).

For purposes of the Supplier advantage, this is considered an Par Sol item.

Special Weapons

5 RPs for 1 item

CIA, DIA, or Projects CYGNET or MKULTRA Profession

The experts at Central Intelligence went through a heyday in the early 1950s and '60s, developing eclectic weapon after eclectic weapon. The flurry of activity has died down as assassination has been expressly rejected as a policy by the U.S. government, but such weapons are still being developed and produced. While the briefcase MP is widely available, other covert assassination tools exist. These weapons appear to be mundane objects, but have various small arms inside them. The weapon has only one quarter of the normal ammunition capacity and suffers a -2 accuracy penalty. GMs and players may discuss the details of these weapons.

For purposes of the Supplier advantage, this is considered an Int or Mil Sol item.

SR-71 Blackbird

15 RPs for 1 vehicle

Air Force Pilot or Groom Lake Test Pilot

After the military decommissioned its fleet of SR-71 spy planes and gave them to NASA for test vehicles, Aegis Cells began transferring many of the planes to their own airfields. Now nearly all Cold War spy planes are in the hands of Aegis, including several prototype interceptor aircraft incorporating the same airframe as the SR-71. Only three SR-71s remain in official use as part of NASA's high-altitude, high-speed research program.

Despite more than thirty years of aerospace research since its development, the SR-71 Blackbird remains the fastest and highest-flying production aircraft in existence. The aircraft's speed and its ability to carry conventional

air-to-air missiles (a holdover from its original design as an interceptor) make the Blackbird the only unclassified aircraft in the world that is capable of overtaking and engaging most extraterrestrial craft encountered to date. Beside the equally rare Aurora, it is the only aircraft available to Aegis that can accomplish UFO interception missions.

Because of the high altitude and speeds maintained by the Blackbird, its crew must wear pressurized spacesuits. The crew stations are equipped with ejection seats, parachutes, and first aid and survival kits.

In its role as interceptor, the SR-71 may be fitted with up to six conventional air-to-air missiles, although any munitions must be acquired separately. For security purposes, any Cell that intends to incorporate an SR-71 must keep the plane in a hangar at all times when it is not flying missions.

For purposes of the Supplier advantage, this is considered a Mil Sol item.

Tome

5 RPs for 1 tome

CAPS Profession

This resource represents a collection of scrolls, a book, or even a computer database. Most tomes focus on one ritual and details its history, how to cast it, and known variations. The tome counts as a teacher for that particular ritual, but the student must be from the proper tradition. Other tomes concern Ritual Magic traditions, or Ritual type skills. They have the same benefit with respect to these skills. No mystic skill can be improved beyond 15 through the use of a tome, and many tomes are less capable (the GM should set the highest skill level attainable through a certain tome).

For purposes of the Supplier advantage, this is considered an Par Sol item.



PARANORMAL



The paranormal encompasses a number of separate and distinguishable features. Alien activity is sometimes classified under the paranormal. For players, that topic is covered in Chapter One: Indoctrination. More detailed secrets about the aliens are revealed for the GM in Chapter Five: Secrets.

For purposes of this chapter, paranormal covers psychic powers and magic. In the *Conspiracy X* world, both phenomena—indeed all mystical activity—is related to the Seepage. Seepage starts with the human mind, the font of psychic power. Thus, this chapter discusses psychic abilities, Seepage, and rituals in turn.

PSYCHIC ABILITIES

Psychic abilities in *GURPS Conspiracy X* generally follow the normal rules for psionic powers presented in *GURPS Basic Set* and *GURPS Psionics*. The major differences include Basic ESP, Strong ESP, learning psychic abilities, and the drain caused to characters by psi use. Variations, exceptions, and background information in psionics are also discussed.

BASIC EXTRASENSORY PERCEPTION (BASIC ESP)

With very few exceptions, all humans in *GURPS Conspiracy X* are innately psychic. Thus, every character is capable of using Basic ESP, except for the minority of the population who are psychically damaged in some way (Voids). There are five Basic ESP abilities: Empathy, Hunch, Intuition, Ken and Read Aura.

Basic ESP abilities are treated as very limited psi skills of level 8. Testing Basic ESP works just like testing a skill—roll 3d at or under the skill level (8). Basic ESP abilities have no psi power level; they are based on an innate connection to the Seepage and have specific invariable effects.

Each ability is related to one psi power and skill. If the character purchases or learns any level in that power and skill, the corresponding Basic ESP ability is superceded and lost. For example, the Intuition Basic ESP ability is related to ESP and Clairvoyance and allows a skill roll of 8 to find out limited information about the character’s current situation. If the character purchases or learns any level of both the ESP power and the Clairvoyance skill, he loses his Intuition Basic ESP ability.

Failing a Basic ESP roll means that no insight, nor even erroneous information, is gained. Further attempts at that Basic ESP are treated as repeated attempts (see p. B166, as modified by the rules at 153). Once a Basic ESP ability has been successful, all further attempts at that particular ability fail for a period of one week.

BASIC ESP CHART

<i>Ability</i>	<i>Related Psi Power/Skill</i>	<i>Short Description</i>
Empathy	Telepathy/Emotion Sense	One “yes or no” question about a living subject’s thoughts or near-future actions
Hunch	ESP/Precognition	One “yes or no” question about the future
Intuition	ESP/Clairvoyance	One “yes or no” question about the present
Ken	ESP/Psychometry	One “yes or no” question about past nature of object or event
Read Aura	Healing/Sense Aura	Insight into emotional and mental state of living subject

BASIC ESP DESCRIPTIONS

A quick summary of Basic ESP abilities and their related psionic powers/skills is presented in the nearby Basic ESP chart. Complete descriptions of the powers are listed below.

Empathy: A character’s empathy gives an insight into a living subject’s thoughts and next course of action. The player may ask one “yes or no” question about the state of mind of an individual, her next action, or her most probable reaction to a near-future event in vague terms. Near future is defined as within the next hour. The character must know the individual in question at

Terminology

The *Conspiracy X* rulebook lists the Basic ESP abilities as: Hunch, Read Aura, Second Sight and Sixth Sense. *Shadows of the Mind: The PSI/INT Sourcebook* slightly reworks the Basic ESP rules from the *Conspiracy X* main rulebook. *Shadows of the Mind* adds the Ken and Intuition abilities, and drops Sixth Sense as one of the Basic ESP abilities.

GURPS uses the terms “Intuition” and “Second Sight” as well, and neither comports with the *Conspiracy X* meanings. To avoid confusion for *GURPS* players, *GURPS Conspiracy X* will use terms as they are generally understood in *GURPS*. Thus, *Conspiracy X*’s Second Sight will be called Hunch; *Conspiracy X*’s Hunch will be called Intuition; *Conspiracy X*’s Intuition will be called Empathy.



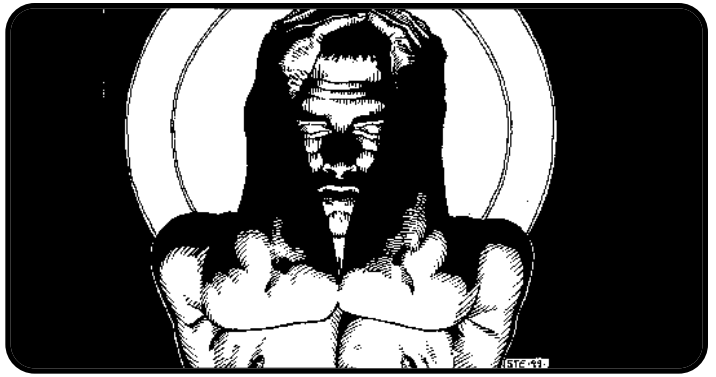
least casually. For example, the player could ask, “Will the gunman fire at me if I surrender?” or “Is the technician thinking about betraying us?,” but not “Where is the gunman hiding?” (if rephrased as a “yes or no” question, Intuition might work for that query). This power does not work on Voids, Psinks, or corrupted beings.

Hunch: The character is able to get hints about future events. The player may ask the GM one “yes or no” question about a future event. For example, the player may ask “Will Eddie live through till tomorrow?” or “Will the bomber strike again?” or “Is Johnny going to be in Seattle next week?”

Intuition: The character gains insight into his current situation, allowing him to ask one “yes or no” question about the present condition of objects, people, or events. Note that the information gained is only about the current location, status, or nature of an object, person, or event.

Ken: This power allows the character to gain information about the past nature of an object or event. Every subject has a purpose and associated emotions—these are what Ken detects. For example, the player could ask, “Was this alien device created to harm?” or “Was that traffic accident in front of us really accidental?”

Read Aura: Every living thing radiates energy, which vibrates at different frequencies and emits multicolored light visible only to psychics. Sample auras are described in the nearby Aura Color Chart. For example, a successful Read Aura roll could sense illness or malice in a person’s aura. The player may ask one “yes or no” question about the feelings or status of a person. For example, “Is the scientist sane?” or “Is Eddie alive?” are acceptable. The target must be within visual, auditory, or tactile range of the character using Basic ESP. This power always fails against Voids, Psinks, or corrupted beings. It is also difficult to discern the aura of psychics (apply a -1 to -6 penalty). Some have posited that this difficulty is related to the power level of the psychic, but the experimental results have been mixed.



STRONG ESP

For each of the Basic ESP abilities (Empathy, Hunch, Intuition, Ken, and Read Aura), the player may purchase levels of Strong ESP. Each Intuition, Hunch, Ken, or Read Aura Strong ESP level costs 3 points. Strong Empathy ESP levels cost 5 points each.

Strong ESP increases the effectiveness of the related ESP “skill” to 12. Each level of Strong ESP further allows one additional success at an ESP ability roll within the same week. For example, a character with Strong Ken 3 can succeed at three Ken rolls in one week. Once the Strong ESP has been exhausted, all further attempts at that ESP ability fail until one week has passed from the time of the last use of that particular ESP ability.

As with Basic ESP, if a character adopts the related psi power and skill, the corresponding Strong ESP ability is lost. Unlike Basic ESP, each level of the former Strong ESP adds one level to the newly gained psi power. This level is gained without spending points. For example, if a character with Strong Hunch 2 later learns ESP Power 4 (see Psi Powers below) and Precognition skill 9, she would gain an additional two levels of ESP Power, to level 6. If she learned only ESP Power 4, and not the Precognition skill, she would use her Hunch ESP for a limited Precognition ability and her ESP Power 4 for each ESP skill she knew (such as Clairaudience, etc.).

AURA COLOR CHART

Red: Strong emotional energy often related to stress, anger, hostility, and sexuality; possibly linked to physical exertion

Pink: Clear emotional energy tied to happiness and contentment

Orange: Energy related to a change in the state of the body or mind

Yellow: Strong thought-related energy tied to concentration and study

Green: Harmonious, healing, helpful energy

Blue: Thought-related energy tied to calm reflection and acceptance

Indigo: Spiritual, strong psychic, purity of spirit energy

Violet: Deep internal struggle, something very important held within

Brown: Honest, straightforward, gentle energy

Gray: Lack of life force, as with the dead or near dead;

Silver: Quick-thinking, agile energy

Black: Malevolence or destructive energy; may be self-directed

PSYCHIC DISCIPLINES

Psi powers are commonly known as “psychic disciplines” in the *Conspiracy X* world. Psi skills are called “psi trainings.” These abilities are studied by parapsychologists, and the patterns and teachings used to direct and facilitate their use are called “protocols.”

Almost all characters can learn psychic disciplines and psi trainings during character creation or after, as long as they have access to teachers or training facilities. This means that someone with no ESP Power ability, for example, may attend a Project RASPUTIN psi lab for 600 hours of study time (3 character points) and gain ESP Power level 1.

In large part, psionic abilities work the same in *GURPS Conspiracy X* as they do in *GURPS Basic Set* and *GURPS Psionics*. The major change is the drain caused by psychic use and the slow recovery from that drain.

PSYCHIC DRAIN

Human understanding and development of psychic powers in the *Conspiracy X* world is at a very rudimentary stage. Rather than affecting the result of psi trainings, however, this is most keenly felt in psychic drain. Psychic use can be highly debilitating. In any instance where *GURPS* normally calls for the expenditure of Fatigue in the use of psi abilities, HT is decreased instead in *GURPS Conspiracy X*. This means that repeated attempts, extra effort, Contests of Skills, critical failures, and required energy expenditures actually cause physical harm to the user, not ST degradation.

This injury is treated the same as normal physical damage. Hit point losses due to psychic use are recovered at the rate of one point a day, as long as a basic HT roll is made. Such hit point losses may be recovered more quickly if a competent parapsychologist attends to the patient in a manner similar to a regular physician (see p. B128). To simplify matters, any character who has taken both psychic hit point drain and regular hit point damage may be attended by either a parapsychologist or a medical doctor.

Thus, attempts at most psychic abilities are little different from the *GURPS Basic Set*. Characters have to think twice, however, about repeated attempts, extra effort, psychic conflict, and those abilities that cause hit point damage.

DISCIPLINE AND PSI TRAINING DESCRIPTIONS

Variations and background material on the disciplines and psi trainings from the *GURPS Basic Set* and *GURPS Psionics* are presented below. In this material, the relative understanding of the psychic agencies (CAPS, CYGNET, MKULTRA, RASPUTIN) is detailed. A High designation means the discipline or psi training can be taught to level 15 or higher. A Capable designation means the ability can be raised only to level 12. A Low designation allows learning only to level 10. No designation means the agency currently has no trained psychics in that area. These labels are not meant to be wholly restrictive. A breakthrough in a certain area may have occurred recently, or an agency may have an isolated or super-secret project that has established highly advanced protocols in one or more abilities. The GM should work through the details of such exceptions, if they exist at all.

Players can spend earned character points to raise their power and skill with psi in play. Even with earned points, however, a character needs counseling to increase his abilities. Thus, during character improvement, a character may not exceed the limits of his institution, or increase his skill if already at or above the institution capacity (unless the GM creates a special plotline for getting around this limitation).

Psychic Drain and Skill Level

For those GMs who wish to limit psychic abilities further, the amount of drain can be related to skill level. The rationale here is that those with higher skill levels use their resources more effectively and thus suffer less hit point damage. Skill levels of 12 or higher use 1 hit point for each point of Fatigue drained under the *GURPS Basic Set* rules. Skill levels of 10 or 11 use 2 hit points for each point of Fatigue required. Skills levels below 10 require 3 hit points for each point of Fatigue necessary.

Psychic Drain vs. Physical Injury

As an optional rule for those willing to abide by a bit more record-keeping, psychic hit point losses should be tallied separately from normal injuries. If this is done, psychic hit point losses recover one point a day regardless of HT roll. Additional hit point recovery from psychic drain would require a parapsychologist in attendance. Regular hit point injury would follow the rules of the *GURPS Basic Set* (see p. B128).



Agency Limitations

The various limitations on understanding within the agencies must be carefully monitored. For example, a character with an IQ 16 can spend a half point on a M/H psi-training and gain a skill 13 in that ability. Yet depending on that character's agency, such an advanced skill level may be outside the agency's general capacity. For example, the most advanced agencies in the *Combat Sense* psi-training are only capable (MKULTRA and RASPUTIN). That limits their agents to skill 12 in that ability. Still, there are exceptions to every rule, and very smart characters can exceed general agency levels to a limited degree. Thus, if a half point spent in a psi-training would raise that skill to a level higher than the agency's capacity, the psi-training may be raised no further, regardless of the time spent training. An IQ 16 character could spend half a point on *Combat Sense* and get a skill level of 13 (higher than the general agency capacity) but could spend no more points or train any higher in MKULTRA or RASPUTIN.

Optionally, the Game Master may allow a character to take a special 3-point Unusual Background, granting her an isolated advanced teacher in one particular psi-training. This would allow that character to reach the appropriate skill level based on her IQ and the points spent regardless of general agency competency. The points spent for the Unusual Background, however, are entirely separate from those spent learning the psi-training.

Antipsi

see pp. B176, P10

This psychic discipline and its psi trainings are unknown in the *Conspiracy X* world. No known school or institute can teach such abilities. Indeed, almost all parapsychologists consider Antipsi to be a disease or defect and have labeled those who possess it Psychic Sinks. They have not conceptualized it as a discipline and thus cannot provide guidance over its control.

Astral Projection

see p. P10

This discipline is understood in the *Conspiracy X* world as part of ESP or clairvoyance. It is the process of the consciousness exiting the body and entering the Seepage itself. As such, the inner plane of the astral plane is not fully conceptualized. Voluntary psychic activity is wholly confined to the outer plane where the physical world may be sensed. Further, encounters in the Seepage/astral plane are very infrequent, or carefully planned among allies, and thus little is known about fighting or defending there. Some individuals have described sensing or encountering entities in the Seepage/astral plane, but these reports are fragmentary and obscure. Within these limitations, however, all agencies practice the art. It is a specialty of Project CYGNET. **CAPS, MKULTRA, RASPUTIN: Capable; CYGNET: High.**

Astral Projection: This skill is studied in various ways and under various names: Bilocation, Coordinate Remote Viewing, Extended Remote Viewing, and Outbound Remote Viewing. Regardless of the form or terminology, the psi training is used to learn about locations outside the psychic's normal perception.

Unlike Clairvoyance, however, entering the vagaries and swirling semiconsciousness of the Seepage often renders these impressions unclear or inaccurate. The GM should require frequent Sense rolls, and may modify or create perceptions as desired.

Those astrally projecting move through the Seepage at normal speed but ignore gravity (they may fly, levitate, etc.). Further, the psychic may move her consciousness to any well-known location (including those previously scouted astrally) instantly. With planning and regular use of this skill, its range is unlimited. The time constraints on this skill remain constant (Power = minutes), however.

Finally, this skill may be combined with Precognition and Psychometry to learn about the past and present of remote locations. **All: High.**

Astral Sight: This is as common as Astral Projection and suffers the same inaccuracies. A failed skill roll misses something that is present astrally, modifies it, or creates something that is not present. Even a successful roll does not reveal all and may distort features of what is there. **All: High.**





Electrokinesis

see. P11

This discipline is relatively uncommon and very limited in application. It is best known as Micropsychokinesis, or Micro-PK. **All: Capable.**

Confuse: Projects MKULTRA and RASPUTIN have made the most progress here, but even so it is a relatively rare skill. **CAPS, CYGNET: Low; MKULTRA, RASPUTIN: Capable.**

Cyberpsi: While all are studying it, no known school or institution has devised protocols to make this skill effective.

Dampen: This skill is relatively widely known, and a number of practitioners have become fairly accomplished. It is usually called Jinx. **All: Capable.**

Energy Sense: This skill is also widely practiced, but has not been perfected enough to “read” magnetic storage materials. **All: Capable.**

Energy Shield: This skill is unknown and even if developed would be highly draining.

Lightning: This skill is entirely unknown.

Photokinesis: Efforts to create illusion psi protocols have not been highly successful, but theories abound based on reports of apparitions, mirages, and vortices in the Seepage. Most Projects have invested resources in Telepathy Illusion skills. This colors and retards their development of this skill. All Projects are working on the “holy grail” of invisibility but little headway has been made at present. **All: Low.**

Surge: This skill is the most widely practiced of the Electrokinesis psi trainings and is available to all Projects. It is rarely separated from Dampen, and is also called Jinx. **All: Capable.**

ESP

see pp. B174, P13

This is one of the most commonly known and taught disciplines. In fact, the basic protocols were derived directly from several of the almost universal Basic ESP powers. **All: High.**

Clairvoyance: All Projects know and teach this psi training to a very high level of skill. **All: High.**

Clairaudience: This skill is also well known and highly developed. **All: High.**

Clairsentience: This psi training is much less well-known than its sight and hearing cousins, but may be learned where desired. **All: High.**

Combat Sense: Projects MKULTRA and RASPUTIN have the best understanding of this skill and the most highly advanced practitioners. Still, it is not very common. **CAPS, CYGNET: Low; MKULTRA, RASPUTIN: Capable.**

Precognition: While the results of this skill remain chancy and vague, the protocols for its use are well understood by all Projects. The drain of active use is harsh, but the power it grants cannot be underestimated. **All: High.**

Psychometry: This training is just as well-known as Clairvoyance and Precognition, but is usually referred to as Retrocognition. Also, given the common basis of Seepage, magic is just as detectable as psi phenomena. **All: High.**

Regression: This ability is not widely practiced or understood. Given the power of the Seepage, it is theoretically possible, but little effort has been expended to develop protocols. **All: Low.**

Scrying: This skill, specific to the *Conspiracy X* world, uses reflective surfaces such as mirrors, pools, or crystal balls. It is sometimes practiced through the use of spirit mediums; in that case, it is called Channeling. Successful use of the skill presents a vision answering one question about an area, topic, or person. It has no range or time

limitations, but does cost 1 HT per use. The vision should be devised by the GM and may be misinterpreted. Like all psi trainings, the Scrying skill is Mental/Hard. It lasts a number of seconds equal to the character's ESP Power. **MKULTRA, RASPUTIN: Capable; CAPS, CYGNET: High.**

Seekersense: This ancient and well-known skill is also referred to as Dowsing, Radiesthesia, or the Biophysical Effects Method (BPE). **All: High.**

Healing see pp. B175, P15

Healing and its psi trainings, commonly known as Biological Psychokinesis (Bio-PK), have long been a focus of Project RASPUTIN. Among the other agencies, they are fairly well-understood and used. In the *Conspiracy X* world, Bio-PK has a dark side—causing damage. **CAPS, CYGNET, MKULTRA: Capable; RASPUTIN: High.**

Healing: This skill is known as Bioenergetics or Bodyworks and is used by all agencies. Such use causes fatigue as detailed in *GURPS Basic Set* and *GURPS Psionics*. It also causes 1 hit point to the psychic whether successful or not. Exertion and other special uses cause hit point damage as normal in *GURPS Conspiracy X*. **All: High.**

Life Extension: All Projects are experimenting with this to some degree or another (as usual with Bio-PK, RASPUTIN is most active), but none have perfected the protocols yet.

Metabolism Control: All can teach this skill, but only RASPUTIN has the most advanced trainings. **CAPS, CYGNET, MKULTRA: Capable; RASPUTIN: High.**

Remote Metabolism Control: This is a psi training specific to the *Conspiracy X* world. It works in all ways as Metabolism Control does, but may be used on others. The target must be in sight (physically or through Clairvoyance or Astral Projection). Further, another set of protocols has been developed to remotely cause harm. This costs 2 HT per use, regardless of success. On a normal success, the target suffers HT damage equal to the psychic's Healing Power level/5. On a critical success, the target suffers massive heart failure—HT goes to zero and victim dies in HT/3 minutes unless she receives CPR (Physician or First Aid-4 roll). **CAPS, CYGNET, MKULTRA: Capable; RASPUTIN: High.**

Sense Aura: This skill is another devised from Basic ESP abilities and is well-understood by all Projects. **All: High.**

Psychic Vampirism see p. P16

This discipline and its trainings are repugnant to most Projects. Some sections of MKULTRA have begun work in this area, but psychic damage has thus far been far more frequent than discipline or psi training advancements.

Psychokinesis see pp. B172, P17

Psychokinesis is a specialty of Project RASPUTIN and its protocols are the most pure and effective. MKULTRA also has a deep understanding of this discipline, but its reliance on drugs to boost capacities has rendered their psychics less capable. The other Projects have some understanding but at a lower level of skill or capacity. **CAPS, CYGNET, MKULTRA: Capable; RASPUTIN: High.**

Cryokinesis: This is a rare and poorly understood skill. **All: Low.**

Levitation: Those with Levitation are highly desired among psi agents, but the training is not widespread. It appears to be one of the most difficult to learn. **All: Capable.**

PK Shield: This ability is rare and highly draining. **All: Low.**

Pyrokinesis: Although more common than Cryokinesis, this psi training is far from regularly employed. It is another of those most highly sought after by the psi agent puppetmasters, however. **All: Capable.**

Telekinesis: This is the most commonly developed Psychokinesis skills. It is known by all Projects. **All: High.**

Telepathy see pp. B167, P20

This is another very common discipline and is practiced by all Projects. MKULTRA probably has the most advanced techniques, but RASPUTIN is not far behind and the others are very well-versed. **All: High.**

Aspect: Although not highly developed by anyone, MKULTRA has devoted major resources to this skill. **CAPS, CYGNET, RASPUTIN: Low; MKULTRA: Capable.**

Emotion Sense: This “deeper” form of Sense Aura is well-understood but less frequently practiced. **All: High.**

Erase Signature: This psi training is not well-known and is very difficult due to interference by the Seepage. Further, given the shifting impressions with the Seepage, it is rarely deemed necessary to employ. Any attempt suffers a penalty equal to the Seepage Level in the area. **All: Low.**

Illusion: This is a commonly understood training. CAPS has done a number of studies combining illusory rituals and psi trainings. It is by far the most advanced in this area. **CYGNET, MKULTRA, RASPUTIN: Capable, CAPS: High.**

Mental Blow: This skill is not widely practiced and is difficult to learn. Also, the drain caused by its use has dissuaded most. Only MKULTRA and RASPUTIN are seriously dedicated in this area. **MKULTRA, RASPUTIN: Low.**

Mental Stab: This psi-training requires proficiency in Mental Blow and understanding of that skill is at best rudimentary. None possess reliable protocols for Mental Stab.

Mind Shield: All Projects have concentrated efforts in developing shielding protocols, mostly in the area of warding off Telereceive. This skill is well-known and is treated as M/A in the *Conspiracy X* setting. **All: High.**

Mindswitch: This ability is entirely unknown at present.

Mindsword: This ability is also entirely unknown, and no one is actively researching it.

Mindwipe: Work on the development of this skill is a low priority given the availability of the MHIC-EDOM or similar devices. MKULTRA and RASPUTIN recently assigned teams to study this psi training, as a few studies have indicated that it may be more effective than the device. **CAPS, CYGNET: Low; MKULTRA, RASPUTIN: Capable.**

Psi Sense: This skill is widely practiced and understood. Also, the Seepage retains patterns long after psychic activity has concluded. This skill is treated as M/A in the *Conspiracy X* setting. **All: High.**

Signature Sniffer: It is difficult to sort out the various impressions swirling in the Seepage, and few have focused on this skill enough to make any headway. Any attempt suffers a penalty equal to the Seepage Level in the area. **All: Low.**

Sleep: This skill is relatively uncommon. **CAPS, CYGNET: Low; MKULTRA, RASPUTIN: Capable.**

Suggest: Known as Telehypnotism or Remote Influence, all agencies have worked on this skill. Those few who are able to master this practice are highly valued. **All: High.**

Telecontrol: This difficult skill is highly desired but not yet well-understood. Few are practiced in it. **CAPS: Low; CYGNET, MKULTRA, RASPUTIN: Capable.**

Telereceive: This is a well-researched skill and the basis for a great deal of psychic information-gathering. **All: High.**

Telescan: Again, the Seepage causes problems in the use of this skill. It is more common than Signature Sniffer but not much. Any attempt suffers a penalty equal to the Seepage Level in the area. **All: Capable.**

Telesend: This widely known and practiced skill is sometimes referred to as Bioinformation Transfer. **All: High.**

Teleportation see pp. B175, P26

Developments in the area of teleportation are highly desired, but the results have thus far been disappointing. Only CYGNET has developed a meaningful capacity here, and that only in limited circumstances. **CAPS, MKULTRA, RASPUTIN: Low; CYGNET: Capable.**

Autoteleport: Despite years of research, no one has mastered effective protocols for this skill.

Combat Teleport: This skill is also undeveloped.

Exoteleport: Better known as Apportation, this is the area where all advancements have occurred. **CAPS, MKULTRA, RASPUTIN: Low; CYGNET: Capable.**

World-Jumping: This is at best a theoretical exercise.



Ambient Seepage Levels

Just as any area in the world has a certain level of background radiation, it also has a particular level of ambient supernatural energy, or *Psychic Seepage*. This energy is not radiated from the terrain or projected from space, but rather from the subconscious fears of mankind. The *Seepage Level* in an area determines the likelihood and power of supernatural manifestations.

If the area is one of great mystical or religious significance, the supernatural energy is slightly stronger and the area is referred to as a *Locus*. A *Locus* is generally a place of legend that may be world-renowned for its supernatural power. Some notable *Loci* include sites of ancient monoliths, such as Easter Island and Stonehenge, some holy cities like Jerusalem, the Vatican, and Tenochtitlan, and mythic places whose very existence is a matter of debate, including El Dorado, Atlantis, and Shangri-La.

Areas considered haunted or just “evil” by the regional population see an increase in supernatural activity when “agitated”—during violent storms or the full moon, and on significant dates such as All Hallows Eve or Summer Solstice. These regions are called *Pools*. Some examples of *Pools* include burial grounds, haunted houses or mines, and “cursed” woods or fairy circles.

The base level of *Seepage* found in most areas is 1. The *Seepage Level* in a *Pool* is normally 1 as well, but increases to 2 when the *Pool* is “agitated.” The “normal” level of *Seepage* found at a *Locus* is 2, rising at “agitated” times to 3.

It is common for a *Pool* or *Locus* to have one or more paranormal manifestations linked to it. These manifestations are often an integral part of the local folklore and legends, although upon investigation it is often unclear which predates the other. When a GM is creating a *Pool*

(continued on next page)



SEEPAGE

Since humanity arose, trace amounts of psychic energy have leaked from each human’s mind during his life. These energies have gathered about the globe and even spread out into space. Over time, the ambient psychic energy has developed its own semisentience. The combined leakage and its peculiar properties are classified under the term *Seepage* by the *Queens Tome*. Over the centuries of humanity, and given the astounding human population increases, the *Seepage* has become a powerful force.

FOCI AND INVOCATIONS

A *Supernatural Focus* (see p. 71) has a number of effects on the supernatural world. While a *Focus* is within the borders of a *Pool* or *Locus*, the area regains one extra *Seepage Points* (SPs; see sidebar, p. 159) per hour. The *Focus* also increases the maximum SPs that the site can contain on any given day by one, although this benefit is lost as soon as the *Focus* leaves the confines of the location. The most potentially spectacular of the *Focus*’ effects on the supernatural, however, arise from *Invocations*.

The player of a *Focus* may elect at any point to attempt to invoke a supernatural manifestation, just as the GM may in a *Pool* or *Locus*. However, unlike the *Invocations* linked to *Pools* and *Loci*, *Foci* *Invocations* are neither guaranteed success nor are they always controlled by the *Focus*’ player. To successfully invoke the paranormal, the player must roll equal to or less than the *Seepage Level* on 1d. If unsuccessful, nothing happens. Even if successful, the player must roll 2d to see what actually manifests on the *Focus* *Invocation Table* (see Chapter Five, p. 207).

The player must then roll for control with the GM, as the manifestations that follow a *Focus* do not always act in his favor. Both the player and GM roll 1d—control of the *Invocation* goes to the higher roll. The player wins any ties. One SP per level of *Seepage* in the area is drawn to the *Focus* to power the manifestation. The winner of the control roll, be it GM or player, may use the SP to power the resulting manifestation as he sees fit. If the *Focus* is in a *Pool* or *Locus* when the player loses a control roll, the GM has an additional option. If the *Pool* or *Locus* has less than the maximum SPs allowed it at the time, the GM may elect to add the SP generated by the *Focus* to the SPs total for the area. Outside of a high *Seepage* area, or if the *Pool* or *Locus* already possesses maximum SPs, the GM’s only option is a paranormal manifestation.

MAGIC

Almost all characters in *Conspiracy X* have the potential to manipulate Seepage—use magic. Only those with the Void or Psink traits are exempt. Of course, a great deal of training is involved. These skills are grouped under the heading Ritual Magic.

RITUALS

Magic in *Conspiracy X* is performed through rituals, time-consuming and precise steps that must be followed in order to properly attune the ritualist and control the Seepage energies. Failing to perform the steps correctly or taking shortcuts risks spell failure or, worse, corruption.

Rituals generally involve preparing the space in which the ritual is to take place by painting symbols, cleaning, arranging props, and consecrating items and locations. The ritualist and all his assistants must also be prepared, sometimes through bathing, fasting, chanting, or applying body markings. The ritual is then performed through a series of steps, words, dances, singing, or any other human action, repeated as many times as necessary. These rituals further center the participants and communicate their desires to the Seepage. An offering of life energy may be employed. Finally, the Seepage energies gathered must be dismissed or dissipated to be rendered harmless. Ritual specifics vary depending on the effect desired and the tradition involved.

RITUAL MAGIC SKILL

Magic may only be performed by those with the Ritual Magic skill. This skill reflects a basic understanding of the Seepage (although that term may not be used by the ritualist), a general philosophy and nomenclature concerning magic, and a set of core steps that facilitate the use of magic. Magic use is possible with only the Ritual Magic skill, but will be less effective without specialization in a Ritual Type skill, or a specific Ritual skill.

The Ritual Magic skill is broken down into a number of traditions. Chapter Two: Operatives discusses four such traditions—Ceremonial, Caribbean, Shamanism, and Taoism—and their prerequisites and benefits. With one of the traditions of the Ritual skill, a ritualist may attempt any effect she can imagine. A number of effects have been classified under each tradition and a set of standard rituals devised to ease their occurrence. On the other hand, different traditions employ different basic understanding of the Seepage and ceremonies. Thus, a ritual designed to be used by one tradition may not be employed by a ritualist of another tradition. Further, ritualists of differing traditions work together at significant penalties (see p. 160-161).

The Ritual Magic skill is a Mental/Very Hard skill.



Ambient Seepage Levels

(continued)

or Locus, she may choose to assign a few appropriate manifestations to the site. During play, the GM may manifest these paranormal anomalies to hinder, confuse, and frighten the characters, although she should not feel in any way obligated to cause the supernatural to manifest simply because the characters are in a high Seepage area. Paranormal activity should be used with moderation to prevent these strange and wondrous events from becoming commonplace. The game effects of the various manifestations are described under Telepathic Illusions and Phenomena.

While the actual Seepage Level of an area varies only slightly, the amount of supernatural energy actually present at any given time can fluctuate wildly over the course of just a few days. The primary feature of Pools and Loci that sets them apart from other locations is their capacity to store Seepage and spawn paranormal manifestations.

The amount of supernatural energy found in a Pool or Locus is measured in Seepage Points (SPs). Each night at midnight, the GM determines the maximum SPs that will be available in a given Pool or Locus by rolling 1d for each level of Seepage in the area. Seepage Points may be used by the GM to invoke supernatural manifestations and Incarnate abilities, or by occultists to provide a source of power for arcane rituals. Once depleted, points are regained at a rate of 1 SP per Seepage Level per hour. SP regeneration never increases the area's SPs past the maximum set the previous midnight. When the next day's maximum SPs are rolled at midnight, the area's SPs are immediately set at that level, regardless of how many points remained from the previous day. This makes midnight a dangerous time to be caught in an area of paranormal activity.

Performing Rituals

Each ritual is performed in four stages: gathering the required number of participants, gathering the necessary Seepage energy, establishing a link between the ritualists and the target of the ritual, and correctly completing the steps of the ritual.

Gathering Participants: Each ritual requires a certain number of participants, although some traditions specialize in decreasing that number. These participants must have some knowledge (even at a default level) of the specific ritual to be cast, and they must be from the same tradition. If an insufficient number of ritualists are present, no effect is produced. Failing to achieve a ritual effect in this manner does not risk corruption. Additional participants beyond the base number may be employed in several ways (see main text, this page).

Gathering Energy: Each ritual has a Threshold level. This is the minimal amount of Seepage Points that must be gathered in the area of the ritualists to complete the ritual successfully. If the proper amount of SPs are not gathered, the ritual remains unpowered. Failing to achieve a ritual effect in this manner does not risk corruption.

Establishing a Link: Where the target of the ritual is a person or thing, that target, or a link to that target, must be present in the ritual space or the ritual is considerably less effective. The link may be a drawing, a piece of favorite clothing, a lock of hair, or anything else that identifies the target more precisely in the minds of the ritualists and to the Seepage. With no link of any kind, a Ritual roll suffers a -6 penalty.

Correct Performance: To determine whether a ritualist has correctly performed a ritual, roll vs. Ritual skill. Someone who has not studied the Ritual uses her default from the appropriate Ritual Type (which may itself be a default from Ritual Magic skill—an exception to p. B45). The

(continued on next page)

RITUAL TYPE SKILL

Rituals are grouped by type to represent common themes, effects, or practices. These types have their own sets of skills associated with them that improve the chance of successfully using magic. The Ritual Type skills covered in this book are Blessing/Curse Rituals, Divination Rituals, Illusion Rituals, Physical Rituals, Psyche Rituals, Seepage Rituals, Somatic Rituals, and Spirit Rituals. No Ritual Type skill may be improved to a level higher than the ritualist's Ritual Magic skill level. All Ritual Type skills default to Ritual Magic-6 (to a maximum default level of 14); they can be improved from the default (see sidebar, p. B45).

Each Ritual Type skill is a Mental/Very Hard skill.

RITUAL SKILLS

Each specific magical effect has an associated Ritual skill. These Ritual skills default to their appropriate Ritual Type skill at a level of -3 to -8 (see specific ritual). These default penalties can be removed at the rate of 2 character points per -1 penalty. A ritualist cannot have a higher Ritual skill than his associated Ritual Type skill. Each increase in a ritualist's Ritual Type skill raises each associated Ritual skill by 1.

RITUAL ROLL MODIFIERS

A number of factors can affect the success of a ritual.

Area of Effect: Some rituals have a base area of effect. For each 25 yards greater the desired area of effect, a -1 penalty is suffered. Thus, for an area of effect 300 yards beyond the base area, a -12 is applied.

Burning Seepage: A ritualist may choose to bring additional Seepage within himself during the ritual to improve his chances of success. This Seepage is actually "burned" by the magician and removed from the area. Each Seepage Point burned creates a +1 bonus to the Ritual skill roll and is subtracted from the Seepage Points in the area. The ritualist must be careful, however, not to decrease the ambient Seepage Points below the ritual's Threshold level.

Burning Seepage is very dangerous. Regardless of the success of the ritual, the ritualist (and any assistants) must make a Will roll to avoid corruption, with a penalty equal to the number of Seepage Points burned.

Duration of Effect: Each ritual has a base time during which the effects are felt. Doubling that duration imposes a -2 penalty. Each additional base time added beyond that doubles the penalty (e.g., tripling duration = -4, quadrupling duration = -8, etc.).

Links: Some tie must be created between the ritual, its participants, and the target of the ritual. A simple mental picture or recited name imposes a -6 penalty. A crude hand drawing or other makeshift link that concentrates the mind of the ritualist creates a -2 penalty. A small belonging or piece of clothing provides no modifier. Hair, fingernail clippings, or voice recordings bring a +1 bonus; blood samples or photographs a +2; and specifically identified DNA samples or video recordings +3. Having the target present in the ritual space creates a +4 benefit.

Number of Targets: Some rituals have a base of one target. For 2-5 targets, a -2 penalty is imposed. For each doubling of the maximum targets, another -2 is incurred (e.g., to 10 = -4, to 20 = -6, to 40 = -8, to 80 = -10, etc.). This applies only to rituals with living individual targets.

Participants: Ritualists may assist each other in casting. Some rituals require more than one participant. The required ritualists must perform the ritual at the same time and in the same place. Additional aid beyond the base required number of participants can be used for one of two purposes.

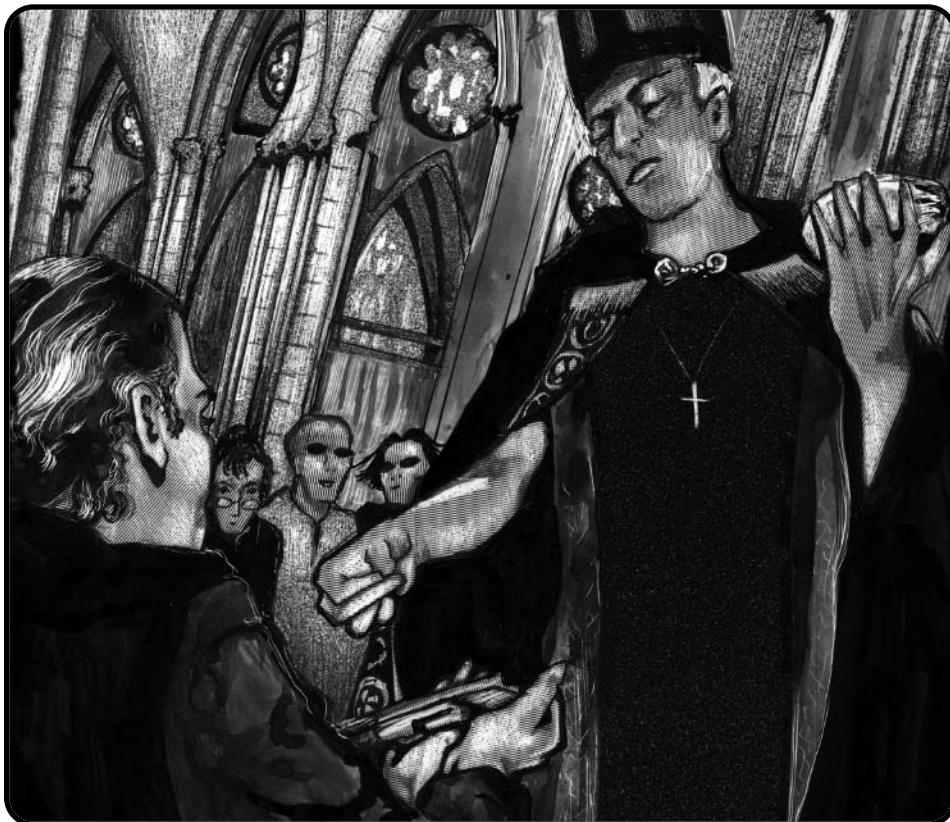
A ritualist may be aided by another knowledgeable in the same (or a default) Ritual skill. These assistants must perform their own ritual rolls, and all must be successful to complete the spell (this rule does not apply to ritual assistants who are necessary simply to cast the ritual). If some of the additional participants are in different places, each suffers a -1 to his Ritual skill. With additional ritualists, the penalties imposed for number of targets, area of effect, or duration are divided among all the ritualists. Other modifiers (links, etc.) are imposed in full on each participant.

A knowledgeable assistant may also serve to raise the SPs in the ritual space. If so, these assistants may not help in the ritual success roll. Each knowledgeable assistant increases the SPs in the area by 1. Once the ritual is complete, such assistants lose half their Fatigue points (can be recovered normally).

Laypersons may also aid. Anyone without knowledge of the specific ritual is considered a layperson. They may be very accomplished ritualists in other areas or in other traditions, but for purposes of assisting in the casting of a particular, unknown ritual, they are laypersons. These persons can only work to increase the SPs in the area. For every three laypersons working with the ritualists, 1 SP is added to the area. These persons lose half their Fatigue points at ritual's end.

Preparation: The ritual space, items, and casters must be properly consecrated for the casting that can take an hour or more depending on the size of the space and the number of items or people (this time is not counted as part of the ritual casting time). Nonconsecrated grounds, items, or persons impose a -5 penalty to the ritual skill roll. Quick consecration (1d minutes) causes a -2 penalty. Areas and items that have been regularly used for ritual practice (and regularly consecrated) for at least a generation (20 years) provide a separate +1 benefit. Each doubling of that time creates another +1 (40 years = +2, 80 years = +3, 160 years = +4, 320 years = +5, etc.). In certain cases, if the target item (for a charm) or person is in the ritual space, it too must be consecrated.

Time: Each ritual lists the time necessary to perform it. Doubling that time adds +1 to the ritual skill roll; tripling it adds +2. Halving the time imposes a -2 penalty. Bringing the time down to 1d seconds incurs a -5 penalty.



Performing Rituals

(continued)

Ritual skill is primary, then the Ritual Type skill, and then the Ritual Magic skill, all at the appropriate default levels. For a ritual that requires multiple participants, the leader of the ritual rolls.

For example, Dominic is attempting a ritual *Blessing of Skill* on his partner who is out of the country. The ritual requires only one participant, Dominic himself. Next he must find a location with 5 SPs, or somehow raise those SPs through sacrifice or additional participants. He has a bandanna given to him by this partner specifically for this purpose, so his link requirement is satisfied. Finally, he has no *Blessing of Skill* skill, so he defaults to his *Blessing Rituals* skill (15) at -4. If he rolls an 11 or less (assuming no other modifiers), another of his partner's skills is increased appropriately.

Resistance Rolls

Unless specified under the description of a ritual's effect, the target of the ritual has little chance to resist a ritual effect. Normally, targets must gain a critical success at a Will roll to avoid the effects of a ritual. Otherwise, the target is subject to the whims and skill of the ritualist. Humans' innate connection to the Seepage is a benefit and a detriment, and makes magic a powerful force indeed. Psychic Voids, with or without Seepage Resistance, may resist Rituals using Will.

Ritual Drain

In general, using magic causes no Fatigue or HT drain on the casters (unless a self-sacrifice ritual is used). Further, successfully casting a ritual causes no change in the area's Seepage Level or Points (unless that was the desire of the ritualist).

Charms

Each ritual must have a defined target. In many cases, the subject is present at the ritual. Otherwise, a link may be used. Alternatively, a charm may be used to affect a distant target. The magician must cast the ritual to create the charm (incurring a -2 penalty to the Ritual skill test). A charm must be large enough to be easily held; nothing smaller than a dime or a postage stamp can be made into a charm because it is simply too small to be comfortably used. The charm itself must be consecrated separately from the ritual space or the ritual may not be accepted (-5 to Ritual skill roll). Finally, the charm must be physically given or touched to the target to trigger the effect.

Charms need not be solid objects. Potions that the target drinks or powders that are blown onto the target are both common charms. Such disposable charms affect the first target they contact. Permanent charms like coins affect everyone who carries them, for the entire duration of the ritual. If desired, charms may also be used with spells that affect places or objects. The charm is simply placed in or on the desired place or object.

Ritual Failure

If the Ritual skill roll is failed for any reason while sufficient Seepage Points are present to meet the ritual's threshold, the potential for corruption arises. The ritualist, and all assistants who attempted the ritual at the same time, must make a Will roll. Failure results in corruption. While effects may not be noticed immediately, the Seepage is worming its way into the ritualist's psyche and twisting it to suit its unfathomable purposes.

IMPROVISING AND DESIGNING RITUALS

The list of rituals in this chapter is far from exhaustive. Any effect can be achieved by magic. Manipulating the Seepage is in part an exercise in stretching the ritualist's imagination. GMs and players may work together to devise new rituals using the suggestions below as guidelines. The GM and player should work together to devise the exact effect of the ritual, the ritual type, and the default from the Ritual Type skill. Finally, ritual Thresholds, range, duration, area, length, and participants must be specified.

Players should note, however, that magic is a natural, organic thing. It arises from the world around us and from human thought. Every magic effect must at least at some level appear to have a natural cause. It is impossible to create a fireball from a human's fingertips. On the other hand, fireballs in the area of a gas tank or underground fuel tank are possible.

Further, as each Ritual skill defaults to a Ritual Type skill, and each Ritual Type skill defaults to the Ritual Magic skill, any possible ritual effect is possible regardless of the ritualist's precise knowledge. As long as she knows some level of the Ritual Magic skill, it is at least conceivable that she can attain any effect she desires. Without specific knowledge, of course, the ritualist is less effective. With the threat of corruption ever-present for ritualists, improvising too far from your core of knowledge is a dangerous activity.

RITUALS

The following example rituals are divided by Ritual Type skill. The information includes:

A description of the result of the ritual. Rituals are not precise; there is as much art as science involved. Actual results vary depending on the wishes of the ritualist, whether a critical success is rolled, and the whims of the Seepage.

Threshold: The required number of Seepage Points necessary to complete the ritual effect.

Range: How far away the ritual may affect someone or something. "Ritual space" means that only items and persons in the ritual space may be affected. "Link" means that anything in the ritual space or associated with the ritual through a link may be affected.

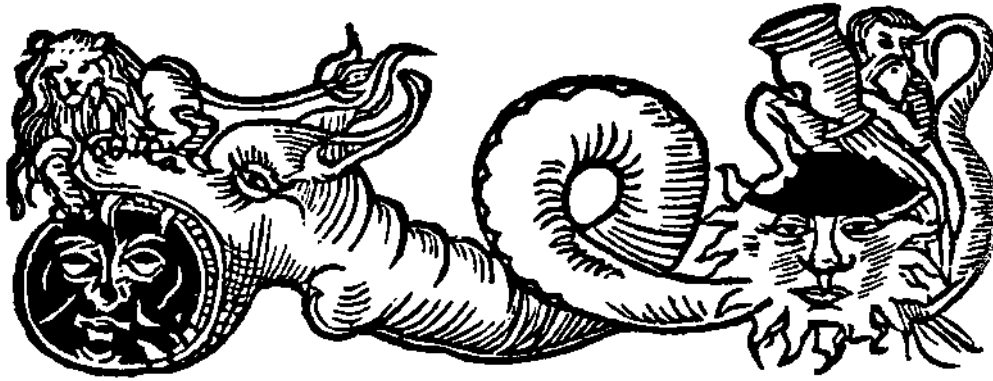
Duration: How long the ritual lasts. "Instant" means the ritual effect occurs immediately after the ritual is done. The final effects of an Instant ritual are permanent. "Day" means until the next sunrise or sunset at the place the ritual was cast. "Month" means the next full moon at the place the ritual was cast.

Area: The base area of effect of the ritual. This may be varied through the use of modifiers to the Ritual skill success roll.

Length: The amount of time necessary to complete the ritual. This may be varied through the use of modifiers to the Ritual skill success roll.

Participants: The number of people with at least the Ritual Magic skill who must aid in the ritual for it to be effective. Additional people provide certain bonuses or may be used to generate Seepage Points. Some traditions specialize in rituals with fewer participants.





BLESSING AND CURSE RITUAL TYPES

Blessing/Curse Ritual

A successful blessing bestows a bonus on the subject of the ritual. A successful curse bestows a penalty on the subject. While this blessing is active, the character may add double the Seepage Level of the area to a number of rolls equal to the Seepage Level of the area. The GM may impose a penalty equal to the Seepage Level for a number of times equal to the Seepage Level in the case of a curse. For example, in an agitated Pool, a curse would impose a -4 penalty to two different success rolls attempted during the duration of the ritual. A single target may only be affected by a number of blessings or curses equal to the Seepage Level of the area in which he is presently located. Thus, if a person with two separate effective blessing rituals active on him leaves the agitated Pool, one of the blessing rituals dissipates.

Threshold: 1

Range: Ritual space

Duration: Day

Area: 1 target

Length: 1 minute

Participants: 1

Circle of Protection Ritual

This ritual may be used before another more difficult ritual to protect against corruption. Before the more difficult ritual is started, the participant(s) ward the ritual space by drawing a circle with special protective symbols around the inside. If this ritual is used properly, everyone involved in the next ritual receives a +2 bonus to the Will roll to resist corruption if it fails.

Threshold: 1

Range: Ritual space

Duration: Next ritual

Area: Ritual space

Length: 5 minutes

Participants: 1

Blessing and Curse Ritual-2

Protection from Magic Ritual

This ritual protects the target from the next ritual directed against her. It may be cast at varying levels of complexity, depending on how much protection the subject desires. The ritualist may choose a modifier for the Protection from Magic Ritual. The absolute value of this modifier is multiplied by two to determine the Threshold of the ritual. For example, if the ritualist wishes to apply a +3 bonus or a -3 penalty to her Ritual skill roll, the Threshold of the ritual is 6. If no modifiers are chosen, the Threshold is 1. If the Ritual skill test is successful, the subject is protected.

If another ritual is directed at the target of a Protection from Magic Ritual, a Quick Contest of skills occurs between the ritualist's Protection from Magic skill and the Ritual skill of the opposing caster. The protective ritualist gains a bonus or penalty equal to the opposite of that used in the Ritual skill roll. For example, if the ritualist accepted a -3 penalty to her Protection from Magic Ritual roll, she gains a +3 on all contest rolls. If she wins, the target ritual has no effect on the protected target. If she loses, the target gains no protection from the "attacking" ritual, and the effects of the Protection from Magic ritual immediately cease. A tie goes to the protected ritualist.

If the subject is targeted with a ritual designed to affect multiple targets, all targets automatically resist if the subject who is protected successfully resists. However, the Protection from Magic ritual does not distinguish between hostile and helpful magic. A subject protected by this ritual also resists healing and protection rituals. For this reason, most versions of the Protection from Magic may be dispelled quickly if desired. Usually this involves eating, drinking, and/or bathing in some unusual substance like salt water, alcohol, or some specially prepared herbal mixture.

Threshold: Varies

Range: Ritual space

Duration: Month

Area: 1 target

Length: 20 minutes

Participants: 1

Blessing and Curse Ritual-4

DIVINATION RITUAL TYPES

When a psychic link is used in a divination ritual, it is usually burned, ingested, or otherwise consumed.

Prophecy Ritual

Divination Ritual-6

A successful prophecy grants the occultist a precognitive vision about a chosen target. The occultist may ask three “yes or no” questions about the future of some person or place. If a more open-ended result is desired, the occultist may instead gain vivid but usually incomplete sensory impressions about the future of any given plan or endeavor. As always, this information is only valid if no further changes are made in the plans due to the information gained in this fashion. Also, the visions gained using this ritual need not reveal the success or failure of the endeavor, and are often merely images of some of the notable events that will occur in the course of the endeavor.

Threshold: 5

Range: Link

Duration: Ritual

Area: 1 target

Length: 2 hours

Participants: 1

Questioning Ritual

Divination Ritual-2

This basic divination ritual allows the ritualist to gain insight into his present situation. In game play, this allows the ritualist to ask one “yes or no” question about a present event or situation. If a more open-ended system is desired, the ritualist receives a vision that gives hints about the event or situation in question.

Threshold: 1

Range: Ritual space

Duration: Instant

Area: 1 target

Length: 10 minutes

Participants: 1

Reading the Past Ritual

Divination Ritual-6

A successful reading grants the occultist information about the past of a specific place or object. The occultist may ask three “yes or no” questions about such past events. If a more freeform result is desired, the ritualist experiences a vivid, fully sensory hallucination of past events in the vicinity of the object or place being “read.” This vision is so vivid that she actually appears to be present at the event pictured in the vision—sounds can be heard, odors smelled, and objects touched. However, the scene is only a vision and the psychic is totally separate from the events in the vision and wholly unable to affect the outcome of these events.

The events perceived by the occultist usually represent the most emotionally charged incidents associated with the object or place. If no such incidents apply, the objects reveal only fairly pedestrian scenes to the ritualist. These visions usually portray no more than 30 minutes’ to an hour’s worth of time. However, more than one scene can appear in a single vision, especially if the scenes are in some way closely related, such as a murder and the later disposal of the body.

Threshold: 4

Range: Ritual space

Duration: Ritual

Area: 1 target

Length: 2 hours

Participants: 1

ILLUSION RITUAL TYPES

All of the illusions produced by these rituals are Telepathic Illusions without any reality or solidity. An illusory chair cannot support weight, and an illusory dog cannot bite. Although Telepathic Illusions seem to affect all five senses, including touch, they cannot do damage of any kind and are essentially intangible. Someone reaching down to stroke an illusory dog would feel fur, but if her hand slipped she might end up seeing it pass into the dog. Seeing your hand pass through a seemingly solid wall or person is a highly disconcerting experience and will startle almost anyone. Illusions that are disrupted in such a way vanish as the subject’s mind rejects the obviously false input. Psinks and Voids cannot perceive magical illusions at all.

Disguise Ritual

Illusion Ritual-3

This ritual allows the ritualist to change the appearance of the subject. The subject can be made to look and sound like another person, an animal, or even an object. To everyone who can perceive it, the illusion is entirely realistic to all senses. A human wearing the image of a dog will look, sound, and smell like a dog. A person disguised as another person will be an exact duplicate, but only as long as the ritualist is familiar with the person being imitated or has access to extensive video and audio footage of this person. Anyone who actually touches the illusion will also be fooled. Someone petting a person disguised as a dog will feel fur. The subject of the ritual is entirely unchanged, however. Someone disguised as a bird or a fish will gain no ability to fly or swim.

Threshold: 3
Range: Ritual space
Duration: Day
Area: 1 target
Length: 1 hour
Participants: 1

Invisibility Ritual

This ritual renders the subject unnoticeable. Anyone who encounters the subject will simply not notice her presence. The subject will not be seen, her footsteps will not be heard, and if she is wearing perfume no one will smell it. However, if the subject makes loud noises, strikes anyone, or otherwise draws attention to herself, the effects of the ritual will cease and she will be immediately noticeable. While any form of violent melee attack by the subject will immediately dispel the ritual, other attacks may be made. Shooting someone with a silenced pistol will not dispel the ritual since the subject is not obviously the source of the attack. It is best when under the influence of this ritual to behave in a relatively stealthy fashion.

Threshold: 4
Range: Ritual space
Duration: Day

Illusion Ritual-5

Area: 1 target
Length: 1 hour
Participants: 1

Major Illusion Ritual

Illusion Ritual-8

This ritual allows the ritual to alter the appearance of any single building or area. Both the interior and exterior of the building may be affected. This ritual may be used to hide a room in a building, or to disguise the uses to which it has been put. The decor may be entirely changed, and doors or even entire rooms may be completely hidden. However, any illusory furniture or stairs created by this ritual are completely intangible. Attempting to climb down an illusory staircase will result in a serious fall, as nothing supports the subject. If desired, this ritual can even be used to create extremely unusual effects like bleeding walls, snarling werewolves romping through the house, and similar horrific scenery.

Threshold: 6
Range: Link/Charm
Duration: Month
Area: Special
Length: 2 hours
Participants: 3

PHYSICAL RITUAL TYPES

In order to repair or enhance an object, some understanding of the processes necessary for such a repair is required. Straightening a dented fender or reattaching a broken handle would require no specific knowledge. Fixing a circuit board, however, would require that one of the participating ritualists have some level of the Electronics skill. The skill level need not be high; even 1/2 point in the skill should be sufficient for the Seepage to take care of matters. On the other hand, mystically repairing or enhancing a Grey Amnesia lens would require some highly specialized knowledge not available to many humans. Further, if the item to be repaired is large, such as a truck, some diagnostic efforts would be in order to discover the precise part or system that is broken (*e.g.*, a Mechanic roll). Such diagnosis may be performed through divination, however.

Malfunction rituals, on the other hand, usually involve simple destruction. Thus, no particular knowledge about the device or object is necessary.

Call Weather Ritual

Physical Ritual-8

No ritual can make snow in the middle of a heat wave or create a hurricane in the desert, but this ritual can cause any type of weather that is reasonable to both the location and the time of year. If the ritual is successful, the desired type of weather gradually forms over the next few hours, or, in more extreme cases, over the next few days. After

that, the weather lasts as long as is reasonable for a condition of that type. A storm may last for several hours, a tornado may last an hour or less, and a hurricane or a heat wave may last for many days. Once created, the magicians who called the effect have no control over the weather conditions. This ritual directly affects weather conditions over a number of square miles up to the ritualist's Will x 10 (decided by the ritualist at the beginning of the ritual), and may indirectly affect weather patterns far beyond that. Using a link to another location, it is possible to affect the weather of a distant region.

Threshold: 12
Range: Special
Duration: Special
Area: Special
Length: 2 hours
Participants: 5

Malfunction Ritual

Physical Ritual-4

When this ritual is cast successfully upon a single complex device like a car, a computer, or even a watch, the device malfunctions. The ritualist focuses the energy of the Seepage into disrupting the normal functioning of the target. This ritual affects only a single device. Cars, locks, computers, tanks, and even passenger jets are single devices. Power grids, computer networks, and the security systems of large installations are composed of a number of

discrete devices and may not be affected as a whole using this ritual. If the ritual is successful, the item suffers 1d times the Seepage Points in the area of the ritual space in damage. All damage caused by this ritual appears to be the result of wear, shoddy maintenance, and other, similarly natural causes.

Threshold: 2

Range: Link

Duration: Instant

Area: 1 target

Length: 30 minutes

Participants: 1

Repair Ritual

Physical Ritual-5

This ritual uses the energy of the Seepage to repair broken mechanical and electronic devices. Devices that have

been totally destroyed or that have significant missing pieces cannot be repaired in this manner. Also, devices repaired in this fashion still look quite worn and beaten up; the ritual does not make a device look as good as new.

Success with this ritual restores 1d times the Seepage Points in the area of the ritual space in damage to the target item. If some small parts are missing, this ritual suffers a -5 penalty, and appropriate material must be supplied from which the missing parts may be created. If the ritual succeeds, the missing parts will reappear.

Threshold: 3

Range: Ritual space

Duration: Instant

Area: 1 target

Length: 1 hour

Participants: 1

PSYCHE RITUAL TYPES

All of these rituals are designed to work only on beings with some human ancestry who retain their connection to the Seepage. They have no effect on Greys, Saurians, Saurian Men in Black, Atlanteans, or Voids; the power gathered to perform the ritual simply dissipates harmlessly. It is possible to design rituals specifically to affect Greys, Saurians, or others, but each such ritual can be devised only as the result of an extended research project. Only ritualists who have had extensive contact with aliens may design rituals to affect them.

Amnesia Ritual

Psyche Ritual-3

This ritual removes the events surrounding a single specific incident from the subject's memory. The incident being removed cannot have happened more than three days prior to the time the ritual is performed. If the magician possesses psychic links to everyone who remembers the incident, all of their memories of the same incident can be erased in one ritual. Any time the subject is reminded of the incident, he may make a Will roll, with a penalty of two times the Seepage Level of the ritual space where the Amnesia Ritual was cast. If the Will test succeeds, the subject immediately remembers all of the suppressed memories.

Since the human mind is uncomfortable with large blank spaces in memory, the subject's mind will create memories to fill up the blank space. If the magician desires, this same ritual can also be used to influence the exact nature of these memories. Bizarre or fantastic memories will be rejected, but normal-seeming memories can be implanted. Using this ritual both to remove memories and to suggest the structure of the replacement memories imposes a -3 penalty.

This ritual is far from perfect. Even if no one reminds the subject of the lost memories, they may resurface in the subject's dreams in several weeks or months. Hypnosis can fully restore the memories if the subject has any reason to suspect the true nature of these dreams.

Threshold: 6

Range: Link

Duration: Instant

Area: 1 target

Length: 1 hour

Participants: 1

Bind Zombie Ritual

Psyche Ritual-5

Known as the Ritual of Will-binding by Ceremonial and Taoist ritualists, the creation of zombies does not actually involve raising the dead. It is, however, one of the most powerful bindings used against living humans. This ritual may not be performed using charms or psychic links. The subject must be physically present at the ritual. If successful, the subject's personality and will are suppressed to the point that he responds only to the commands of the ritualist who performed the ritual. The trance produced by this ritual imposes a -3 penalty to all DX-related rolls and makes the subject immune to shock, stun, or knockout. This ritual may be dispelled only by performing the Dispel Magic Ritual or by killing the ritualist who performed the ritual.

Threshold: 6

Range: Ritual space

Duration: Special

Area: 1 target

Length: 4 hours

Participants: 1

Corruption Ritual

This ritual is designed to corrupt the subject. If the skill roll succeeds, the subject must make a Will test to avoid corruption. The category of corruption imposed—Predator, Adept, or Prophet—is determined by the individual performing the ritual, but the Archetype depends on the subject. If the subject manages to resist the corruption, the energy summoned rebounds upon the ritualist. In that case, the ritualist must make a Will test to resist corruption, exactly as if the ritual had failed. If the individual performing the ritual is already Incarnate, this backlash of energy has no effect. The subject must be physically present for the ritual and is almost always restrained. This ritual may not be performed using charms or psychic links.

Threshold: 3

Range: Ritual space

Duration: Instant

Area: 1 target

Length: 10 minutes

Participants: 1

Emotional Aura Ritual

This ritual affects how others react to the target. The ritualist can choose a single emotion as the dominant reaction everyone will have when they encounter or imagine the subject. Emotional reactions like fear, love, distrust, and anger can all be produced with this ritual. The ritual gives a +/-2 Reaction Roll modifier, depending on the emotion chosen. The ritualist cannot determine how various individuals will react to the emotional aura. A loved one at home will react very differently to a person who has been subjected to an aura of fear than will a stranger on a dark city street. Such reactions will be perfectly normal and highly idiosyncratic. One of the most disturbing effects of this ritual is that the subject is not directly affected at all. His emotions are unchanged, and the only way he might suspect that something magical has been done to him is through the reactions of others. While this ritual is often cast on someone without his knowledge, it is also used by many ritualists to provide themselves with temporary charisma or similar useful effects.

Threshold: 4

Range: Ritual space

Duration: Day

Area: 1 target

Length: 20 minutes

Participants: 1

Psyche Ritual-3

Oath-binding Ritual

This ritual creates a magical oath. Anytime an individual involved in the oath breaks it, all of the other participants will be aware of that transgression. In addition, the ritual is designed so that anyone who breaks the oath will be immediately subject to the effects of a significant negative mental disadvantage, such as Berserk, Delusions, Pacifism, or Phobia, or a harmful ritual, such as Curse or Induce Cardiac Arrest. The exact nature of the penalty must be decided when the ritual is performed, and the penalty affects the individual every time he breaks the oath. These rituals need not be known by all the participants to impose their effects.

All of the participants must be aware of the nature of the oath they are swearing and the penalties involved. If any of the participants are either uninformed or unwilling (despite their assurances to the contrary), the ritual automatically fails and everyone involved must make a Will roll to resist corruption.

This ritual may be performed so that it lasts either for one month or forever. However, all such rituals also include some provision that allows all surviving participants who have taken the oath to void the oath by mutual consent. All attempts to dispel the oath magically suffer a -2 penalty to the Dispel Magic ritualist's opposed test, and if the oath is dispelled from one individual, it is dispelled from all the participants. This ritual may also be performed between humans and Incarnate, or even between humans and spirits. When performed with nonphysical beings, it is possible to have the spirit automatically banished if it breaks its oath.

Threshold: 4

Range: Ritual space

Duration: Month/Instant

Area: 1 target

Length: 1 hour

Participants: 1

Psyche Ritual-5

Psyche Ritual-4



6093+85903+T159 30+T15093+0T159230F



Curing Corruption

Once an individual has become corrupted, alternatives to Incarnate, Forsaken, or death do exist. Certain rituals may be performed to remove the taint of corruption from a subject's body and mind. None of these rituals are guaranteed, and they usually have other adverse effects on the subject. Nonetheless, these rituals were developed and continue to be used, because even the chance to be freed from corruption is highly coveted. Fear of corruption is a powerful motivator. As long as the victim has not yet joined the ranks of the Incarnate or the Forsaken, curing corruption is only moderately difficult. However, once the person has snapped, the options become much more limited. Forsaken cannot be cured by any known ritual. Further, even if the ritual is successful, the only way to cure an Incarnate is to destroy its connection to the Seepage. Incarnate who are cured of their corruption by this ritual always become Voids.

SEEPAGE RITUAL TYPES

This family of rituals focuses on pure manipulation of the Seepage and its effects.

Dispel Magic

Seepage Ritual-4

This ritual dispels the effects of a single magical ritual that has been cast upon one or more participants. To be successful, the ritual must be cast to remove the effects of a specific ritual. Divination rituals may be needed to determine the exact nature of the ritual affecting the subject or subjects. While this ritual affects everyone involved, it has no effect upon anyone who is not under the influence of the ritual being dispelled.

This ritual can be performed in a more or less elaborate and difficult fashion depending upon the power of the ritual being dispelled. The ritualist may decide to apply a penalty or bonus to her ritual roll as desired. The absolute value of these modifiers establishes the Threshold of the ritual. For example, if the ritualist wishes to apply a +3 bonus or a -3 penalty to her Ritual skill roll, the Threshold of the ritual is 3. If no modifier is chosen, the Threshold is 1.

If the Ritual skill test is successful, a Quick Contest of skills occurs between the ritualist's Dispel Magic skill and the Ritual skill of the ritualist who cast the spell being opposed. The Dispel Magic ritualist gains a bonus or penalty equal to the opposite of that used in the Ritual skill roll. For example, if the ritualist accepted a -3 penalty to her Dispel Magic ritual roll, she gains a +3 on all contest rolls. If the ritualist wins, the target ritual is dispelled. If she loses, she and the subject must test for corruption. If the result is a tie, the spell being opposed is not dispelled, and the ritualist must test for corruption.

Threshold: Varies

Range: Ritual space

Duration: Instant

Area: Ritual space

Length: 1 hour

Participants: 1

Ritual of Sacrifice

Seepage Ritual-4

Unlike other rituals, this ritual does not require Seepage energy, it actually produces it. The amount of Seepage energy produced depends upon the type of sacrifice. Killing a small animal, such as a chicken or a goat, produces 1d/2 Seepage Points. Domestic animals are preferred for these sacrifices, since they have the closest connection with humans. If the primary magician inflicts a wound on herself with a knife and collects the blood, 1/2 Seepage Point is produced per point of HT suffered. If the primary magician actually kills a human being during this ritual, 2d Seepage Points are produced. This Seepage energy is available for use in any ritual performed immediately after this ritual is completed. These SPs are added to those normally present due to the Seepage Level of the surrounding area.

All versions of this ritual involve a specially prepared knife, sword, or other blade. Animal and self-sacrifice are fairly common in some traditions of magic, especially among Caribbean magicians and shamans. Human sacrifice is considered a viable option only by the most evil and depraved.

Threshold: 0

Range: Ritual space

Duration: Next ritual

Area: 1 target

Length: 20 minutes

Participants: 1

Ritual to Cure Corruption Seepage Ritual-8

This ritual purifies the mind and body of the subject from the adverse affects of Seepage corruption. To benefit from the ritual, the subject must be present and conscious. In many cases, it is advisable to forcibly restrain subjects who have been significantly corrupted.

The difficulty of the ritual depends on the level of corruption of the subject. If the target has not gained any stages of corruption yet, no penalty is imposed. With 1-2 stages of corruption, a -2 penalty arises. With 3-5 stages, a -4 penalty exists. Those that have snapped and become Forsaken or Incarnate incur a -6 penalty.

If the ritual is performed successfully, the subject receives a 2d wound from the strain involved. The subject must then test Will (as modified by his level of corruption; see prior paragraph). If successful, the subject rolls on the Ritual to Cure Corruption Effects Table to determine the effects of the ritual. If the subject fails, the ritual succeeds but the subject's connection to the Seepage is entirely destroyed. He gains the Psychic Void disadvantage (p. 73).

Threshold: 3

Range: Ritual space

Duration: Instant

Area: 1 target

Length: 2 hours

Participants: 3

RITUAL TO CURE CORRUPTION EFFECTS TABLE (ROLL 2D)

- | | |
|--------|--|
| 2-3: | Subject is totally cured with no ill effects. The corruption, and all its stages, is removed. |
| 4-5: | Subject remains corrupted and keeps the first stage of corruption he attained. All other stages are removed. |
| 6-8: | If the subject was a Focus, this ability is lost. Otherwise, the subject is fully cured with no ill effects. |
| 9-10: | Subject remains corrupted and keeps the first two stages of corruption he attained. All other stages are removed. |
| 11-12: | The subject develops an adverse reaction to the Seepage and becomes a Psink instead of a Void. The corruption, and all its stages, is removed. |

If the Ritual skill test fails after the Threshold has been reached, the subject automatically gains one stage of corruption and immediately tests to see if he snaps. An Incarnate becomes instantly enraged and has access to Seepage Points equal to his Will plus the Threshold level of the ritual. In addition, everyone else involved in the ritual must test to see if they have been corrupted as usual.

SOMATIC RITUAL TYPES

These rituals affect living tissue and persons.

Enhance or Diminish Body Ritual Somatic Ritual-4

This ritual allows the occultist to enhance or diminish either the target's ST or HT by a number equal to the Seepage Level of the area. Only one attribute may be altered at a time. If this ritual is cast on an individual who is already under the influence of a previous Enhance or Diminish Body ritual, the second ritual automatically fails as the Seepage energies become muddled and twisted. Subjects of this ritual do not physically change, they simply become capable of greater or lesser feats for the duration of the effect. When this ritual is used to lower a subject's attribute, it is usually cast using a charm or link. If the magician attempts to use this ritual to enhance one of his own attributes, apply a -3 penalty to the Ritual skill roll.

Threshold: 4

Range: Ritual space

Duration: Day

Area: 1 target

Length: 1 hour

Participants: 1

Induce Cardiac Arrest Ritual Somatic Ritual-7

This is one of the most powerful attack rituals known. The ritualist directs hostile energy at the target's body, and if the ritual is successful, the target's heart stops. In game terms, the victim goes to 0 HT and collapses. He will die in HT/3 minutes unless he receives CPR (requires a Physician roll or First Aid-4 roll). The greatest advantage of this ritual is that it is almost entirely untraceable. All medical evidence will show that the victim suffered an ordinary heart attack. Only Sensitives and psychics have a chance of determining that this heart attack was caused by magic (a Quick Contest of IQ vs. the Ritual skill of the least accomplished of the ritual's participants).

Threshold: 12

Range: Link

Duration: Instant

Area: 1 target

Length: 3 hours

Participants: 3



Stabilize Wounds Ritual

Somatic Ritual-3

This ritual allows the occultist to give the subject's body a sudden influx of healing energy. If successful, the target immediately stabilizes and the tissues knit together so that life-threatening blood loss is halted (see p. B130). Further, 1d HT is restored. This ritual may be performed by the occultist on another, or on herself without modification.

Threshold: 2

Range: Ritual space

Duration: Instant

Area: 1 target

Length: 10 minutes

Participants: 1

SPIRIT RITUAL TYPES

These rituals primarily affect Seepage-created entities, such as ghosts, poltergeists, demons, and the like. Incarnate, which have a significant material presence, are affected by Somatic, not Spirit, rituals.

Banish Spirit Ritual

Spirit Ritual-4

This ritual can be used to banish a spirit from a person or place. A possessed person can be exorcised and a haunted house can be "cleansed." Banishing does not return the spirit to some "lower realm" or "spirit world;" instead the spirit disperses. However, the pattern of the spirit's essence remains in the vague flows of the Seepage and it can be summoned again. Summoning a banished spirit effectively recreates it; the spirit does not exist between the time it is banished and the next time it is summoned.

Unless previously bound, spirits will attempt either to flee or to attack the ritualist and disrupt the banishing. The spirit is banished as soon as the ritual is completed. As listed, the ritual will work only on ordinary ghosts. More powerful spirits (such as demons) impose a -2 to -9 penalty to the Ritual roll. This ritual cannot be performed using a link, but it can be performed using a charm.

Threshold: 2

Range: Ritual space

Duration: Instant

Area: 1 target

Length: 1 hour

Participants: 1

Bind Spirit Ritual

Spirit Ritual-5

As soon as the Bind Spirit Ritual is begun, the spirit is bound and may take no action except to generate Telepathic Illusions in an attempt to interfere with the ritual. If the Ritual roll is successful, the spirit is bound until the next sunrise or sunset. At that point, the spirit is free from the ritualist's control unless another binding is performed. Depending

on its power and how it has been treated, newly freed spirits either flee or attack the ones who bound them. However, it is common practice for the ritualist to command the spirit to depart just before the duration of the ritual expires. This command effectively banishes the spirit and disperses the supernatural energy that imbues it. In this case, the spirit may not reappear until it is summoned again. More powerful spirits (such as demons) penalize the Ritual roll by -2 to -9.

Any version of the Bind Spirit Ritual may be performed simultaneously with any of the summoning rituals. However, performing the ritual in this fashion requires that a separate ritualist perform each ritual in the same ritual space.

Threshold: 2
Range: Ritual space
Duration: Day
Area: Ritual space
Length: 30 minutes
Participants: 1

Bind Zombie Ritual **Spirit Ritual-5**

This ritual is roughly the same as that learned by Psyche Ritual Type ritualists (see p. 166).

Threshold: 6
Range: Ritual space
Duration: Special
Area: 1 target
Length: 4 hours
Participants: 1

Summon Spirit Ritual **Spirit Ritual-4**

The completion of a successful spirit summoning causes the desired ghost or spirit to manifest itself within the confines of the ritual space. Unless the magician is attempting to summon the spirit of any nearby ghost, a link to the particular ghost or spirit desired is needed. Any normal psychic link to the person when he was living, such as a piece of clothing, will work, as will dirt from his grave or a chip off his headstone. A blood relative who is a parent, child, or sibling of the person can also serve as a link. Having the complete or nearly complete corpse or skeleton of the individual being summoned will provide a +3 bonus to the ritual. More powerful spirits (such as demons) will impose a -2 to -9 penalty to the Ritual roll.

When summoned, most spirits manifest a visible Telepathic Illusion. Others speak invisibly or use telekinesis to move objects about. This ritual gives the spirit 7 SPs with which to manifest its powers. Unless the spirit is bound when it arrives, its reactions will depend upon its personality and the circumstances of its summoning. In general, unless the summoner has some useful information or service to offer the spirit, most spirit reactions will range from uninterested to angry.

Threshold: 7
Range: Ritual space
Duration: Instant
Area: Ritual space
Length: 3 hours
Participants: 1

Warding Circle Ritual **Spirit Ritual-3**

This ritual creates a barrier that ghosts, demons, and the Incarnate cannot pass. All Warding Circles will keep such beings from crossing the boundary of the circle in either direction. This barrier must include a closed line like a circle or square that covers an area no larger than nine yards in any direction. Ordinary humans can pass in and out of the warding without hindrance. Supernatural creatures can neither move past the circle nor use any of their abilities to attempt to break the circle or to affect anything on the other side of its boundary. On its side of the circle, the spirit may act as it wills.

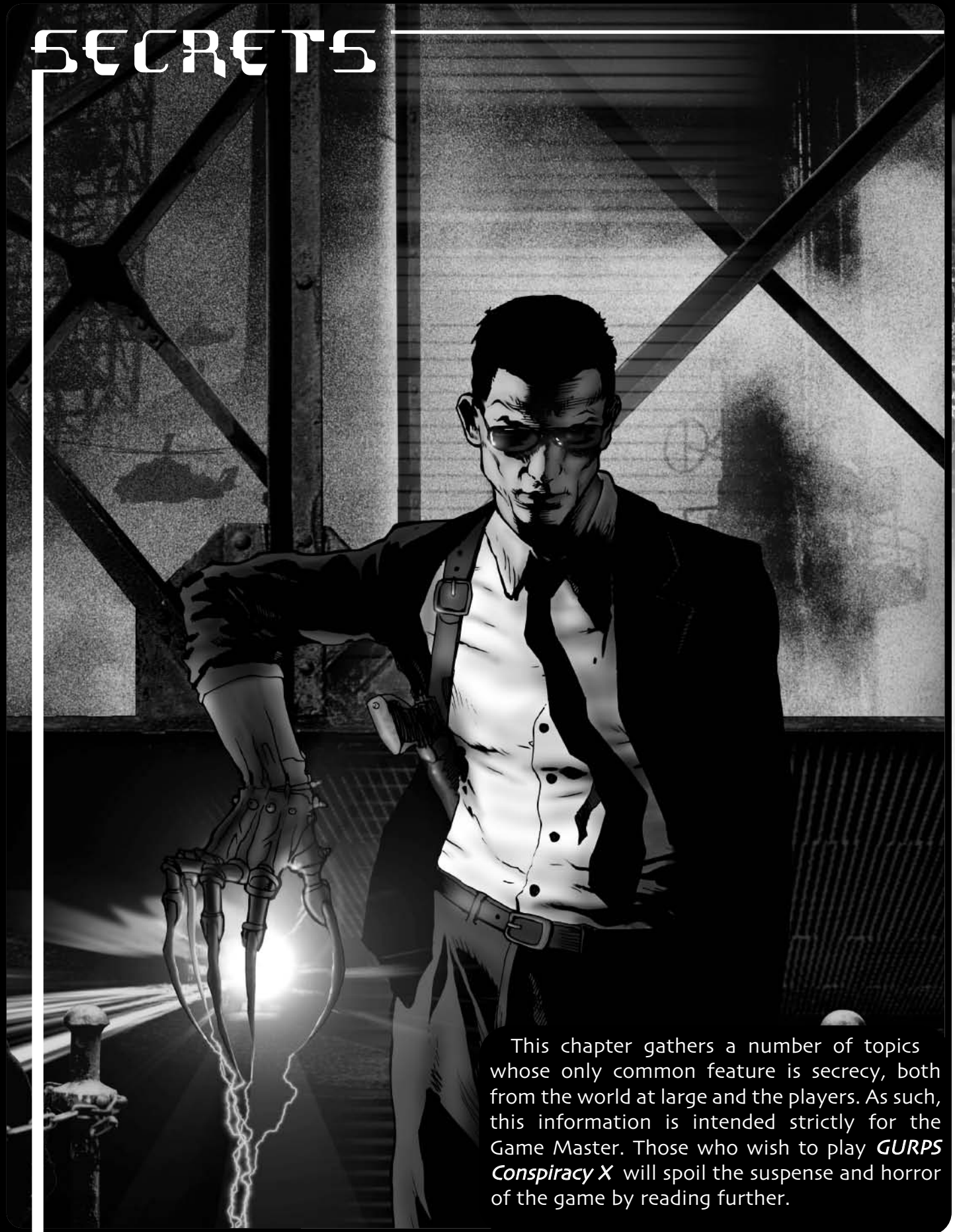
A number of spirits are quite annoyed at being placed in Warding Circles, but are much less angry at such treatment than being bound. If provided with sufficient rewards, some spirits will not resist being placed in a Warding Circle.

All Warding Circles have some physical mark denoting their boundaries. If the boundary of the circle is broken in any fashion, the spirit is instantly freed. While spirits may not attempt to break this boundary themselves, they can communicate with individuals outside the Warding Circle and can attempt to convince them to break the circle.

When the duration of the ritual expires, the spirit is freed. Since this ritual does not restrain a spirit until the circle is completed, it is normally performed before the spirit is actually summoned. The magician performing this ritual may create the boundary from either the inside or the outside. More powerful spirits (such as demons) impose a -2 to -9 penalty to the Ritual roll. This penalty applies when the ritualist is trying to create a circle, and should be designated by the ritualist at that time, depending on her plans for the circle's use.

Threshold: 3
Range: Ritual space
Duration: Day
Area: Ritual space
Length: 5 minutes
Participants: 1

SECRETS



This chapter gathers a number of topics whose only common feature is secrecy, both from the world at large and the players. As such, this information is intended strictly for the Game Master. Those who wish to play *GURPS Conspiracy X* will spoil the suspense and horror of the game by reading further.

INTRODUCTION

A Game Master might allow bits and pieces of this material to be known if it is appropriate for the game at hand. For example, an agent benefiting from some experimental Atlantean nanotechnology might be told some of its capacities. Others, and perhaps even the agent himself, would not even know such technology exists. For each piece of information in this chapter, the GM must decide whether the material is true, false, or misinterpreted, whether the Cell knows anything about the subject, how much truth and misinformation the Cell knows, when and how much it will learn about the subject, or if it will ever learn the truth at all. These are the features that make *Conspiracy X* a compelling experience.

The chapter begins with a history of the United States since World War II, concentrating on Aegis and conspiratorial activity. A discussion of special resources, such as alien technology, psi drugs, and the MHIC-EDOM follows. The chapter concludes with background sections on the Black Book, the supernatural, and the extraterrestrials.

RECENT HISTORY

The following timeline traces certain key events from a time before the creation of Aegis up to the present day. It provides a glimpse of the strange and sinister forces that shape the world of *Conspiracy X*. Readers are warned that this information reflects the knowledge possessed by the upper echelons of Aegis, and thus is far from the complete recitation of all events. This is the nature of conspiracies.

1933: WATCHMAKER

Walter Stein, a native of Venice and a British intelligence agent, spent many years studying the occult in Germany during the 1920s and 1930s. There he became well-acquainted with a fellow student of the arcane arts, Adolph Hitler. Driven by a motivation he did not fully understand, Stein followed Hitler's occult involvement very closely, schooling himself from the same texts. Hence, Stein became the world's foremost authority on Nazi occult activity outside of the party.

Stein soon became frantic over developments in Germany. Hitler's rise to power coincided directly with his initiation into the Secret Doctrine, a gathering of the most elite and powerful mages in the world. Further, the core of the Nazi party leadership was dominated by powerful occultists. Stein realized that, although they had studied the same materials, Hitler had traveled down the shadowed path of dark magic. Stein knew Hitler's admission into the Doctrine could be disastrous for all those who opposed him. With a cadre of dark mystics, Nazi Germany had a secret weapon the Allied forces would be ill-prepared to meet.

The Nazi mystics sensed Walter Stein's presence, and in 1933 he fled to England, narrowly escaping forced service into Germany's Nazi Occult Bureau. Upon arriving in England, Stein warned Winston Churchill of the impending danger posed by Hitler's indoctrination. It was clear that action had to be taken either to quell Nazi progress in matters arcane or find a way to match it. Stein had further grim news, however. He had uncovered evidence while spying on the Nazis that Hitler's English intelligence network was alarmingly extensive. There was little chance of an English counteroccult program remaining hidden from Nazi spies. Churchill had no choice but to contact President Roosevelt and ask the Americans for help. Churchill arranged a meeting between the crippled president and Stein.

Spear of Destiny

The *Spear of Destiny* is a vessel of mystical power that has been sought by tyrants and warlords for millennia. It is alleged to be the spear of the Roman centurion Longinus that pierced the side of Christ at the crucifixion. According to legend, whoever wields the Spear holds the destiny of the world in his hands. Whether or not this is true, those who have claimed to hold the Spear have met with great success. Otto the Great, Constantine, Napoleon, and many other conquerors and emperors have all laid claim to the Spear, and the effects they have had on history are undeniable. The moment Adolph Hitler saw the Spear, he was overcome by a glorious vision of his own future that left him a changed man. Driven by the belief that he would one day hold the Spear and shape destiny, he vigorously pursued a path of occult knowledge and political power. When Hitler took control of Germany, he also took control of the Spear and fulfilled his vision, securing his place as one of history's greatest villains. The Spear stayed in Hitler's possession until it was recovered by the Watch shortly before his death. (More information on running a GURPS campaign during WWII may be found in GURPS WWII.)





Roosevelt was skeptical, but decided to leave no stone unturned in his efforts to defeat the Nazis. Less than a week after Walter Stein's meeting with Roosevelt, one of the President's most trusted advisors was placed at Stein's disposal. Stein was charged with the creation of an organization whose purpose was to monitor and analyze Nazi occult activity. Most importantly, the group was to devise countermeasures in the event that mundane firepower alone could not stop Hitler. This group became known among its participants as the Watch.

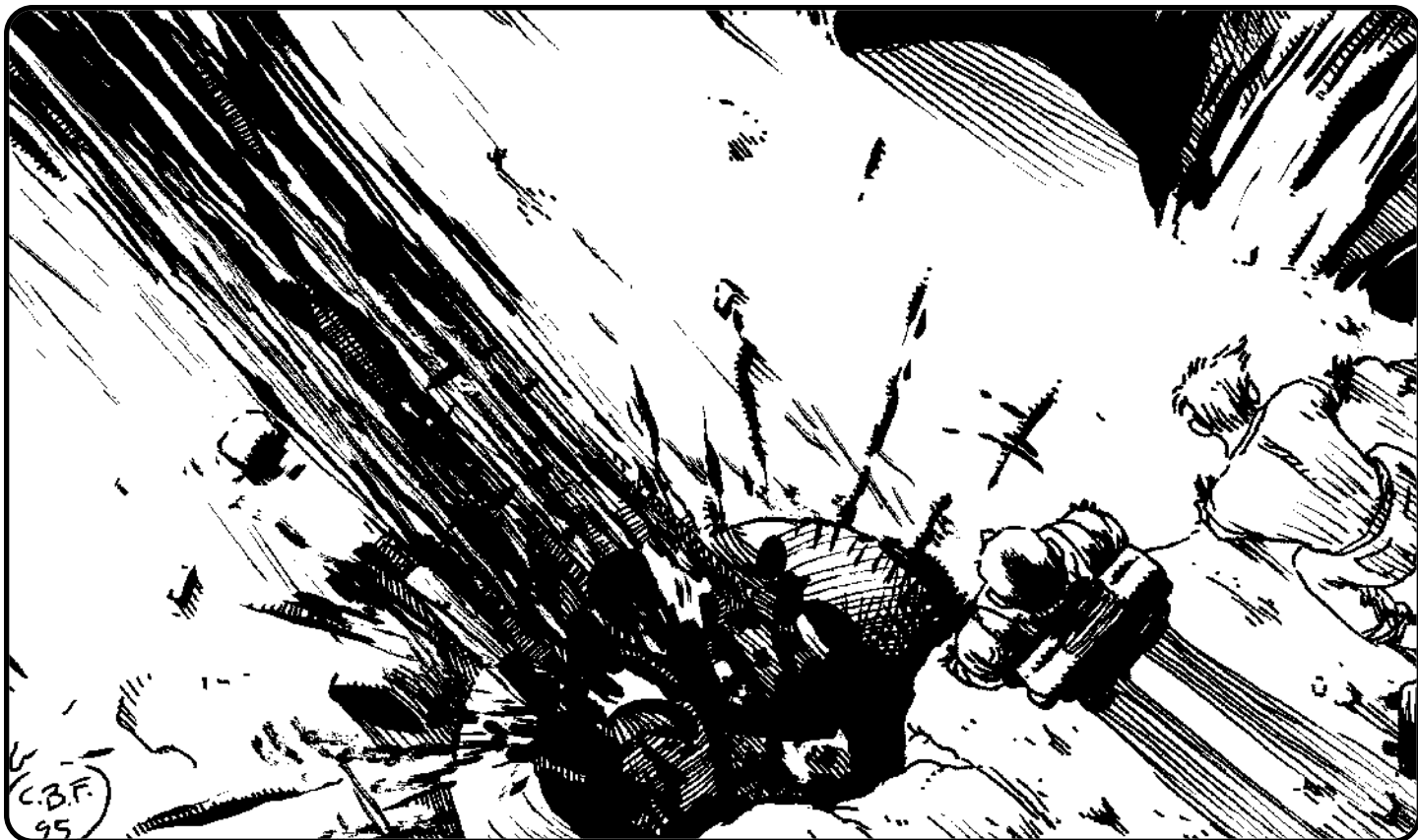
The Watch was an eclectic collection of individuals whose only common thread was power and influence. Stein was the group's unofficial leader. Roosevelt's advisor acted as the president's proxy. Eleven other members brought the total to thirteen. Most of the original thirteen were high-ranking military intelligence officers or scientists, the most notable exceptions being a Catholic archbishop and a powerful and respected U.S. senator. FDR kept the existence of the Watch completely secret, even from the American government and military, to avoid the inevitable public backlash in the event that government-sanctioned occult research was ever uncovered.

Despite the doubts of President Roosevelt, for over a decade the Watch was consistently and horrifyingly successful. Only Stein was unshaken by the discoveries that threatened the sanity of the other members of the Watch. The conspirators used their authority and positions to fund and conduct research into the occult, gradually expanding to all areas of paranormal and psychic investigation. The accomplishments of the Watch's occult and psychic research allowed them to undertake several successful missions that kept the Axis occult power in check. The Watch's wartime operations included the assassination, by both mundane and arcane means, of several leading Nazi occultists and the recovery of certain artifacts of mystical significance, including the famed Spear of Destiny. By 1945, the Watch had become an extremely powerful organization, and yet remained completely hidden from the world.

The end of World War II was in large part due to the success of the Watch's endeavors in destroying Nazi occult power. That ultimate success also meant the loss of the primary impetus for the Watch's activities. As usual with any powerful and motivated group, however, the Watch soon found another focus. From the debriefing of Axis scientists and review of German military records, the conspirators learned that accounts by Allied airmen of mysterious German experimental aircraft, dubbed "foo fighters," were erroneous. Axis command records revealed that Luftwaffe pilots reported identical craft, but assumed them to be Allied experimental aircraft. This evidence, coupled with similar reports uncovered from accounts during World War I and earlier, convinced the Watch that the phenomenon of Unidentified Flying Objects (UFOs) deserved attention and investigation. While continuing its occult and parapsychology research, the Watch redirected a large part of its manpower and resources toward the study of UFOs and their possible sources. It would not have long to wait for answers.

1947: DISCOVERY AND BETRAYAL

By the late 1940s, UFO sightings had become relatively frequent. The U.S. government and military decided to institute new programs to discreetly investigate these strange phenomena. Monitoring these investigations, unseen, was the Watch. In 1947, everything changed for the conspirators and the world in a series of events that would come to be known as the Roswell Incident.



THE ROSWELL INCIDENT

The Roswell Incident brought together a variety of actors, actions, motivations, and happenstance. As is usual with such pivotal events, the truth is obscure. The following represents Aegis Prime's best efforts at a proper chronology.

March 17, Cascade Mountain Range, Oregon: The Watch's parapsychology team gathers a group of psychics together at a secret research center. The team members are to test the range of their psychic abilities by attempting to contact a similar group in New England. The experiment yields spectacular but unexpected results. Contact is made, not with the target team, but instead with strange, unearthly minds. The contact lasts only thirteen seconds, but that brief time would change the course of history. Although they could make out little of what they mentally encountered, the psychics become certain of one thing: extraterrestrial life is present on Earth.

July 1, White Sands Proving Ground, New Mexico: During the flight monitoring of a V-2 rocket fitted with advanced guidance systems, radar stations begin to track a UFO moving over the missile range erratically, but under apparently intelligent control.

July 2, White Sands Proving Ground, New Mexico: Under direct orders of Brigadier General Martin Scanlon, a 24-hour radar vigil is established to track the object. Through a contact in General Scanlon's staff, the Watch learns of the developing situation.

July 3, White Sands Proving Ground, New Mexico: The Watch convenes to decide on a course of action. Two options arise from the discussion. Some members of the Watch believe that the crew of the UFO could be contacted telepathically, using knowledge gathered from the March 17 contact and subsequent research. They propose that the Watch open a line of communication with the aliens and attempt a peaceful exchange of information. They are opposed by those members of the Watch overwhelmingly concerned with the danger posed by an unknown intelligent extraterrestrial race. This faction recommends shooting the craft down and analyzing the technology, so that when later communications are initiated, something is known of the aliens. After a long and heated debate, a narrow majority decides to attempt peaceful communications. The mission is designated Operation Dove. The research team of parapsychologists and psychics in the Cascade Mountains facility is enlisted. They establish a base of operations on an isolated mesa in the New Mexico desert.

In this instance, however, the lack of complete consensus within the Watch would prove disastrous. Those who opposed Operation Dove, convinced of the folly of contacting extraterrestrials unprepared, form a second team. This rogue group secretly meets and initiates Operation Pigeon Shoot.

July 4, White Sands Proving Ground, New Mexico: While the Dove team waits on the mesa top for the UFO to reappear, Operation Pigeon Shoot readies itself in secret on the far side of the missile range. A V-2 rocket with the experimental guidance system is hastily loaded with high explosives.



At 21:18 (local time), radar contact is reestablished with the UFO that had been tracked over the previous four days. As the Dove psychics attempt to contact the crew of the craft mentally, Pigeon Shoot finalizes its preparations and awaits the launch command. A few minutes later, the alien craft appears to notice the psychics' efforts, stops, and hovers within sight of the mesa. Encouraged, the psychics redouble their efforts. Presented with the stationary target they hoped for, the Pigeon Shoot team launches the rocket.

Three events appear to have occurred nearly simultaneously. First, the psychics succeed in contacting the alien minds in the UFO. Second, the V-2 rocket detonates on the hull of the ship. Third, an intense psychic assault devastates the assembled psychics.

The ship immediately begins to accelerate away at an incredible speed, but is fatally damaged. The craft touches ground once, gouging the earth and scattering debris over a large stretch of a ranch near Roswell. Several miles later, it crashes into a cliff.

July 5, Roswell, New Mexico: Prepared, in fact hoping, for this eventuality, Operation Pigeon Shoot springs into action. By dawn the next day, the final crash site is located and a recovery team is dispatched. The team loads the wreckage, including four alien bodies, onto trucks for transport to Roswell Army Air Base for temporary storage. At Roswell, the wreckage is packed away and loaded onto cargo planes for transport to Fort Worth Army Air Field. By nightfall the day after the crash, some of the wreckage arrives at Fort Worth. The Watch's influence in the military allows the Pigeon Shoot team to operate freely at Roswell and Fort Worth without fear of questioning. Although it is obvious to the soldiers there that something is afoot, no one asks any questions.

While Operation Pigeon Shoot secures the alien wreckage, Operation Dove attempts to salvage what it can of its team. Of the nine psychics who attempted to make contact, two die almost immediately of cardiac arrest and brain hemorrhaging. Another actually bursts into flame. A fourth slips into permanent catatonia. Three more soon develop debilitating psychoses. Only two survive with their sanity intact. After nearly a full day of damage control and debriefing, the Dove leaders realize they have been betrayed by other members of the Watch. Moving quickly, the remnants of Operation Dove pull themselves together and attempt to outmaneuver their new enemies. Using what military pull they can immediately muster, and aided by a little psychic sleight of hand, Dove manages to redirect one of the cargo planes heading for Fort Worth to Wright-Patterson Air Force Base in Ohio. There, a Dove team secures the cargo.

Unknown to either group, the chaos at Roswell hides the actions of yet another group of Watch members. These individuals, some of the most powerful of the founding members of the Watch, learn of the split in their group and are dismayed. They commandeer another of the cargo flights and take the shipment to Washington, DC. They make certain that the shipment they appropriate includes an alien corpse and an impressive amount of debris. The group, the plane, and the cargo mysteriously vanish. A very long time passes before any hint of this group's activities arise.

July 6, Roswell, New Mexico: By 03:00 the day after the crash, all Watch personnel have been evacuated from Roswell Air Base and White Sands Proving Ground, believing that all traces of the crash have been recovered. All are mistaken. While patrolling his property that morning, a local rancher, Mack Brazel, finds the trough and debris left when the

craft touched down briefly before crashing. Later in the day, he calls the Roswell sheriff to report his find. The sheriff in turn calls Captain Jesse Marcel at Roswell Air Base, thinking the wreckage is the result of a military test.

Captain Marcel investigates the touchdown site, patrols the trench, and gathers some of the debris. He loads up his jeep with debris and returns to the base. The Base Commander, visions of promotion dancing in his head, issues a press release that the Army has recovered the wreckage of a UFO. This news reaches the Operation Dove team at Wright-Patterson AFB. A few well-placed calls are made, and Captain Marcel and the debris are immediately summoned to Wright-Patterson. Part of the Operation Dove team returns to Roswell to oversee the recovery of the debris at the ranch.

July 7, Wright-Patterson Air Force Base, Ohio: Under orders from Operation Dove, General Roger Ramey, the Commanding Officer of Wright-Patterson, holds a press conference in which the Roswell press release and its officers are portrayed as fools for having misidentified a weather balloon as a UFO. The embarrassed Captain Marcel is ordered to pose holding fragments of a weather balloon claimed to be the recovered debris. In Roswell, Operation Dove agents finish cleaning up the debris field and escort rancher Brazel to the Roswell base for three days of questioning.

July 8, Roswell, New Mexico: The debris collected from the ranch is sent to Wright-Patterson Air Force Base.

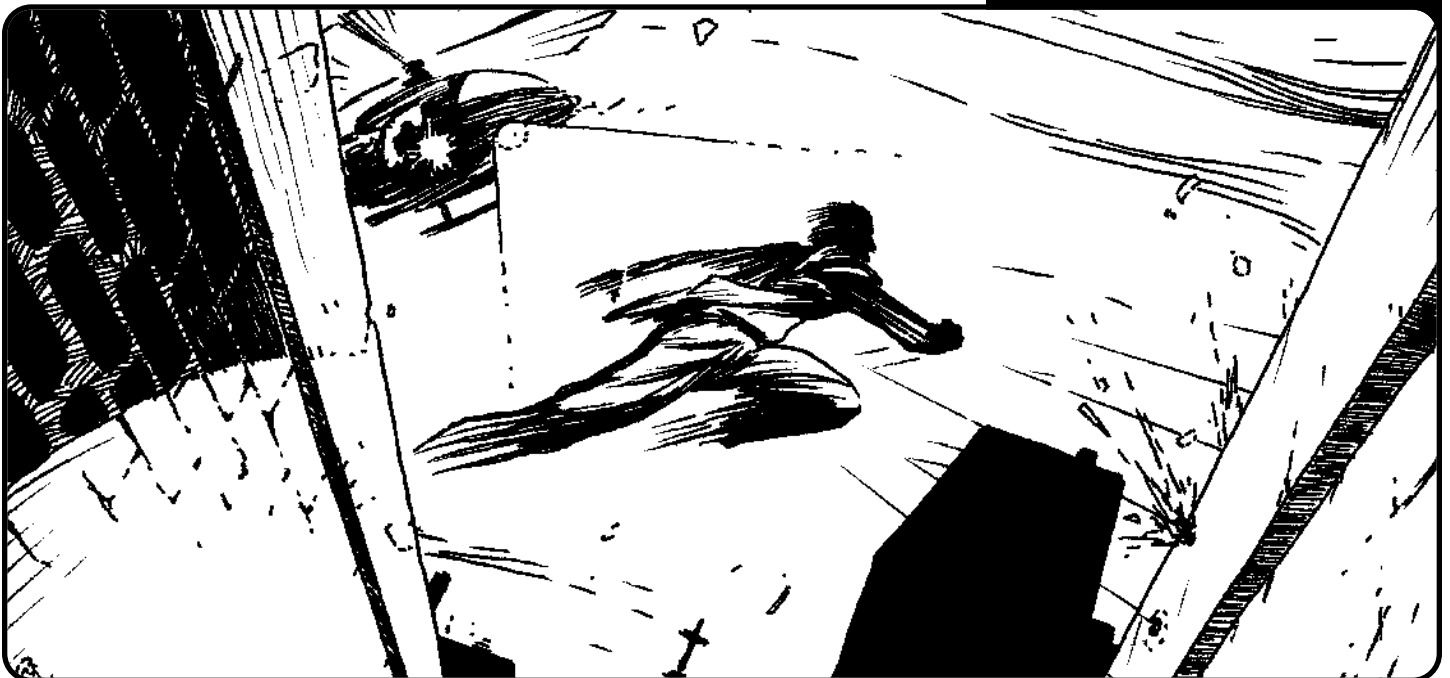
July 9, Roswell, New Mexico: Mack Brazel is released from custody at the Roswell base and soon appears on a local radio show to confess that the UFO story was a hoax and that he knew the wreckage was just a balloon all along. The combination of this "confession" and the Watch's pressure on other witnesses keeps the incident under control. The American public accepts the story and the Roswell crash remains all but forgotten for over forty years . . .

BREAKING THE WATCH

In the aftermath of Operation Pigeon Shoot's betrayal, the Watch splits into two distinct groups. The stated purpose of both groups is the protection of the human race from the predation of extraterrestrial and supernatural forces. Beyond that, the two organizations developed in diametrically opposed ways.

The Big Picture

The disintegration of the Watch sent shock waves throughout the U.S. government. The Watch's members were in powerful positions of the military and government and every aspect of the American government was affected by the schism. Within two months of the Roswell incident, the military was divided into several branches. The greatest impact on the developing secret organizations of the Black Book and Aegis was the new distinction between the Army and the Air Force. It is doubtful that the breaking of the Watch was entirely responsible for the division, but it certainly played a role in hastening the event. Shortly after the restructuring of the military, the National Security Act was born. The NSA created the CIA, which became indispensable to the burgeoning organizations as a source of intelligence data. The National Security Act also provided a portion of the military budget for secret projects and provided a cover for both the Black Book and Aegis by allowing them to act covertly in the interest of "national security." These events established a tone of secrecy and deception within the government and military that Aegis and the Black Book utilized extensively in the following decades.



Relations Between Aegis and The Black Book

Despite the original common purpose of Aegis and the Black Book, the circumstances leading to the division of the Watch resulted in a great deal of animosity between the two organizations. This enmity was heightened as the focus of the Black Book slowly drifted away from the protection of the human race and toward the acquisition of alien technology and knowledge by any means necessary. The Book's military-industrial complex backers demanded concrete returns on their investments of time, power, and monies. To this end, the Book began making deals with extraterrestrials, working with them, rather than against them. Over the years, the alliance between the Black Book and both the Greys and the Saurians grew very powerful. Aegis took a much harder stance on human-alien communication in response to the disastrous results of Operation Dove. Because of the close ties between the extraterrestrials and the Black Book, Aegis came to view the Black Book as just as much of a threat as the aliens themselves.

AEGIS

The remnants of Operation Dove regrouped at Wright-Patterson AFB and set up a temporary center of operations. In an attempt to avoid a recurrence of the damage caused by Pigeon Shoot's treachery, a new organizational pattern was imposed.

The new organization, modeled after the secret mystical societies of Europe, was composed of small independent groups or "cells." The original founding group became the "master" Cell and selected members for the first generation of Cells. Each offshoot Cell had only a single contact to the "parent" Cell, whose true identity remained unknown. These Cells in turn recruited members into "child" Cells as necessary, and the process continued until an extensive network was established. The cell structure minimized the information that could be revealed in the event hostile forces uncovered any particular Cell. Were this to happen, only the "child" Cell and its contact to the "parent" Cell would be compromised. The new organization, which continues to this day, was given the name Aegis, after Zeus' magic shield in Greek mythology. The Operation Dove members who formed Aegis' original "master" Cell came to be called Aegis Prime. To avoid panic and hindrance by the general populace, and to protect themselves from the discovery by the Black Book, strict secrecy was imposed on all activities.

THE BLACK BOOK

While Aegis was getting itself established, the members of Operation Pigeon Shoot started construction on a secret underground base in the New Mexico desert. This base was to become the research center and headquarters of a covert project within the U.S. military, answerable to no government authority. This National Defense Directorate was unknown to all but its agents and a few highly placed officials, who ensured that any investigation was curtailed. The project was funded exclusively through the portion of the U.S. military budget assigned to covert or "black" projects, leading the project's secret sponsor in the U.S. Senate to refer to it as the Black Book. This latter name has been adopted by Aegis agents.



1950s: SMOKE AND MIRRORS

The 1950s were an important period of growth for Aegis. Strong ties within the American intelligence community allowed Aegis Prime to create a number of powerful first generation Cells. These Cells were composed of high-ranking officers from various agencies, giving Aegis Prime access to a large pool of information and resources. These Cells formed the backbone of the Aegis organization and established a strong foothold in the military and intelligence communities, in particular the newly created Air Force and Central Intelligence Agency.

THE MKULTRA PROJECT

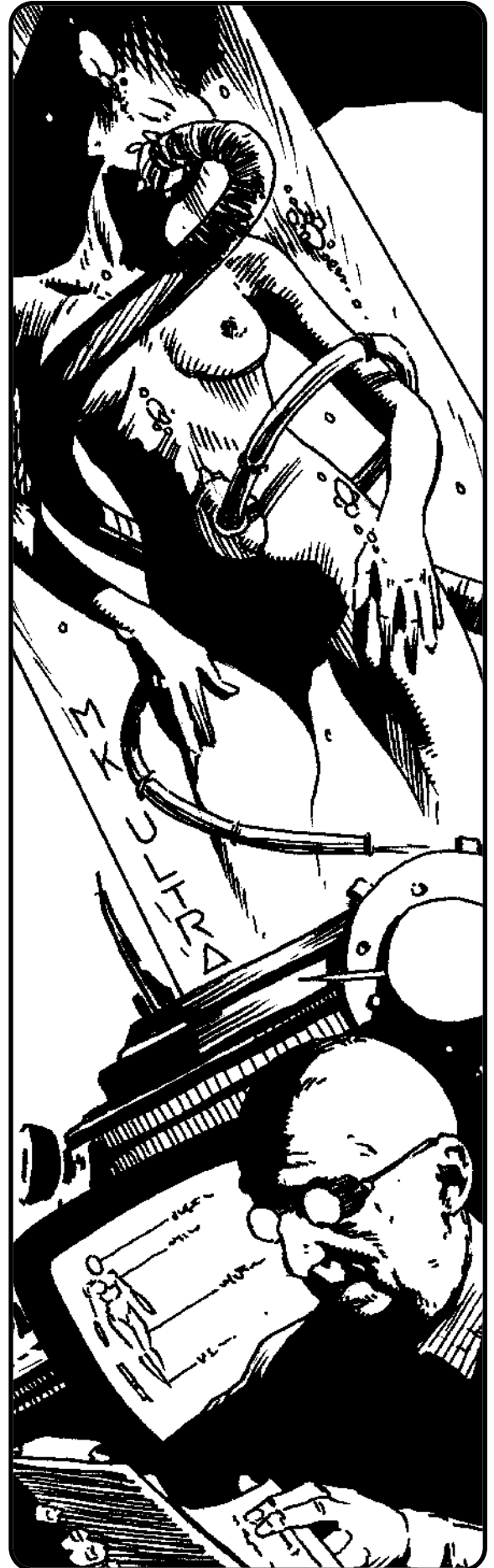
During the CIA's creation, Aegis Prime made certain that Aegis operatives were placed in key positions throughout the new organization. The newly commissioned agency was to become Aegis' primary power base in the intelligence community, complementing the military resources gained through the similar "guidance" Aegis Prime provided to the fledgling United States Air Force. The CIA soon became Aegis' single largest source of operatives and information. The free reign given to the new agency by the U.S. government allowed Aegis operatives to work under the auspices of the CIA without fear of investigation.

Capitalizing on Cold War paranoia and rumors that Communist powers were achieving incredible results in their research into "brainwashing" techniques, the CIA commenced research programs on mind control and human behavior modification. Aegis operatives monitored the programs, waiting to step in and take control of any that began to produce useful results. When such results occurred, the operatives would intercept and falsify reports to the CIA Inspector General so that only failure or very limited success would be revealed. In this manner, Aegis subverted any successful program's resources. Not all successful projects were "secured" by Aegis Cells, however. Some projects lacked properly positioned agents; others were just too extreme in objective or methods. Still others were canceled without warning or explanation, or ended with the sudden disappearance or death of a key researcher. These mysterious events led Aegis to conclude that at least some of the CIA's secret mind-control projects ended up in the hands of the Black Book.

The fear of Communist superiority in any area provided a smoke-screen and apparent motive for a wide range of behavior modification projects conducted by the CIA. Early projects such as BLUEBIRD and ARTICHOKE concentrated on a few specific techniques, most commonly mind-altering drugs, hypnosis, and brain surgery. Although these projects resulted in some impressive successes, the most ambitious and successful project by far was MKULTRA.

The MKULTRA project was in fact several research projects combined into one. Widely disparate subjects were being investigated, such as psychoactive drugs, hypnosis, sensory deprivation, cerebral implants, microwave radiation, extrasensory perception, and brainwashing through cult indoctrination. Most of these topics had been studied previously, and MKULTRA broke little new ground in each field independently. What made MKULTRA so successful was its study of the interaction of these disciplines. The experiments yielded the MKULTRA team two very impressive programs.

Through a combination of cerebral implants, psychoactive drugs, and microwave transmitters, MKULTRA scientists were able to create hidden split personalities. The test subjects were completely unaware of



SECRETS

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UFO Projects

Following the Roswell incident in 1947, the government initiated a series of projects to determine the validity of UFO sightings and reported alien encounters across the country. Though the projects were legitimate, both Aegis and the Black Book controlled or maintained informants within them. In December 1947, one such endeavor, Project SIGN, was created by the Air Force. By the summer of 1948, SIGN (nicknamed Saucer) determined that the technology responsible for UFOs was extraterrestrial in origin. In February 1949, Aegis became concerned with the openness of Project SIGN. The program was taken over and renamed Project GRUDGE. The research done by GRUDGE was downgraded in priority and eventually ended in December 1949. The final report stated that there was no conclusive evidence indicating existence of alien life. The government received flak over its abrupt change of view, so a new research program was begun.

Created by the Air Force, Project BLUEBOOK was to be the Government's official position on UFOs. It reached the same conclusion as Project GRUDGE. Yet another of the Government's investigations was Project SIGMA, created in 1948. Project SIGMA's purpose was to establish communications with alien life. Despite the mandate of the Freedom of Information Act, the government has not confirmed SIGMA's existence or success. Aegis was able to learn that SIGMA was at least in part successful, but more detailed inquiries were stymied by suspected Black Book counteragents.

In all, many of the projects undertaken during the late 1940s and 1950s served Aegis and the Black Book well by providing easy access to information and cover for investigations. As a result of their mutual benefit, neither organization fought too strenuously against infiltration by the other in these projects. Serious conflict between the two groups risked exposing both and destroying the information source.

their conditions and exhibited normal, obedient behavior until the introduction of a triggering stimulus, often via radio or microwave transmission. The trigger induced a trancelike state in which the subjects would carry out preprogrammed orders without hesitation or question. After the mission or task was completed, the subject would revert to a normal state, completely unaware of actions taken during the trance. These individuals were often used as covert assassins or couriers, unaware of their own roles and therefore nearly undetectable.

MKULTRA's experimentation involving parapsychology led another research group to develop a strong psychic warfare program. These parapsychologists took individuals who showed an aptitude for extrasensory perception and subjected them to a regimen of psychoactive drugs, hypnosis, sensory deprivation, and advanced meditation techniques. The result was a group of powerful psychics capable of impressive feats of psychic power in several disciplines. Unfortunately, the treatments often left the psychics addicts, insane, or worse.

The psychic warfare program, in particular, caught the attention of Aegis operatives within the CIA. They prepared to take control of the MKULTRA project by the usual means. Before this power shift could be fully realized, however, rumors of the MKULTRA project and specifically the psychic program found their way to the public and the news media. Public outrage caused a Congressional investigation during which the CIA downplayed the success of the program and emphasized that the subjects were all volunteers, which was not, in many cases, true. The investigation caused the official end of the MKULTRA project in 1963. As was often the case, however, the project lived on, hidden from the public and exempt from congressional inquiries or other governmental accounting. The MKULTRA project remains to this day wholly under Aegis control.

PROJECTS BLUEBOOK AND MOONDUST

As more and more Americans reported UFO sightings in the early 1950s, the military's official denial of the phenomenon became increasingly suspect. In fact, the categorical denials quickly became as much a cause of speculation as the origin of the UFOs. In 1952, the Air Force gave in to the public pressure to "do something" about UFOs and created Project BLUEBOOK, an official Air Force investigation into UFO sightings. Given its subject matter, BLUEBOOK soon came to be entirely, although secretly, controlled by Aegis. It was Aegis' intention to use Project BLUEBOOK as a smoke screen for Aegis operations and as a source for public disinformation.

To reduce the possibility of a link being discovered between the project and Aegis, the BLUEBOOK staff contained no Aegis operatives. BLUEBOOK was a legitimate and official Air Force project, although Aegis made certain that the personnel chosen for the project were predisposed toward skepticism of the phenomenon.

The primary instrument of Aegis' control over BLUEBOOK was another Air Force project completely hidden from the public eye, Project MOONDUST. Project MOONDUST was created in 1953 and charged with "the retrieval and exploitation of crashed foreign spacecraft." Within top military circles, MOONDUST's stated purpose was the recovery and examination of downed Soviet and Eastern Bloc spacecraft and satellites, but the MOONDUST charter clearly made it responsible for the recovery of extraterrestrial spacecraft as well. For this role, it was exploited heavily by Aegis and was staffed almost exclusively by Aegis personnel. All UFO reports were filtered through Project MOONDUST before transmission to Project BLUEBOOK, and only those reports deemed of little significance or validity were passed on.

At the end of its study, Project BLUEBOOK concluded that there was in fact no substantial evidence to support claims that UFOs were anything but misidentified terrestrial craft, weather phenomena, or hallucinations. The Project's report was widely accepted by the populace and proved quite effective at undermining the credibility of UFO reports that followed.

THE MAJESTIC TWELVE DOCUMENT

During the 1950s, Aegis often uncovered evidence that secret organizations other than the Black Book were at work within the U.S. government. The most puzzling document discovered by a Cell within the CIA described the creation of a secret organization charged with investigating UFOs and alien phenomena in response to a "flying saucer" crash near Roswell, New Mexico in 1947. The document detailed that group's members, which included high-level government and military officials and respected scientists, and labeled the group "The Majestic 12." The document, while superficially convincing, was plagued with errors that undermined its credibility. To those familiar with the actual events at Roswell, it was obviously a work of disinformation. Still, the events described in the MJ-12 document were uncomfortably close to the actual events, and the composition of the fictitious MJ-12 was reasonably close to that of the Watch. Aegis believed that either the writers of the document knew at least partially what really had happened at Roswell or were being fed information by someone who did. But the questions remained. Who wrote the document and what were their intentions? Unable to determine if the document represented a security leak of themselves or the Watch, or simply a sophisticated misinformation campaign, Aegis destroyed the MJ-12 document and waited. It observed no reaction and the document did not immediately reappear. Aegis Prime grew even more paranoid.

THE RANCH

After the MJ-12 incident, Aegis Prime reevaluated its security measures. Two key aspects of the organization were deemed insecure: Aegis' base of operations at Wright-Patterson Air Force Base and its current procedures for distributing information. Wright-Patterson had attracted too much attention in recent years, resulting in rumors that "Hangar 18" contained alien technology and extraterrestrial bodies. The rumors were correct, but the hangar number was wrong. Wright-Pat was just too close to population centers for proper security. A new base was needed, far away from prying eyes.

The methods Aegis used for distributing information between Cells was the other chink in Aegis' armor. Current procedures involved passing encrypted files physically between parent and child Cells. This was slow, relatively insecure, and required frequent contact between Cells. Aegis needed another way, and new developments in technology provided it.

Both problems were addressed in a single, aggressive plan. Aegis constructed a secret military base, under the auspices of the Air Force, on the Nellis Bombing and Gunnery Range in Nevada. The Nellis Gunnery Range is a massive military base, roughly the size of Connecticut, used by the Air Force for live-fire tests and training missions. The detonation of munitions was not only accepted but expected on the base. Aegis could deal with intruders and trespassing aircraft (terrestrial and otherwise) with whatever force was deemed necessary and blame training and testing operations for the gunfire and explosions.

The base was built on the shores of Groom Dry Lake and was designated a no-fly zone. On early flight maps, the no-fly zone was marked Area 51, which became one of the base's many nicknames. Others included Dreamland, S-4, and the Groom Dry Lake Test Facility, but the base was given no official name or designation. Indeed, the military has no records of the base, and most officers who are aware of its existence are members of Aegis or at least sympathetic to its goals. The majority of Aegis operatives simply call it the Ranch.

To alleviate the security problem inherent in distributing information through human connections, a massive computer system and database was constructed at the Ranch. This computer network, dubbed HERMES, became the repository for information gained through Cell investigations and research. Cells no longer needed to contact each other simply to relay information. HERMES also gave a

National Investigations Committee on Aerial Phenomena (NICAP)

As might be expected, there were those who were not convinced by BLUEBOOK's investigations and who saw the final BLUEBOOK report as the disinformation it was. Many of these people investigated UFOs and related phenomena on their own, attempting to uncover the truth and form their own conclusions. The most dangerous of these truth-seekers formed civilian investigative groups to better share information and resources. Fortunately for Aegis, these groups were often very eager to recruit new members. As a result, Aegis Cells had little trouble infiltrating the organizations, subverting what information they managed to uncover, and guaranteeing that they never got too close to important information. Many of these groups were much more interested in finding evidence to support their pet theories than in conducting serious investigations. This made them ideal mouthpieces for Aegis lies and further degraded the credibility of all such organizations.

One civilian organization stood apart from the majority. This group could not be easily dismissed, given the credibility of its membership. In 1956, Navy physicist Thomas Brown founded the National Investigations Committee on Aerial Phenomena (NICAP), a UFO and related events study group. Although NICAP was a civilian organization and contained many well known civilian UFOlogists, a disturbingly large number of members were retired Air Force and CIA personnel. The Aegis operatives who were monitoring the group became acutely aware that many of the NICAP members had secret agendas. The operatives learned that some NICAP members were reporting back to groups within the CIA and other intelligence community organizations. Other members seemed to be working for an organization or organizations that

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National Investigations Committee on Aerial Phenomena

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Aegis could not identify. Due to the extent of NICAP's infiltration by agents from outside organizations with unknown objectives, little of the data it managed to collect can be trusted. Also, Aegis' inability to identify all of the organizations operating within NICAP made Aegis Prime more paranoid than ever.



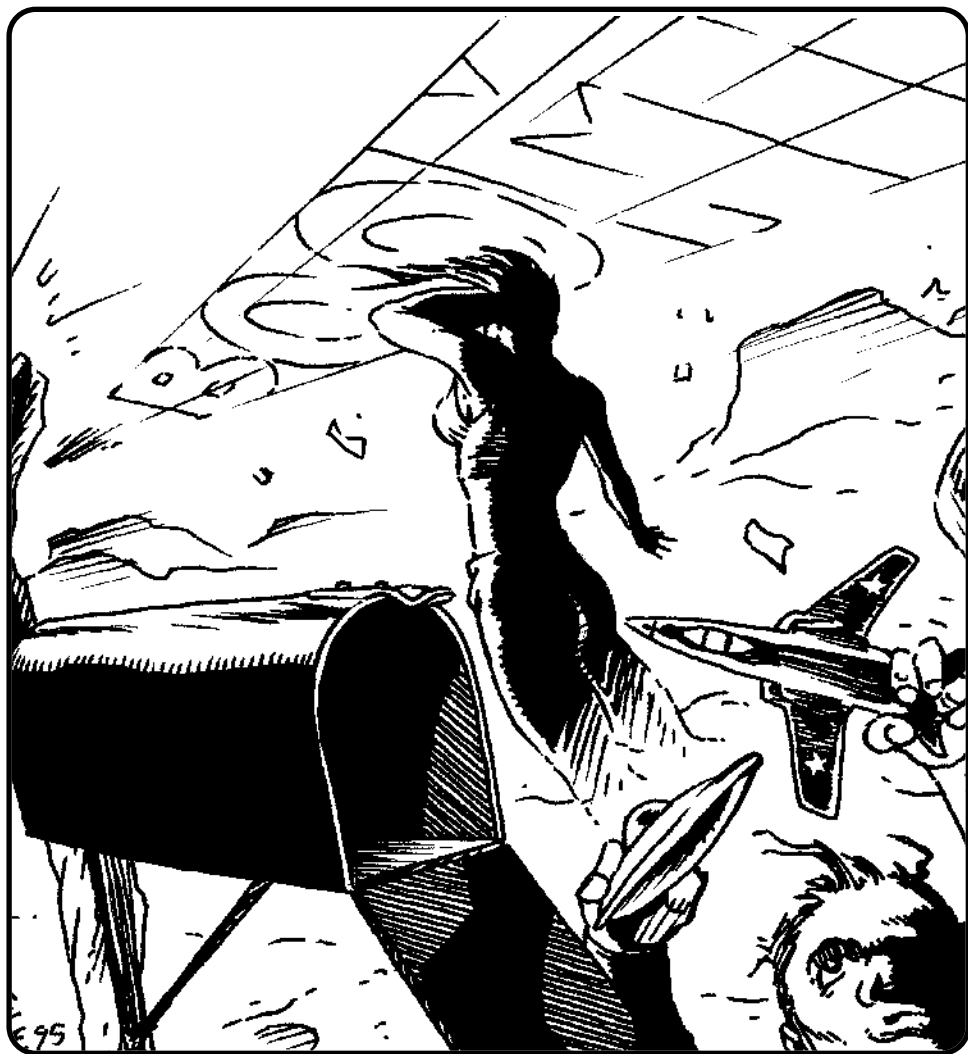
News from the Ranch

Despite the best efforts of Aegis, the Ranch has recently become the center of a considerable amount of unwanted publicity. At first, the only threats to base security were small groups of fringe UFOlogists and military aircraft buffs hoping to see evidence of unconventional aircraft. These groups were easily dealt with by Ranch security and were considered a tolerable nuisance. Unfortunately, the mystery of the Groom Dry Lake facility brought more attention, and with more attention came more competent and vocal investigators. Eventually, tours and sightseeing trips began to be offered by the growing local population of base watchers, increasing unauthorized traffic on the borders of the base to intolerable levels. Aegis Prime was forced to take action when the activity surrounding the base began to attract camera crews and journalists from mainstream news media. In an attempt to close off areas commonly used by those wishing to view the base, the Air Force seized nearly 4,000 acres of land surrounding the Ranch.

Cell a means of alerting Aegis Prime if its parent Cell was neutralized, preventing the Cell from being completely cut off. Each Cell's connection to the HERMES network was provided by computer terminals specially manufactured at the Ranch for Aegis Cells. The main HERMES system was installed and went on line before the base was completed.

In time, the Ranch became a large research and administrative facility housing a myriad of Aegis research projects. Several Aegis Cells are based there, though only the most senior operatives know who else on the facility is an operative. The vast majority of researchers and workers at the Ranch are civilians and Air Force personnel unaware of the base's true purpose or commanders. The researchers work on small aspects of a project and never see its full extent. Those who do are either recruited into the Cell supervising the project or simply "removed."

The most prominent projects at the Ranch involve captured alien spacecraft. Most of the long-term research centers around reverse-engineering extraterrestrial craft in order to exploit the alien technology. The most successful project to date in this area produced a series of interceptors, code-named Aurora. Over time, the Aurora series has incorporated a fantastic array of the best of terrestrial aerospace technology, all supplemented by weapons, navigation and propulsion systems enhanced by secrets learned from the aliens. The latest, Aurora III, is one of the few craft at Aegis' disposal that has a respectable success rate for pursuing and overtaking alien craft. Still, less than a half dozen Auroras are service ready at any one time, and the search for the special breed of pilots capable of taking advantage of all the features of these marvelous planes is difficult.



DALLAS 1963: THE KENNEDY ASSASSINATION

By the early Sixties, Aegis had infiltrated every aspect of the government and was developing Cells in the private sector as well. Aegis had done a remarkable job of burying itself within layers of government programs. The combination of the cell structure and the HERMES network thoroughly concealed Aegis from public and government eyes. Even so, an incident with global repercussions in 1963 threatened to destroy years of careful planning and patient intrigue.

Through a routine illicit wiretap in the White House, President John F. Kennedy discovered that one of his own Secret Service bodyguards was an agent of a secret society called Aegis. After further surveillance by his own men, Kennedy discovered that his Secret Service agents were under the orders of this organization and were engaging in covert actions for the agency. President Kennedy confronted one of the agents and threatened him with a full Congressional investigation and imminent exposure. In exchange for his silence, Kennedy demanded that the agents make themselves available to him at any time to use as his personal covert operations team.

The Secret Service Aegis Cell was caught completely off guard. It contacted its parent Cell and waited for instructions. The horrible answer was swift in coming. The parent Cell's mandate came directly from Aegis Prime: Kennedy must be eliminated. It would happen during his upcoming visit to Dallas.

Unknown to the Secret Service Cell or Aegis Prime, one of the Cell members was a double agent working for the Black Book. While Aegis was plotting the assassination, the double agent apprised the Black Book of the situation. The Book seized the moment and approached President Kennedy with a counterproposition. The Black Book offered Kennedy protection from Aegis, and a group of agents to use as he saw fit, in exchange for Kennedy's assurance that any investigation into the Black Book's involvement with the government would be silenced. Kennedy accepted the deal.

The Aegis Cell recruited Lee Harvey Oswald, one of MKULTRA's success stories, for the dirty work. It supplied him with the details of the President's motorcade route and the buildings along the route whose security would be "overlooked" by the Secret Service. Unknown to Oswald, the Cell also positioned two psychics in the crowd outside the book depository as back-up. Both psychics had powerful telekinetic abilities and were to ensure that once Oswald's bullets hit, President Kennedy would be fatally wounded.

As the President's motorcade came into view, Oswald prepared to take the shot. Then he heard someone in the building coming toward him. Oswald hastily fired twice before turning toward the door. A Black Book agent burst into the room, but before he could bring his weapon to bear, Oswald fired on him. The agent was wearing a bulletproof vest, but was stunned by the impact of the bullets long enough for Oswald to escape. The Black Book immediately tipped off the police, giving Oswald's description and general location. Oswald was captured within minutes.

Outside, Oswald's shots hit the President, but were off target. The Aegis psychics took over, bouncing the bullet through several vital organs. The damage was critical, but most likely not fatal. Yet Oswald's attack was not the only one directed at the President at that instant. From a nearby grassy knoll, another assassin simultaneously shot the



Civilian UFO Groups

Many scientists, ex-CIA, and ex-military personnel were dismayed by the silence surrounding the possibility of public knowledge of extraterrestrial life. Consequently, some of these people found themselves creating their own investigative research teams. Aegis more than the Black Book picked up on the trend and used the civilian organizations as a wealth of information, since they could freely conduct investigations without questions from the government or public. The general view was that people involved in those organizations were a little bit crazy to begin with, thus no one was asking questions.

The Challenger

The success of the 1960s and 1970s in the area of space exploration had an amazing impact not only on all humanity, but also, perhaps even more so, on the extraterrestrials operating on Earth. For reasons that Aegis could only speculate on, the Saurians were particularly troubled by the recent push into space. The Saurians seemed to fear most the development of a reusable space shuttle.

In February 1986, Aegis learned that the Saurians planned to sabotage the space program. Aegis discovered that the Black Book had provided the Saurians with details about the route that the solid rocket boosters would travel. In exchange, the Black Book received further technology necessary to build spacecraft of their own. Interestingly, Aegis also learned that knowledge of the principles behind the Saurian technology was not part of the deal. Thus, the Black Book remained dependent on the Saurians.

While the solid rocket boosters were en route to Cape Canaveral in Florida, a team of three Saurians masquerading as humans (the infamous Men in Black) replaced the security team and sabotaged the rockets. On January 28, 1986, the Space Shuttle Challenger exploded just moments
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President with a quiet weapon powerful enough to blow Kennedy's head off. Although Aegis could not take credit, Kennedy had indeed been assassinated.

Aegis learned two extremely important lessons from the episode. First, it was obvious that the Black Book had known about the plan beforehand. This increased Aegis Prime's already excessive paranoia. Second, Aegis Prime realized that it was not solely responsible for the Kennedy assassination. This again raised suspicions in Aegis of another secret, unidentified conspiracy. The fact that the third party had acted in a way helpful to Aegis did not dampen Aegis Prime's concerns about the other group's motives. Aegis learned little more at the time despite intensive investigation, and in the end Aegis simply counted the mission as an uneasy victory.

AEGIS STATUS QUO

Aside from a multifaceted but relatively limited central bureaucracy maintained by Aegis Prime, the bulk of Aegis retains the cell structure it assumed when it was first created. The individual Cells are largely independent and autonomous, but able to share information easily via the HERMES computer system. By maintaining a loose connection with its parent Cell, each Cell ensures that its heavy reliance on HERMES does not become a true vulnerability.

Because of the autonomy granted by Aegis Prime, each Cell is free to interpret and carry out the ultimate goals of the organization as it sees fit. This is not to say that Aegis Prime will not step in if a Cell gets out of control. For the most part, a Cell's missions are initiated by its own needs and plans. This means Cells are expected to keep a close watch on events in their local area and commence investigations as the information gathered dictates. On infrequent occasions, the parent Cell or Aegis Prime will mandate a mission. Cells are obligated to fulfill such mandates. Rogue Cells are dealt with very harshly.

Cells are free to create their own child Cells in order to be more effective. A parent Cell may receive a request for aid from the child Cell. The parent operatives are expected, but not obligated, to respond.

The primary goals currently mandated by Aegis Prime are the conclusive determination of the true goals and motivations of the various alien races currently operating on Earth. Aegis Prime ultimately hopes to determine how much threat these races pose to the continued prosperity of the human race. Aegis' secondary objective is to learn as much as possible about the aliens' physiology, technology, and psychology and to develop weapons capable of exploiting any weaknesses discovered. In the event that the alien threat cannot be neutralized peacefully, Aegis wants an immediate and effective strike force capacity. All Aegis Cells have standing orders when investigating aliens: if a clear level of threat or motivation cannot be estimated, the Cell is to assume a hostile intent and neutralize, by any and all means, the alien presence.

Aegis sees the supernatural as a relatively minor menace. Indeed, it is seen as a potential weapon to be exploited in the fight against the aliens. With regard to supernatural manifestations, Aegis Prime has made it clear that emphasis should be placed on investigation and research, rather than eradication.

BLACK BOOK STATUS QUO

Aegis knows that the Black Book operates from a central underground base in the mountains near Dulce, New Mexico. The base provides storage for most of its equipment and acquired alien technology, as well as housing for a majority of its agents. Unlike Aegis Cells, Black Book operatives are strictly controlled by the commanders at Dulce. All operation teams live on the base. Only individual spies and intelligence agents networked around the country are not.

Whereas Aegis prefers to recruit influential operatives into Cells and allow them the freedom to work as they see fit, Black Book operatives are all the

equivalent of foot soldiers. The agents know very little of what the organization as a whole is doing, and for the most part blindly follow orders they receive from Dulce. This structure inhibits a flexible response to quickly evolving situations, but ensures that the integrity of the operation as a whole cannot be jeopardized by the capture of any agent.

The Black Book's greatest strength lies in the pacts it has made with extraterrestrials, and the information and technology gained as a result. In addition to some personal weaponry and equipment gained from the Saurians, the Black Book has a small fleet of ships built with a combination of Saurian and human technology. These hybrid craft, called TD-121s, are small interceptor-type fighter aircraft equipped with Saurian drive technology and stealth features, and human control systems and electronics. The Saurian components are supplied to the Black Book complete, without the knowledge to build or repair them. Therefore, maintenance of the ships requires continued Saurian cooperation.

The Black Book has made some attempts to lessen this dependence. It has developed a hypersonic troop transport vessel built from technology derived from the Saurian systems in the TD-121. The transports, designated "Black Manta," are stealth aircraft capable of vertical take-off and landing. Aegis managed to steal some of the Black Manta propulsion technology and combined it with other alien-derived devices to create the TD-121's only effective terrestrial rival, the Aurora.

Aegis has learned that the Black Book has become so entwined with the Saurians that groups of Saurian Black Book agents, referred to as Men in Black, have been formed. These agents are believed to be altered to look human and always work in groups of three. Further, they possess superhuman strength and agility and usually carry Saurian technology.

The Book also has made several treaties with the Greys. These pacts generally involve the Black Book abducting humans and exchanging them for Grey psychic aid. The combination of Grey mind-control abilities and Black Book cunning and firepower creates a lethal counterforce to Aegis operations.

In at least two respects, Aegis has the upper hand over the Black Book. Aegis has managed to learn far more about Atlantean technology than the Black Book. Although Aegis is not certain why this is so, it has seized and exploited the opportunity. In addition, Aegis' knowledge and abilities in the realm of psychic and supernatural phenomena are far superior to those of the Black Book, despite its alliance with the Greys.

The credit belongs to those who are actually in the arena, who strive valiantly, who know the great enthusiasms, the great devotions, and spend themselves in a worthy cause. Who at the best, know the triumph of high achievement and who, at worst, if they fail, fail while daring greatly, so that their place shall never be with those cold and timid souls who know neither victory nor defeat.

- Theodore Roosevelt

The Challenger

(continued)

after launch due to a malfunction in the booster rockets. The results were greater than the Saurians could have hoped for. Not only was a reusable shuttle destroyed, but the graphic horror of the tragedy, transmitted into nearly every American home, shattered the public's faith in space exploration and NASA's space program in general. The act of Saurian terrorism revealed to Aegis the depth of NASA's vulnerability and resulted in an increase in the number of NASA Cells.

Majestic Twelve Resurfaces

In 1987, the MJ-12 document resurfaced in the hands of two crusaders for "the right to know the truth about aliens." Aegis was unable to discover where the document had come from or how and why anyone would send it to these two UFOlogists. The MJ-12 document supported the accounts of witnesses from Roswell who had begun coming forward, but until then the appearance of the document had been paid little attention. This newfound credibility, however, actually aided Aegis, as it supported a document full of disinformation.

The widespread acceptance of the MJ-12 document revealed that more people were willing to believe in the existence of UFOs. In fact, since the early 1970s, a radical "New Age" movement had been slowly gaining popularity. An integral part of the New Agers' doctrine was the belief that aliens were cosmic "space brothers" who wished to help humanity along the path to its own "spiritual awakening." Aegis was suddenly forced to deal with a public intrigued by extraterrestrials and willing to accept evidence of alien life. This mindset made Aegis' cover-up operations more difficult. Fortunately, many UFO enthusiasts believed the MJ-12 document, the New Agers, or both. This ensured that their belief in real phenomena was based on details that were lies.



Access to Alien Tech

The GM, at her discretion, may add or remove items from the list as necessary to preserve game balance and the continuity of the game world. For example, if a GM has decided that in her game world no one has ever managed to capture Saurian technology, she may make those items unavailable. Likewise, if she decides that another alien race of her own design is operating on Earth, she may include items of technology from that race.

Use of Alien Tech

If alien items are secured from Aegis projects or other specialized contacts, the knowledge concerning their use and capacities is assumed to be imparted to the agent, although the exact skills may or may not be taught. The GM may omit certain information or provide false information as desired. Alien items are highly experimental and temperamental. Skilled research and extensive study are necessary to decipher even the most basic abilities and components. The best efforts may not reveal all necessary information. Indeed, one of the reasons Aegis Prime allows field use of captured technology is testing. Of course, the incomplete nature of conveyed information may not be revealed to the operative. Remember, paranoia runs rampant in the Conspiracy X world.

SPECIAL RESOURCES

The existence of the following assets is unknown by most Aegis operatives. Those that are privy to these secrets are either those who have access to the technology, or very senior members of the conspiracy. Such personnel have been instructed to reveal as little as possible about these items to their fellow operatives. Compartmentalization of knowledge in this manner is standard practice for clandestine organizations and is not questioned by those “not in the know.”

ALIEN TECHNOLOGY

Operatives working within certain organizations have access to alien technology as a restricted resource. The following items are generally available to these operatives. Spending the RP cost listed grants the operative permanent assignment of the item in question. Details about the technology are presented in later sections covering each of the active aliens on Earth.

Plasma Claw (see p. 253)

16 RPs for 1 item

This hand weapon is the Saurian race’s primary personal weapon. It is often found in downed Gna-Tall craft and is occasionally used by the Men in Black. The weapon generates and fires fist-sized spheres of plasma that are directed by the wearer’s hand movements.

Field Generators (see p. 253)

18 RPs for 1 item

These defensive devices are built into the harnesses worn as clothing by Gna-Tall soldiers. These generators are very rare and have been recovered only from UFO wreckage and secret bases. The field generator is capable of projecting a defensive energy shield or an antigravity effect.

Particle Accelerator Rifle (see p. 245)

20 RPs for 1 item

This weapon is one of the few pieces of Atlantean technology that is easily used when recovered. The PA rifle is a devastating heavy weapon that is only slightly larger than a hunting rifle and just as easily handled.

Psychic Lens (see p. 236)

15 RPs for 1 item

One of the only items of Grey technology that can be identified as such is the psychic lens. These devices greatly enhance the use of psychic abilities for a variety of purposes, though each lens seems specialized for a specific task or purpose.

ATLANTEAN NANOTECHNOLOGY

Most of the enigmatic Atlanteans' impressive personal abilities are derived from their mastery of nanotechnology; microscopic machines capable of working on a molecular level. These nanites are specialized. Some construct delicate cybernetic systems throughout the body, giving conscious control over a person's natural organic systems. Others connect the nervous system to a wireless computer network that may be used to pilot a spacecraft. Other nanites rework the very structure of the body, making it superhumanly strong and fast. The nanites can be programmed to do a wide range of modifications and activities.

Humans and Atlanteans are similar physically, and it has been discovered that Atlantean nanites perform much the same functions in human bodies as they do in Atlantean bodies. For some reason, most likely because of unknown differences between the two races, the nanites do not function as flawlessly inside a human body. Nanite injections usually occur through human experimentation with captured technology. More rarely, the Atlanteans perform the injections themselves.

All Atlantean nanosystems are very susceptible to high levels of electromagnetic radiation. Whenever a character with nanosystems is exposed to high levels of radiation, a directed burst of microwaves, the beam of a particle accelerator, or an EMP weapon, the individual takes 4 hits of damage. Further, there is 1 in 6 chance each that the nanosystem will be burned out and destroyed completely.

GMs may allow characters to purchase any of the following nanite systems as advantages. Still, because of the rarity of Atlantean technology, an explanation should be given in each character's background and history.

Aspect Modification System **30 points**

This system allows its host to significantly modify his physical features at will, just by concentrating on the desired appearance for a few moments. The system can modify eye color, skin color, and hair length, color, and style within seconds. The system can also produce (or reproduce) skin coloration abnormalities such as blemishes, tattoos, and scars. Given a few minutes, the nanites can change the host's facial features by adjusting subcutaneous musculature and fat deposits. If the host is willing to lie still and allow the system to work undisturbed for at least an hour, it can even modify his height (up to six inches) by lengthening or shortening key bones, although body mass cannot be as easily adjusted.

A human host attempting to control the Aspect Modification System must concentrate intensely for the duration of the change. Each modification is an extremely taxing process. Skin, hair, and/or eye color modifications require 30 seconds and a Will roll. The exertion

deals 2 hits of damage to the host even if it fails. Changing the host's facial features requires five minutes and a Will-2 roll. The process does 4 points of damage to the host even if it fails. Changing the host's height requires a full hour of concentration and a Will-4 roll. The extreme pain from such a process causes 6 hits of damage even if it fails.

Biobattery Energy System **15 points**

This technology produces electrical energy from waste chemicals and substances in the host's body, making his metabolism incredibly efficient. It removes any need for the host to eliminate solid or liquid waste. The system stores the generated energy in nanite batteries located subcutaneously in the palms of the hands. This renders the skin of the host's palms a superconducting circuit, which acts as an energy output link for Atlantean tools. The host simply grasps the tool and it is powered. A little ingenuity and some electrical jerry-rigging will allow the host to power small devices that run off batteries.

The system produces a number of interesting and useful side effects. The host can consciously generate a build-up of electrical charge to be discharged when he touches a conducting surface. This electric discharge is capable of frying any unshielded electronic device, like a computer or car starter (3d damage; if HT is exceeded, the item is burnt out), or stunning a human who fails Will roll (this functions as Shock; see p. CI73). Use of the system in this way leaves it depleted, however, and it will be unavailable for any purpose for a full hour. The system can also be used to power one blast from an Atlantean Particle Accelerator Rifle (see p. 245) but will leave the user stunned (see p. B127) for three turns (after which the normal HT roll to recover applies). Here, too, the system is unavailable for a full hour.

As usual, the system was not originally designed for human physiologies, and some unpleasant side effects exist. The amount of energy created by the host's system is much greater than the human norm. The body temperature runs in excess of 100°F on average. This increase in body temperature causes the host to stand out like a beacon on any infrared vision device. Further, the character's inability to radiate this heat effectively makes him very susceptible to heat exhaustion, particularly in warm climates. Whenever the host exerts himself continuously for more than 30 seconds (running or fighting, for example), he must make a HT roll, -2 for each additional five-second period he continues exerting himself. If the host fails any such roll, he passes out for 2d rounds.



Blood Surgeon Repair System

55 points

This system maintains a constant level of medical nanites in the subject's blood stream, programmed to monitor and react to any sign of damage. Whenever a character with the Blood Surgeon system receives potentially lethal damage, the nanites immediately cluster at the wound site and begin to repair the damage. No HT roll is necessary for natural recovery, and death is automatically avoided (no HT rolls necessary) until $-5 \times \text{HT}$ hits are suffered.

The nanites also speed the healing process, doubling the number of hits recovered for all healing activities and halving the recovery time for unconsciousness. Further, the pain caused by any wound is reduced, halving shock penalties.

Atlantean Blood Surgeon Repair Systems operating in humans sometimes malfunction. Occasionally, the Blood Surgeons fail to diagnose an injury properly and actually harm the host by attempting to repair nonexistent wounds. Whenever the Blood Surgeons are activated by lethal damage, the player makes a success roll. On a 7 or less, the Blood Surgeons have malfunctioned and cause an additional 4 points of damage to the host. After the Blood Surgeons malfunction, they will not treat either the original wound or the additional damage caused by their error. If the nanites are reactivated by another wound, they begin working on the prior wound and the subsequent damage caused by their malfunction. That is, providing they don't malfunction again.

Pilot Interface Control System

30 points

These nanites rewire the host's nervous system to enable it to link directly to the cybernetic interface that controls any Atlantean vehicle. This system is exceedingly rare among humans, arising exclusively from experimentation with technology cannibalized from recovered Atlantean craft and incorporated in the Aurora class fighters. Most Aegis operatives who enjoy this advantage have little idea that it arises from nanites. For all intents and purposes, the character simply seems to have a "feel" for the Aurora.

Only those with a Pilot Interface Control System can use the Auroras to full capacity. This requires a round of concentration and a Will roll, and lasts for 3d seconds. During the duration of the boost, the pilot gains +2 Speed. This effect may also be triggered outside the cockpit.

Unfortunately, as with all Atlantean systems, the Pilot Interface does not mesh as well with the human body as it does with the Atlantean. The system tends to produce slight nervous twitches and tics, particularly after it has been implanted for a while. The twitches are just a nuisance, however, compared to the main side effect. Occasionally (a roll of 7 or less), when a human host triggers the Reflexes boost function, the system overloads the host's nervous system, producing a blackout and seizure (3d seconds).

AURORA

The Aurora Project is a long-standing Aegis program pushing the boundaries of human aerospace technology. The project has produced a number of prototypes and operational aircraft and is constantly improving and retooling planes. It is based at the Ranch.

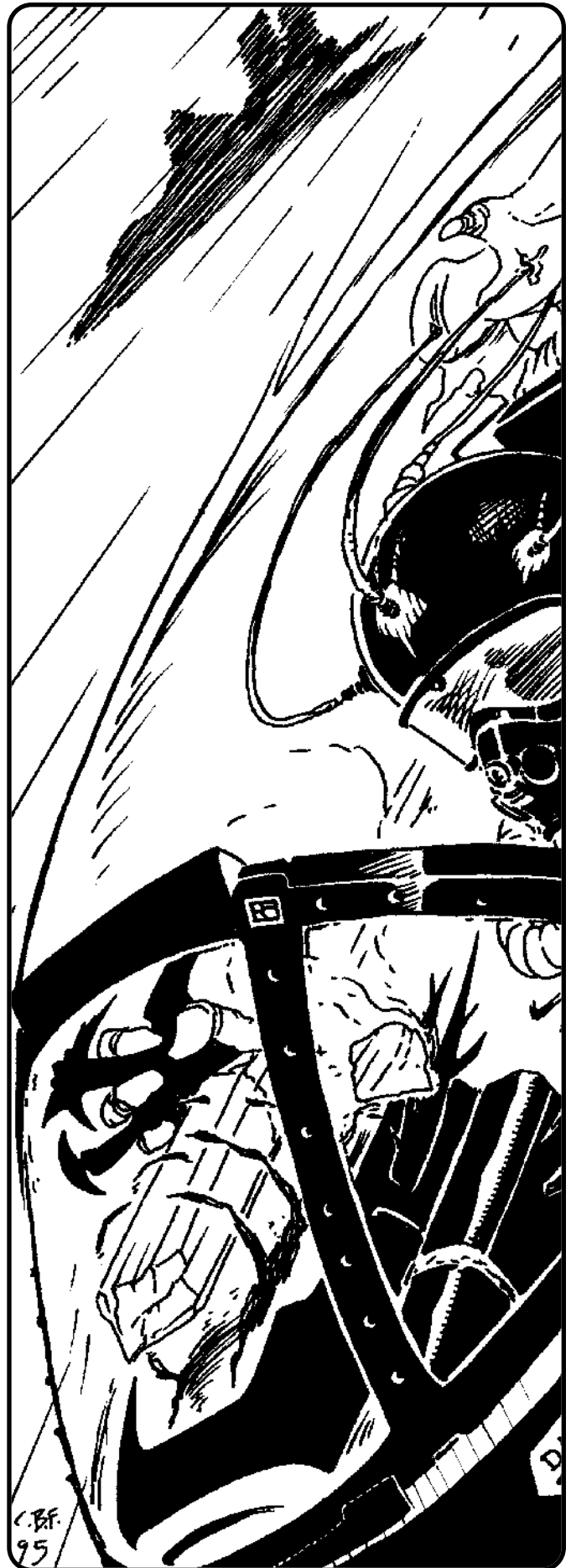
The latest craft, the Aurora III, is a triangular delta-wing aircraft with a titanium alloy airframe whose design relies heavily on the results of high-speed, high-altitude tests performed by the SR-71 Blackbird. The plane is powered by two different drive systems. The first is a pair of top-of-the-line turbofan jets. These engines allow the plane to take advantage of its highly advanced stealth capacity. The second is a set of primitive fusion pulse-detonation engines, partially reverse-engineered and partially cobbled together from stolen Black Book technology. The latter engines give the Aurora III a top sustained speed of just under Mach 3.5 (3.5 times the speed of sound), but completely nullify any concealment capacity. The different engines cannot be run at the same time, and given reliability concerns, the turbofans are used primarily.

The ship has incorporated the latest developments in vectored thrust technology, but a choice must be made. The turbofans give it short take off and landing capacity. The pulse detonation engines are more powerful and give it near standing take off and landing capacity. Again, the latter engines are rarely used due to their experimental nature.

Control systems cannibalized from a downed Atlantean craft allow the pilot to fly the Aurora III by thought alone, enabling a skilled pilot to maintain complete control of the craft through aerobatic maneuvers that would be impossible with conventional aircraft. This maneuverability has led many individuals witnessing it from the ground to misidentify the craft as extraterrestrial in origin. Oddly, only certain pilots develop a "feel" for the control system sufficient to use the vehicle to full capacity. Others can fly the plane, but only at reduced performance levels.

The Aurora III weapons systems are also exceptional, although most often the plane is loaded with conventional high-yield air-to-air missiles (preliminary tests with extraterrestrial directed energy weapons have proved unsatisfactory). The target acquisition and missile guidance systems, however, are augmented by Grey psychic lenses and the pilot's ESP abilities. The use of psychic ability in the Aurora III's weapon system adds a +4 bonus to any targeting sensor or "lock on" missile roll. As would be expected, the Greys themselves have the easiest time detecting and avoiding weapon lock (bonuses are inapplicable). See p. VE193 for more information.

Cells that wish to include a permanently assigned Aurora III or any of its predecessors must have hangar space to keep the ship hidden, a private airstrip, an aerospace workshop, and a pilot capable of flying the craft.



AURORA III

To use the Aurora III to its full capacity, a pilot must have the Piloting (Aurora) skill, the Pilot Interface Control System, and Strong ESP: Intuition 1 or better (flying does not count as a success for purposes of the Strong ESP level use limitation, see p. 152). Pilots without these abilities may not use the Neural Interface System and do not gain the weapons systems bonuses. The Aurora III's predecessors in the program are still available for use, but perform only slightly better than modern-day fighter aircraft (see p. VE142). On the other hand, they do not require the Pilot Interface Control System or Strong ESP.

Subassemblies and Body Features: Two high agility wings, three retractable wheels. Excellent streamlining.

Propulsion: Two TL7 turbofans with vectored thrust with total 50,000 lbs. motive thrust (Bo, 15,600 lbs. total, 312 cf. total) uses 1,500 gph jet fuel. Three "TL8" pulse detonation engines (fusion air-rams) with vectored thrust with total 150,000 lbs. motive thrust (Bo, 45,900 lbs. total, 918 cf. total) with total operational life of 0.625 yrs.

Weaponry: Two TL7 120mm heavy automatic launch tubes, concealed, 260 lbs. max load, fine (accurate) construction (Wg, 585 lbs. each, 29.25 cf. each, SS 25, RoF 2). Four TL7 120mm ARH-guided HEPF missiles, +4 skill bonus, stealth option (Wg, 1,015.28 lbs. total, 20.31 cf. total, Malf Crit., Type Exp, Dam 6dx147[10d], Spd 800, End 26.27, Max 21,016, Skill 19). TL7 30mm fast autoloader, concealed, conventional rifled, electric loading, fine (accurate) construction (BoF, 168.75 lbs., 8.44 cf., 0.23 kW, Malf Crit.(Ver.), Type Cr, Dam 6dx5(0.5), Type Exp, Dam 2d[2d], SS 20, Acc 15, 1/2D 1,000, Max 4,800, RoF 2). 300 x 30mm SAPHE shots (Bo, 344.25 lbs., 2.30 cf.).

Communications: TL7 radio communicator with very long range (Bo, 200 lbs., 4 cf., 0.10 kW, 3,000-mile range) with scrambler.

Sensors: TL7 navigation radar, 10-mile range, no targeting option (BoF, 50 lbs., 1 cf., 2.50 kW, Scan 17). TL7 standard radar, 650-mile range (BoF, 3,250 lbs., 75 cf., 162.50 kW, Scan 27). TL7 low-light TV with 100X magnification (BoF, 125 lbs., 2.5 cf., 1.00 kW). TL7 thermograph, 350-mile range (BoF, 1750 lbs., 35 cf., 0.01 kW, Scan 26).

Audio/Visual: TL7 flight recorder option (Bo, 20 lbs., 1 cf., 0.01 kW).

Navigation: TL7 precision navigation instruments (Bo, 20 lbs., 0.4 cf., 0.01 kW). TL7 IFF (Bo, 10 lbs., 0.2 cf., 0.01 kW). TL7 inertial navigation system (Bo, 40 lbs., 0.8 cf., 0.01 kW). TL7 terrain following radar (Bo, 25 lbs., 0.5 cf., 0.25 kW).

Targeting: TL7 HUDWAC (Bo, 10 lbs., 0.2 cf., 0.01 kW). Clairvoyance Targeting Lens (Bo, 0.5 lbs., 0.1 cf., +4 on targeting and "lock on" rolls).

ECM: TL7 advanced radar/laser detector (Bo, 30 lbs., 0.6 cf., 0.01 kW). TL7 deceptive jammers, level 6 jammer rating (Bo, 500 lbs., 20 cf., 50 kW). TL7 infrared jammer, level 6 jammer rating (Bo, 250 lbs., 5 cf., 1.25 kW). TL7 chaff decoy discharger (Bo, 20 lbs., 1 cf.). TL7 hot smoke decoy discharger (Bo, 20 lbs., 1 cf.). Six TL7 chaff decoy reloads (Bo, 10 lbs. [60 lbs. total], 0.5

cf. [3 cf. total]). Six TL7 hot smoke decoy reloads (Bo, 10 lbs. [60 lbs. total], 0.5 cf. [3 cf. total]). TL7 TEMPEST equipment (Bo, 75 lbs., 1.5 cf., 0.01 kW).

Computers: TL7 minicomputer, genius, hardened, high capacity (Bo, 120 lbs., 2.4 cf., 0.01 kW, Complexity 3) with TL7 computer navigation software (complexity 2). TL7 datalink software (complexity 1). TL7 routine vehicle operation software: piloting (complexity 2). TL7 targeting software (complexity 3, skill bonus +4).

Miscellaneous: TL7 full fire-suppression system (Bo, 200 lbs., 4 cf.). TL7 high-security alarm (Bo, 0.01 lbs., 0.01 cf., 0.01 kW). TL7 self-destruct mechanism (100 lbs., 5 cf.) with remote or auto trigger.

Vehicle Controls: TL7 computerized controls with neural interface system (Bo, 25 lbs., 0.5 cf., +4 to Piloting or Electronics Operation rolls).

Occupancy: Short. Crew Stations: Pilot controls everything from TL7 normal crew station, with g-seat (Bo, 30 lbs., 30 cf.).

Environmental Systems: TL7 limited life system supports 1 person for 1 day (Bo, 200 lbs., 4 cf., 0.50 kW).

Safety Systems: TL7 airbag (Bo, 10 lbs., 1 cf.). TL7 crew escape capsule (Bo, 200 lbs., 10 cf.).

Fuel: 2 TL7 1,500 gal. ultralight self-sealing fuel tanks (Wg, 300 lbs. each, 225 cf. each, fire 0). Holds 3000 gal. jet fuel (19,500 lbs, fire +13).

Space: Access space (Body 1,230 cf.), Empty space (Wg 107.15 cf. each).

Area: Body 2,000 sf. (3713.8 cf.), Wing 800 sf. (371.4 cf.) each, Wheels 200 sf. (185.69 cf.) total, Total 3,800 sf.

Structure: TL 7 extra-heavy frame with advanced materials (17,100 lbs.).

Hit Points: Body 12,000, Wings 4,800 each, Wheels 800 each.

Body armor: PD 4, DR 20 advanced laminate (11,400 lbs.).

Surface Features: Sealed. Radical infrared cloaking (TL7, -6 against infrared sensing, 15,200 lbs.). Radical stealth (TL7, -6 against radar, 15,200 lbs.). Lifting Body.

Statistics: Empty weight 129,639.26 lbs., Internal payload 200 lbs., Loaded weight 151,618.79 lbs. (75.8 tons), Volume 4,642.29 cf., Size modifier 6, HT 12.

Ground Performance-Turbofan: gSpeed 205 mph. gAccel 10 mph/s. gDecel 10 mph/s. gMR 0.25. gSR 2. GP extremely high (off road 0 mph).

Ground Performance-Pulse Detonation: gSpeed 356. gAccel 20mph/s. gDecel 10 mph/s. gMR 0.25. gSR 2. GP extremely high (off road 0 mph).

Aerial Performance-Turbofan: Stall Speed 110 mph (302 yds take-off, 302 yds landing). Aerial motive thrust 50,000 lbs. aDrag 180. aSpeed 1,443 mph. aAccel 7 mph/s. aMR 17. aSR 3. aDecel 68 mph/s.

Aerial Performance-Pulse Detonation: Stall Speed 0 mph. Aerial motive thrust 150,000 lbs. aDrag 180. aSpeed 2,500 mph. aAccel 20 mph/s. aMR 17. aSR 3. aDecel 68 mph/s.

MHIC-EDOM

The Microwave Hypnotic Intracerebral Control—Electronic Dissolution of Memory (MHIC-EDOM) has two functions producing different but complementary effects. The first function, Microwave Hypnotic Intracerebral Control, uses carefully controlled microwave emissions to invoke a desired mental state in the subject. The MHIC-EDOM operator must be within thirty yards of the target and must win two consecutive Quick Contests between his Electronics Operation (Mind Control) skill and the target's Will. Each attempt takes ten seconds, during which only extremely sensitive individuals will notice anything out of the ordinary (a successful IQ-6 roll will result in a ringing in the subject's ears and a slight headache). Once the operator makes two successful tests, she may immediately elicit the desired mental state in the subject.

The following effects are possible:

Homicidal Rage: The subject will immediately lash out and attack the nearest person, friend or foe. The effect lasts for 2dx5 seconds, during which the subject will do his best to kill anyone near him.

Trance: The subject immediately lapses into a trancelike stupor. He will take no notice of his surroundings and will stand (or sit) staring blankly ahead. The trance lasts for 1d

minutes, during which the subject may be hypnotized as if he were a willing participant. Any physical damage or pain will snap the subject out of the trance.

Fear: The subject is immediately forced to relive his most terrifying nightmare for 2dx5 seconds, during which time he will run away from the operator or, if unable to do so, curl up into a fetal position and cower.

The second function of the MHIC-EDOM uses a modulated burst of microwaves combined with a controlled electric shock to temporarily disable the subject's short-term memory. This function has a considerably shorter range than the first; the MHIC-EDOM operator must be within 10 yards for the electrical charge to arc properly. The operator must then make an Electronics Operation (Mind Control) test (modified by the target's Strong or Weak Will, if any). If successful, the subject is immediately dazed for 1dx5 seconds. The subject's short-term memory will be effectively erased for a one-hour period centering on the device's use. Aside from the initial stun effects, the subject's mental faculties are not impaired; he will still be able to act as he would normally for that time, but he will not remember anything that happened during that hour.



SECRETS

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MIND CONTROL DRUGS

The drugs can be administered in a number of forms (G: gas, I: injection, P: pill, W: powder), but a successful Physician+6 roll is necessary to avoid immediate overdosing. For simplicity's sake, after the effect has run its course, traces of the drug can be found in the target's system for 24 hours. Most likely, the traces will be identified only as a foreign substance, and not as a drug oriented toward mind control.

L2 (I)

Onset Time: 10 minutes

Duration: Permanent

Effect: The subject's long-term memory is ruthlessly destroyed. Any attempt to remember anything requires an IQ roll, modified by the number of doses taken.

Overdose: Occurs if more than one dose is injected at one time. Upon overdose, a HT roll is required. If failed, the subject suffers brain damage, losing 1d/3 (round down) levels of IQ.

Addiction: N/A

Np-7 (I, P)

Onset Time: 10 minutes

Duration: 2-4 hours

Effect: The subject's short-term memory is impaired completely, preventing any memories from being stored in long-term memory. An IQ-6 roll is required to remember anything during the duration, and even then the recall is spotty.

Overdose: Occurs if more than one dose is injected at one time. Upon overdose, a HT roll is required. If failed, the victim immediately gains the Absent-Mindedness disadvantage (see p. B30).

Addiction: N/A

Personality Modifiers (G, I, P, W)

Onset Time: 10 minutes per dose

Duration: 1d + dosage hours

Effect: The subject must make a Will roll with a penalty equal to double the number of doses, or succumb to the effects of the drug. The behavior of a character under the influence of the drug will be the same as if the individual possessed the one of the following disadvantages: Bad Temper, Berserk, Bloodlust, Flashbacks, Impulsiveness, Killer Instinct, Manic-Depressive, Pacifism, Paranoia, Voices, or anything else approved by the GM.

Overdose: Occurs each time HT-1d doses have been employed, no matter how long the duration between doses. The exact number should be kept secret from the character. Upon overdose, a HT roll is required. If failed, the subject permanently gains the imposed disadvantage.

Addiction: N/A

Smart Drugs (I)

Onset Time: 5 minutes

Duration: 2 hours

Effect: Each dose adds 1 to IQ for the duration of the drug.

Overdose: Occurs each time HT-1d doses have been employed, no matter how long the duration between doses. The exact number should be kept secret from the character. Upon overdose, a HT roll is required. If failed, the subject loses one point of IQ (which may lead to further use of the drug).

Addiction: This is a -20 point disadvantage and will render the user brain-dead in time.

PSI DRUGS

The drugs can be administered in a number of forms (G: gas, I: injection, P: pill, W: powder), but a successful Physician+6 roll is necessary to avoid immediate overdosing. For simplicity's sake, after the effect has run its course, traces of the drug can be found in the target's system for 24 hours. Most likely, the traces will be identified only as a foreign substance, and not as a drug oriented toward psi.

At the GM's discretion, any of the drugs listed in *GURPS Psionics* (see pp. P78-80) may be used as well. In the *Conspiracy X* world, however, there are no safe or nonaddictive psi drugs. Overdose and addictive qualities for these drugs should be devised.

Batch 7 (P, W)

Onset Time: 10 minutes

Duration: 1 week

Effect: Each dose grants a +1 to all psychic disciplines. Each use of those abilities causes brain lesions and intense headaches. This imposes a -1 penalty to all actions for one hour after any psychic use. Further, immediately after ingesting the drug, the operative must make a Will roll with a penalty equal to the number of doses taken or suffer violent seizures and unconsciousness for 4d hours.

Overdose: Occurs each time HT-1d doses have been employed, regardless of the duration between doses. The exact number should be kept secret from the character. Upon overdose, a HT+4 roll is required. Failure imposes the Psychic Void disadvantage (no points are gained). Critical failure results in death.

Addiction: This is a -30-point disadvantage and will eliminate psychic powers or kill the character in time.

DZ (I)

Onset Time: 30 minutes

Duration: 24 hours

Effect: Each dose adds one level of the Seepage Resistance advantage for the duration of the drug's effect. The Psychic Void disadvantage is not a prerequisite.

Overdose: Occurs each time HT-1d doses have been employed in a one-month period. The exact number should be kept secret from the character. Upon overdose, a HT+4 roll is required. Failure imposes a mental disadvantage of the GM's choosing. No points are gained for this disadvantage.

Addiction: This is a -20 point disadvantage.

Psi Enhancer (P, W)

Onset Time: 20 seconds per dose

Duration: 1 minute

Effect: The subject gains +1 HT per dose that may be used only for psychic power drain purposes. This bonus lasts only as long as the drug is effective.

Overdose: Occurs each time HT-1d doses have been employed, no matter how long the duration between doses. The exact number should be kept secret from the character. Upon overdose, a HT roll is required. Failure forces a roll on the Psi Enhancer Side Effects Table nearby.

Addiction: This is a -15 point disadvantage, and the compulsion arises whenever psychic use is contemplated.



The Zone (I)

Onset Time: 10 minutes

Duration: 12 hours

Effect: The subject enters a coma in which he can use all psychic abilities that do not require a waking state. During this time, the psychic gains +1d per dose to all psychic disciplines.

Overdose: Occurs each time HT-1d doses have been employed, no matter how long the duration between doses. The exact number should be kept secret from the character. Upon overdose, a Will roll is required. Failure means the coma lasts indefinitely. Time passes quickly and psychic abilities may be used, but the character does not awaken. A Physician-4 or Paraphysics-3 roll on the part of the caretaker, and a Will roll by the psychic, are necessary to return the character to consciousness (may be attempted once a day).

Addiction: This is a -20 point disadvantage.

PSI ENHANCER SIDE EFFECTS TABLE

Roll 3d. Add the number of doses taken just before the overdose to the roll.

4-5 No ill effects.

6-8 The psychic suffers vivid and terrifying hallucinations, stunning her for 2d seconds. Each additional roll on this effect extends that period by 1d seconds. After that, a Will roll is necessary or the character gains the Flashbacks disadvantage (no points are gained). These flashbacks are triggered whenever psychic abilities are used and a Will roll is failed. The flashbacks replay the hallucinations and stun the character for 1d seconds. Subsequent Will roll failures after suffering additional rolls on this effect add another level to the Flashbacks disadvantage, to the maximum.

9-10 The agent develops an overpowering need for the drug. Unless a Will roll is made, she gains the Addiction disadvantage. Once the Addiction disadvantage is gained, further rolls on this effect are ignored.

11-12 The dosage has caused the agent to develop a tolerance for the drug. Each time this effect is rolled, one dose of the drug has no effect on the character. If the psychic refrains from using the drug for one month, the tolerance level is reduced by one.

13-15 The character gains the lowest level of the Voices disadvantage. This effect lasts one week, after which a Will roll must be made or the effect becomes permanent. Each additional roll on this effect adds another level to the disadvantage, to the maximum.

16+ The character suffers hit points equal to the doses taken in the last week and must roll against HT. Failure imposes the Psychic Void disadvantage (no points are gained). Critical failure causes death.

PSYCHOTRONS

Psychotrons are psychically active devices. An Aegis agent may have access to two separate types—Project RASPUTIN devices and Grey lenses, but these are by no means the only ones in existence. Other psychotrons might be devised by corrupted beings or isolated innovators. Each is a rare and powerful item.

Grey lenses are discussed later in this chapter (see p. 236). The other common psychotrons are those first mastered in Project RASPUTIN and those derived from that seminal research. Since Aegis subsumed that program, these devices have become available to all the psychic agencies. Even so, First Order psychotrons remain almost exclusively in RASPUTIN hands, and in general only RASPUTIN scientists have the ability to create the highest-order psychotrons.

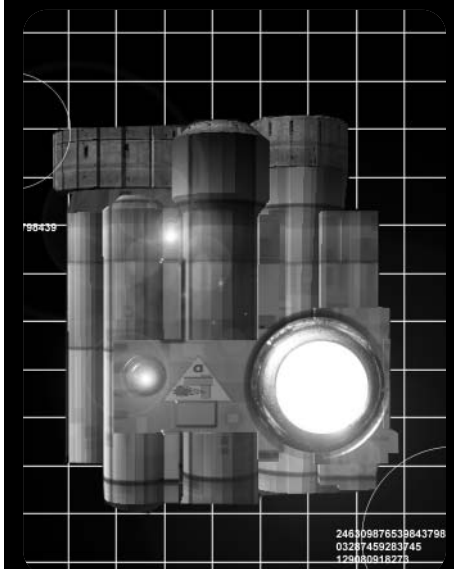
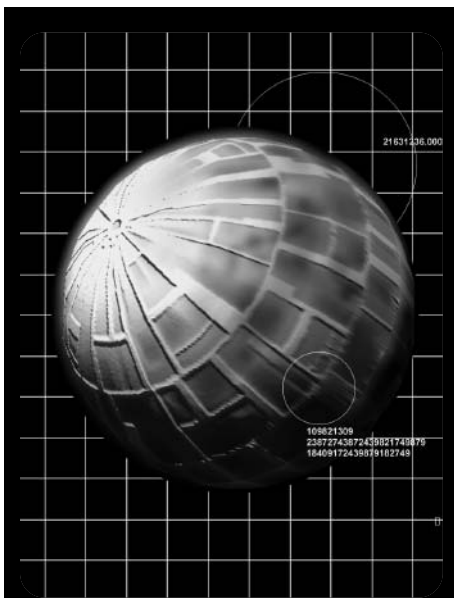
RASPUTIN psychotrons are classified in three orders. Third Order psychotrons are the least powerful, First Order the most powerful. Each is powered by psychic energy and must be charged before use. Triggering a psychotron requires merely a moment's concentration by a psychically active person (anyone with a psychic discipline of 1 or greater). Further, a device is almost always dedicated to one psychic discipline, and must be charged by those capable in that discipline.

GMs and players can devise psychotrons as they see fit. They are capable of any feat accomplishable by psychic power. Some samples are presented below.

THIRD ORDER

These devices are simple and relatively common. They are little more than psychic toys, but some agents have found practical uses for them. They are charged automatically by being close to a life force. It takes 24 hours near a human, 48 hours near an animal, or 72 hours near a plant to place one charge in a Third Order psychotron. Alternatively, any psychic may expend 1 hit point over the course of half an hour to invest one charge. Where appropriate, they are triggered in one second by any psychic with the related discipline. Once triggered, Third Order psychotrons are active for one day per charge, and usually hold at most three charges.

- A black iron egg shape dappled with speckles of gold that spins when psychic powers are used nearby (including from the astral plane). Related discipline: Telepathy.
- A smooth iron diamond that heats up when activated. It does not burn, but is hot to the touch. Related discipline: Psychokinesis.
- A gold pin engraved with lines and circles that bends and straightens upon psychic command. This may be used as a psychic trigger for a bomb. Related discipline: Psychokinesis.



Psychotronic Devices

At the GM's discretion, any of the psychotronic devices in GURPS Psionics may be imported to a Conspiracy X campaign. All such devices are strictly experimental and most likely one of a kind. Further, psychotronic devices in Conspiracy X are powered by psychic energy, not electrical energy. For those devices requiring power cells, a psychic counterpart must be used. Psychic power cells are charged by psychics expending HT. 1 hit point will power an AA battery, 10 hit points are needed to power an A battery, etc. This means an enormous number of psychics will spend months powering up an E cell.



SECOND ORDER

These psychotrons are more complex. They are charged through concentration by a psychic with the related discipline. Six hours must be spent over the course of two days to invest one charge in the device. This costs 1 hit point. Most devices hold four charges maximum. Second Order devices may be triggered by a second of concentration and the expenditure of 1 Fatigue point by a psychic with the related discipline.

- A Neolithic ivory carving of a woman that broadcasts the emotional state of anyone who touches it for a few seconds. This information may be picked up by a psychic with any level of the Emotion Sense skill. Each broadcast uses one charge. Related discipline: Telepathy.
- A jade statue that acts as a focus for Clairvoyance, giving a +3 power and skill bonus to psychically target whatever location contains the item. It also acts as a link for whoever invests energy in it, allowing him to ignore range restrictions. Each focus uses one charge. Related discipline: ESP.
- A wooden triangle that may be passed over a flat surface such as a Ouija board. It grants visions about a past or present event or person, as the Psychometry skill. Each use drains one charge. Related discipline: ESP.

FIRST ORDER

These are extremely powerful devices that usually hold up to six charges. A psychic with a power level 10 or greater in the related discipline may invest one charge of power by expending a hit point and ten minutes of concentration. They are activated in one second by any psychic with the related discipline at no Fatigue cost.

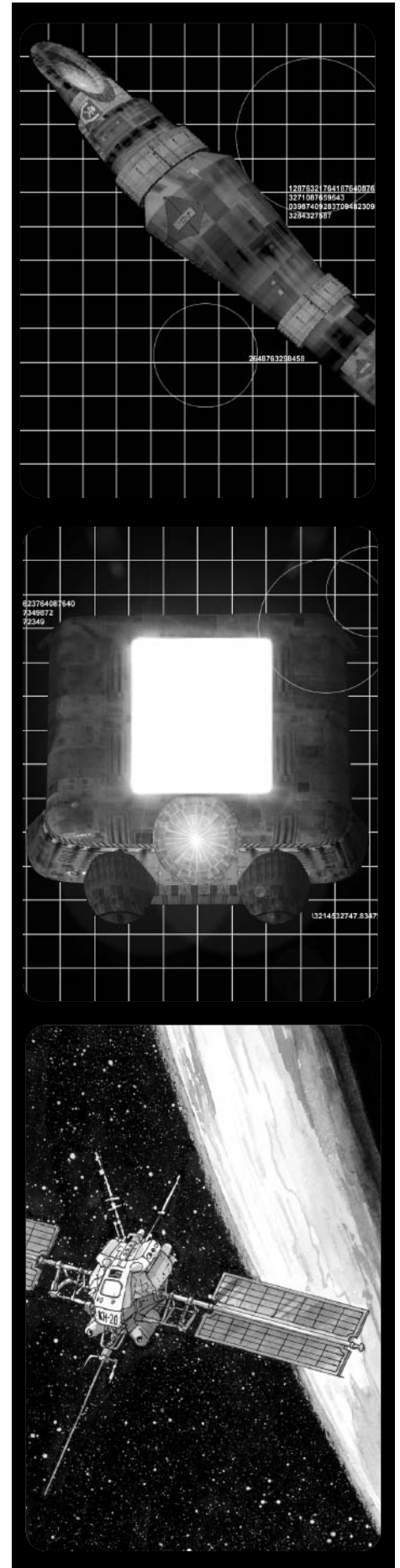
- A polished sheet of silver trimmed in bronze that provides an extended vision about the future of one place, object, or person. Each use drains one charge. Related discipline: ESP.
- A golden ankh that heals 1d hit points per charge. Related discipline: Healing.

SATELLITE ALEXIS

This secret orbital psychotron is the crowning achievement of Project RASPUTIN. It was charged by Soviet cosmonauts and controlled from the *Mir* space station. With the fall of the Soviet Union and the assumption of Project RASPUTIN by Aegis, the satellite has come under the control of an Aegis ground team. That team is specially trained to keep the satellite fully charged (eight-charge capacity) and correctly positioned. Psychotronic devices create a psychic link between the satellite and the control station, allowing recharging and nearly instant command despite the great distances involved.

When triggered, Alexis can target an area with a radius no less than ten yards and no more than one mile. It can be used to target objects anywhere in the atmosphere or up to 500 yards underground or underwater. The device may be positioned over a section of the globe for up to 2d+8 hours. It must then be moved to avoid detection. Each use drains two charges from the satellite. The related discipline is Telepathy, and the satellite has a power level of 20.

Once triggered, Alexis can perform one of three skills: Psi Sense, Telecontrol, or Telereceive, all at level 20. Psi Sense works normally. Telereceive takes time, as each mind must be contacted in turn. If there are more than 10 minds in the area of effect, it takes 2d hours to isolate the target mind. The skill then proceeds normally. Telecontrol can only place all within the area in a trance, with no remembrance of events during that trance.





The NDD Philosophy

In the 1940s, the Watch became acutely aware of the alien presence visiting Earth. Two competing philosophies arose as a result of this information. The Roswell incident brought that competition to the forefront. Those who were to become the NDD felt the best way to deal with the alien threat was to know as much as possible about them before we established communication. The preparation would be accomplished by shooting down an alien vessel, reverse-engineering the technology, and investigating the alien life piloting the ship. The Watch narrowly voted to reject this plan, but that was in fact what transpired during Roswell.

The events at Roswell gave the hard-liners immediate access to a member of the Greys, whom the NDD calls
(continued on next page)

BACKGROUND ON THE NATIONAL DEFENSE DIRECTORATE/BLACK BOOK

Aegis considers the Black Book its rival and sworn enemy. Almost immediately after the events at Roswell, the Watch splintered into rival camps. The members of what had been Operation Pigeon Shoot used their positions in the Army and close ties with the President to have themselves declared the Watch's official successor, and those that were to form Aegis declared defectors. Over time, the secret witch-hunt against Aegis proved so unsuccessful that it was dropped. The new organization, the National Defense Directorate (NDD), busied itself with other matters, including alliances with the aliens and replenishing its intelligence-gathering forces—many of the intelligence agents working for the Watch sided with the emerging Aegis.

After a few months, the NDD had a firm grip on the organization it was developing. It had gained the allegiance and support of highly placed figures not only in the Army and administration, but also in Congress. It used this support to its benefit when Congress passed the National Security Act. This act allowed government agencies to hide information from the public under the guise of national security. Furthermore, the National Security Act provided that a portion of the military budget be allocated to "black" projects. Black projects are secret military activities of which the public, and the rest of the government, are unaware. This is where the NDD received the bulk of its early funding. Once this was discovered by Aegis operatives, the NDD became known as the Black Book.

OPERATIONS

The NDD is composed of many different types of agents. The military recruits range from high-ranking armed services personnel to special operatives. Any member of the NDD who is currently affiliated with the military is careful not to attract too much attention to himself. Further, when any of these NDD agents are observed engaging in questionable activity, they are usually able to cover themselves. There are enough high-ranking Army personnel who belong to the NDD that, if needed, any information can be deemed a matter of national security and kept from the public. To some extent, this provides the NDD with an advantage over Aegis.

Elite NDD operatives work in teams drawn together for a particular mission or series of missions. They are all highly trained, well-equipped, and motivated. They have the latest intelligence necessary for their mission, and strict orders and contingencies drawn up. Still, information is very compartmentalized in the NDD, and these agents will know only what they need to know. A standard Aegis Cell, composed of civilians and part-timers, stands little chance against an NDD team. Usually, however, the NDD team is not directly tasked with eliminating the Aegis Cell. The Cell's best bet is to find out as much as it can and avoid direct confrontation. Less combat-oriented military personnel are also recruited to handle scientific, intelligence, or administrative tasks for the NDD.

Each elite operative is implanted with an electronic device that is used to track and identify the person. The agents accept this highly intrusive policy as they accept all the sacrifices necessary for the NDD. Only at the higher clearances do NDD personnel learn of the additional capacities of these implants, including self-destruction commands and brain-wave monitoring. The NDD has worked with the Greys to a limited extent on their psychotronic implants, but the NDD does not trust the Greys enough to allow widespread use of those devices.

For the most part, the NDD uses pawns or "sandmen" for standard activities. The pawns, called repatriates, are generally ex-military or low-ranking current soldiers who know little to nothing about their commanders or the NDD. They are paid for their activities, or simply follow orders. If any are arrested, the NDD arranges to have them released. If any are captured by Aegis, all trace of their contact with the NDD is quickly removed and they are left to Aegis' tender mercies. The "sandmen" are usually civilians specifically programmed for a certain task by hypnotism or Grey psychics. Their abilities are unremarkable but they blend into a crowd seamlessly and may be triggered at any time.

Dulce Base is the center of operations for the NDD. The base is a labyrinth of levels and tunnels located somewhere under New Mexico. To this day, Aegis does not know exactly where the base is. Of course, the NDD does not work solely out of Dulce. It has strongholds in different military units located all across the country. In areas where there is no strong military presence, the NDD hides behind bogus business fronts.

Like Aegis, the NDD has agents located in many parts of the United States for easier dispatch when needed. However, a major difference between the NDD and Aegis is that the NDD has an overall agenda, and its agents are sent to do the bidding of the highest echelon. Aegis Cells are responsible for themselves and are fairly autonomous.

The NDD is composed of a number of directorates, each beholden to the leadership in the Twelve Directorate. There are strict chains of command and military discipline. Overall, the NDD is not structured as securely as Aegis. Nonetheless, it remains difficult to track the NDD and hold it accountable for its actions because it has successfully buried itself so deeply in the military. Covered by the protection of the National Security Act, it is almost unreachable. Its only real obstacle is Aegis.

The NDD Philosophy

(continued)

Reticulans to this day. In the course of establishing communication with the Greys, the NDD came to realize that its original theory was best set aside in favor of a policy of détente and even alliance. The idea was to exchange knowledge about humanity for alien technology. By default, the relationship that would develop between the aliens and the NDD would educate the NDD in the ways of the alien races. The end result, the NDD theorized, was that it would be clever enough to exploit the aliens for both technology and information before humanity could be sold out.

The NDD wins over recruits by emphasizing service to country, patriotism, and nationalism. It is also not afraid to use tactics prevalent during the Red Scare. By nature, people fear what they do not know or understand. The Russians were very different from Americans, with strange philosophies that threatened the American way of life. The NDD used this fear to help create a nation that was for a short time governed by paranoid, ignorant people, and to this day expends enormous amounts maintaining its military. In time, as certain members of the highest echelon of the military were incorporated into the NDD and gradually learned of the alien presence, that same fear of the unknown was magnified 1,000 times. Once it was accepted that reality included invading alien races, it seemed to make sense that the best way to stop the alien menace was to know the enemy, by any means necessary. This justified the policy of exchange that developed between the NDD and the alien races.

The core members of the NDD passionately believe that they are super-patriots, doing whatever is necessary to preserve the nation and race. This dedication sometimes calls for extreme measures and morally ambiguous decisions, but each member will do whatever is necessary to carry out his orders and get the job done.

SECRETS

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The Greys

As a result of the Roswell incident, the Greys were the first alien connection the NDD made. The NDD quickly understood that the Greys did not have a technology-based culture. However, they did have something exceptionally valuable to offer—the concept of psychic control. The NDD had inherited few if any of the psychic resources of the Watch and generally distrusted such “mumbo-jumbo.” The powers exhibited by the Greys soon made them realize the potential in making use of those abilities, at least at the level and power that the Greys displayed.

The Greys introduced the NDD to some new types of technology, which focused mainly on psychic energy. The aliens also provided the NDD with access to powerful psychics, the likes of which they had never seen before. While the Greys are strictly pacifists, experiments aided by the NDD succeeded in producing metahumans, Grey-human hybrids. Once the program was perfected, these hybrids proved to be accomplished psychics and suffered from none of the Greys’ pacifism. The real question for the NDD was, and remains, the true loyalty of the many metahumans.

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THE GNA-TALL

During the 1950s, the NDD worked mainly out of White Sands Missile Range in New Mexico. Having access to radar equipment, some strategically placed members of the NDD picked up on strange occurrences happening nearby and likened them to the Bermuda Triangle phenomena. An unidentified vessel would be tracked to a certain area and then be lost on radar. This was most disturbing to the NDD because it had begun construction on a secret base in that area.

The NDD concluded that the UFOs were most probably Grey activity, but the Greys refused to confirm or deny that fact. A troop of soldiers was dispatched, including a diplomat, to locate the activity and establish communication. The NDD discovered not Greys, but the Gna-Tall, a race of lizardlike aliens. Relations were shaky at first, but in time the NDD and the Gna-Tall found a mutually advantageous arrangement.

Both the Gna-Tall and the NDD had started to build underground bases in relatively close proximity to each other. The Gna-Tall lacked the proper manpower, and the NDD lacked the proper technology, to construct their ideal base. Thus, an initial pact was made, although unlike that with the Greys, no formal document memorialized it. The NDD abandoned its construction site and joined the Gna-Talls’. The end result was an extensive underground base located near Dulce, New Mexico.

What the Gna-Tall wanted next from the NDD was knowledge. The Gna-Tall needed to understand humanity so that they could protect themselves and gain allies against their enemies. Once the NDD briefed them on the Greys, they sought information on that race as well. The Gna-Tall were very willing to share technology with the NDD in exchange for what the humans could teach them. In a sense, the Gna-Tall used the NDD for information in the same way the NDD used the Greys. The deal was very profitable for the NDD because it gained access to a great deal of technology.

The most significant of the technology gained from the Gna-Tall was two types of aircraft. The first was a ship built from both Gna-Tall and human tech—the TD-121. The TD-121 is a powerful fighter plane. Its major drawback is that the NDD is completely reliant on the Gna-Tall to repair and maintain the ships’ propulsion and stealth systems. The other aircraft the NDD gained was built after the TD-121 and was actually reverse-engineered from it. The Black Manta is a troop ship built by humans based on Gna-Tall tech. It is faster and has better stealth capacity than a human-engineered troop ship. Best of all, the Black Manta can be maintained by humans.





S H Y

Presently, there are Gna-Tall who work as agents for the NDD. These Gna-Tall are molecularly altered to appear human. Generally the agents travel in groups of three, one of whom is a specially trained NDD liaison, and are referred to as “Men in Black.” With the aid of the NDD, the MiBs are the Gna-Tall’s infiltration soldiers. For all practical purposes, the Men in Black appear completely human; however, they are not very talented at mimicking human emotion. This is not a major giveaway, however, because they generally take on the appearance of hulking men. Human society generally does not expect someone who looks like a football player to display much emotion. This has greatly aided the assimilation of the Men in Black.

Unlike with the Greys, over time, relations between the Gna-Tall leader, Kalen, and the diplomat who initiated contact, Colonel Ian Wright, grew stronger. Further, some measure of respect has grown between the soldiers and scientists who work closely together. While neither side would act in any way that compromises security or self-preservation, a type of “friendship” has arisen between individual members of the NDD and the Gna-Tall.

The Greys

(continued)

In the end, the most valuable commodity the Greys provided the NDD was unintended. While the Greys conducted experiments and researched humans, the NDD spent a tremendous amount of energy attempting to understand their alien cohorts. This made the NDD very knowledgeable about the aliens, which it used as a bargaining tool in initial dealings with the Gna-Tall.

In order to get from the Greys, the NDD had to give—and the concessions the NDD made were exactly what gave it the villainous reputation it carries today. When the Greys decided that they wanted to learn about humanity, their approach was to abduct people. Although these actions were being carried on well before the NDD got involved, the Greys demanded that the NDD assist them. With more attention being paid by the public to alien sightings, the aliens were looking for a more discreet way to carry out their business. Consequently, the NDD often provides locations for Grey experimentation on humans or actually abducts the people itself. Indeed, an entire section of the Dulce Base was teleported in by Greys and has been reserved exclusively for their activities.

As time passed, it became clear that the path the NDD was heading down was further distancing them from any sense of right and wrong. What the Greys requested of the NDD was not without its moral implications. Somewhere along the way, the NDD started to bristle at the ongoing demands of the Greys, unburdened by human morality. While the alliance between the two remains strong, tensions have surfaced. Due to resistance within the leadership and the rank and file, the NDD has yet to establish a significant psychic capacity. Thus, it still needs the Greys’ aid. The Greys are aware of NDD’s dissatisfaction with the alliance and have taken steps to maintain their influence through the metahuman program.

TD-121

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—other upgrades 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 nanohelmet or clairvoyance lens additions, and its control and targeting suffer in that regard. Also, like the Aurora III, 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) and use them much more often.

Subassemblies and Body Features: Two high-agility wings, three retractable wheels. Excellent streamlining.

Propulsion: Two TL7 turbofans with vectored thrust with total 50,000 lbs. motive thrust (Bo, 15,600 lbs. total, 312 cf. total) uses 1,500 gph jet fuel. Two "TL9" pulse detonation (fusion air-rams) engines with vectored thrust with total 100,000.00 lbs. motive thrust (Bo, 15,300 lbs. total, 306 cf. total) with total operational life of 2.5 yrs.

Weaponry: TL7 30mm fast autoloader, concealed, conventional rifled, electric loading, fine (accurate) construction (BoF, 168.75 lbs., 8.44 cf., 0.23 kW, Malf Crit.(Ver.), Type Cr, Dam 6dx5(0.5), Type Exp, Dam 2d[2d], SS 20, Acc 15, 1/2D 1,000, Max 4,800, RoF 2). 300 x 30mm SAPHE shots (Bo, 344.25 lbs., 2.30 cf.).

Two TL7 100mm heavy automatic launch tube, concealed, 200 lbs. max load, fine (reliable) construction (Wg, 900 lbs. each, 45 cf. each, SS 25, RoF 3). Six TL7 100mm ARH-guided HEPF missiles, stealth option (Bo, 1,080 lbs. total, 21.6 cf. total), Malf Crit., Type Exp, Dam 6dx85[10d], Spd 700, End 29, Max 20,300, Skill 15).

Communications: TL7 radio communicator with very long range (Bo, 200 lbs., 4 cf., 0.10 kW, 3,000-mile range) with scrambler.

Sensors: TL7 navigation radar, 10-mile range, no targeting option (BoF, 50 lbs., 1 cf., 2.50 kW, Scan 17). TL7 standard radar, 650-mile range (BoF, 3,250 lbs., 65 cf., 162.50 kW, Scan 27). TL7 low-light TV with 100X magnification (BoF, 125 lbs., 2.5 cf., 1 kW). TL7 thermograph, 350-mile range (BoF, 1,750 lbs., 35 cf., 0.01 kW, Scan 26).

Audio/Visual: TL7 flight recorder option (Bo, 20 lbs., 1 cf., 0.01 kW).

Navigation: TL7 precision navigation instruments (Bo, 20 lbs., 0.4 cf., 0.01 kW). TL7 IFF (Bo, 10 lbs., 0.2 cf., 0.01 kW). TL7 inertial navigation system (Bo, 40 lbs., 0.8 cf., 0.01 kW). TL7 terrain-following radar (Bo, 25 lbs., 0.5 cf., 0.25 kW).

Targeting: TL7 HUDWAC (Bo, 10 lbs., 0.2 cf., 0.01 kW).

ECM: TL8 advanced radar/laser detector (Bo, 15 lbs., 0.3 cf., 0.01 kW). TL8 deceptive jammers, level 8 jammer rating (Bo,

400 lbs., 8 cf., 40 kW). TL 8 infrared jammer, level 8 jammer rating (Bo, 200 lbs., 4 cf., 2.5 kW). TL7 chaff decoy discharger (Bo, 20 lbs., 1 cf.). TL7 hot smoke decoy discharger (Bo, 20 lbs., 1 cf.). Six TL7 chaff decoy reloads (Bo, 10 lbs. [60 lbs. total], 0.5 cf. [3 cf. total]). Six TL7 hot smoke decoy reloads (Bo, 10 lbs. [60 lbs. total], 0.5 cf. [3 cf. total]). TL7 TEMPEST equipment (Bo, 75 lbs., 1.5 cf., 0.01 kW).

Computers: TL7 minicomputer, genius, hardened, high capacity (Bo, 120 lbs., 2.4 cf., 0.01 kW, Complexity 3) with TL7 computer navigation software (complexity 2). TL7 datalink software (complexity 1). TL7 routine vehicle operation software: piloting (complexity 2). TL7 targeting software (complexity 3, skill bonus +4).

Miscellaneous: TL7 full fire suppression system (Bo, 200 lbs., 4 cf.). TL7 high-security alarm (Bo, 0.01 lbs., 0.01 cf., 0.01 kW). TL7 self-destruct mechanism (100 lbs., 5 cf.) with remote or auto trigger.

Vehicle Controls: TL7 computerized controls.

Occupancy: Short. Crew Stations: Pilot controls everything from TL7 normal crew station, with g-seat (Bo, 30 lbs., 30 cf.).

Environmental Systems: TL7 limited life system supports 1 person for 1 day (Bo, 100 lbs., 2 cf., 0.50 kW).

Safety Systems: TL7 airbag (Bo, 10 lbs., 1 cf.). TL7 crew escape capsule (Bo, 200 lbs., 10 cf.).

Fuel: 2 TL7 1,500 gal. ultralight self-sealing fuel tanks (Wg, 300 lbs. each, 225 cf. each, fire 0). Holds 3,000 gal. jet fuel (19,500 lbs, fire +13).

Space: Access space (Body 618 cf.).

Area: Body 1,000 sf. (1,976.5 cf.), Wing 600 sf. (280.18 cf.) each, Wheels 150 sf. (99 cf.) total, Total 2,350 sf.

Structure: TL 7 extra-heavy frame with advanced materials (10,575 lbs.)

Hit Points: Body 6,000, Wing 3,600 each, Wheels 600 each.

Body armor: TL 7 PD 4, DR 20 advanced laminate (7,050 lbs.).

Surface Features: Sealed. Radical emission cloaking (TL8, -8 against sound, magnetic, millimetric sensing, 9,400 lbs.). Radical stealth (TL8, -8 against radar/ladar, 9,400 lbs.).

Statistics: Empty weight 76,784 lbs., Internal payload 200 lbs., Loaded weight 98,028 lbs. (49 tons), Volume 2,635.86 cf., Size modifier +5. HT 12

Ground Performance-Turbofan: Ground motive thrust 12,500 lbs. gSpeed 255 mph. gAccel 15 mph/s. gDecel 10 mph/s. gMR 0.5. gSR 2. GP extremely high (off road 0 mph).

Ground Performance-Pulse Detonation: Ground motive thrust 25,000 lbs. gSpeed 361 mph. gAccel 20 mph/s. gDecel 10 mph/s. gMR 0.5. gSR 2. GP extremely high (off road 0 mph).

Aerial Performance-Turbofan: Stall Speed 75 mph (94 yds take-off, 140 yds landing). Aerial motive thrust 50,000 lbs. aDrag 110. aSpeed 1,846 mph. aAccel 10 mph/s. aMR 20. aSR 3. aDecel 80 mph/s.

Aerial Performance-Pulse Detonation: Stall Speed 0 mph. Aerial motive thrust 100,000.00 lbs. aDrag 110. aSpeed 2,610 mph. aAccel 20 mph/s. aMR 20. aSR 3. aDecel 80 mph/s.

BLACK MANTA

The Black Manta is a sleek, quiet troop transport with radical stealth surface features. 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 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.

The Manta wields a 20mm cannon in an underbelly turret. It can carry 12 fully armed and loaded troopers and 1000 lbs./50 cf. of cargo.

Subassemblies and Body Features: Two standard wings, three small retractable wheels, pop turret with full rotation (on underside of body). Excellent streamlining.

Propulsion: Three TL7 turbofans with vectored thrust with total 75,000 lbs. motive thrust (Bo, 23,400 lbs. total, 468 cf. total) uses 1,500 gph jet fuel. Three “TL8” pulse detonation engines (fusion air-rams) with vectored thrust with total 150,000 lbs. motive thrust (Bo, 45,900 lbs. total, 918 cf. total) with total operational life of 0.625 yrs.

Weaponry: TL7 20mm heavy automatic, conventional rifled, electric loading, fine (reliable) construction (TuU, 300 lbs., 15 cf., 0.51 kW, Malf Ver.(Crit.), Type Cr, Dam 18d(0.5), Type Exp 1d-2[2d], SS 20, Acc 14, 1/2D 1,300, Max 5,600, RoF 10). 600 x 20mm SAPHE (TuU, 306 lbs., 2 cf.).

Communications: TL7 ruggedized radio communicator with very long range (Bo, 300 lbs., 6 cf., 0.1 kW, 3000-mile range) with scrambler.

Sensors: TL7 ruggedized navigation radar, 10-mile range, no targeting option (BoF, 75 lbs., 1.5 cf., 2.50 kW, Scan 17). TL7 ruggedized searchlight, 1-mile range (BoF, 15 lbs., 0.3 cf., 1 kW). TL7 ruggedized hi-res imaging radar, 5-mile range (BoU, 1,875 lbs., 37.5 cf., 62.50 kW, Scan 15). TL7 standard radar, 300-mile range (BoF, 1,500 lbs., 30 cf., 75 kW, Scan 26). TL7 thermograph, 10-mile range (BoU, 50 lbs., 1 cf., 0.01 kW, Scan 17). TL7 thermograph, 300-mile range (BoF, 1,500 lbs., 30 cf., 0.01 kW, Scan 26).

Navigation: TL7 ruggedized precision navigation instruments (Bo, 30 lbs., 0.6 cf., 0.01 kW). TL7 ruggedized IFF (Bo, 15 lbs., 0.3 cf., 0.01 kW). TL7 ruggedized inertial navigation system (Bo, 60 lbs., 1.2 cf., 0.01 kW). TL7 ruggedized terrain-following radar (Bo, 37.5 lbs., 0.75 cf., 0.25 kW).

Targeting: TL7 ruggedized HUDWAC (Bo, 15 lbs., 0.3 cf., 0.01 kW).

ECM: TL7 ruggedized advanced radar/laser detector (Bo, 45 lbs., 0.9 cf., 0.01 kW). TL7 ruggedized deceptive jammers, level 6 jammer rating (Bo, 750 lbs., 30 cf., 50 kW). TL7 ruggedized infrared jammer, level 6 jammer rating (Bo, 375 lbs., 7.5 cf., 1.25 kW). TL7 ruggedized chaff decoy discharger (Bo, 30 lbs., 1.5 cf.). TL7 ruggedized hot smoke decoy discharger (Bo, 30 lbs., 1.5 cf.). Six TL7 chaff decoy reloads (Bo, 10 lbs. [60 lbs. total], 0.5 cf. [3 cf. total]). Six TL7 hot smoke decoy reloads (Bo, 10 lbs. [60 lbs. total], 0.5 cf. [3 cf. total]). TL7 TEMPEST equipment (Bo, 75 lbs., 1.5 cf., 0.01 kW).

Computers: TL7 ruggedized minicomputer, genius, hardened, high capacity (Bo, 180 lbs., 3.6 cf., 0.01 kW, complexity 3) with TL7 computer navigation software (complexity 2), TL7 datalink software (complexity 1), TL7 targeting software (complexity 1, skill bonus +2), TL7 transmission profiling software (complexity 3), TL7 database software (complexity 1, 1 gig), TL7 routine vehicle operation software: piloting (complexity 2).

Miscellaneous: TL7 ruggedized cargo ramp. TL7 ruggedized high-security alarm (Bo, 0.01 lbs., 0.01 cf., 0.01 kW). TL7 self-destruct mechanism (100 lbs., 5 cf.) with remote or auto trigger. TL7 full fire suppression system (Bo, 200 lbs., 4 cf.).

Vehicle Controls: TL7 duplicate computerized controls (25 lbs., 0.5 cf.).

Occupancy: Short. Crew Stations: Pilot/Commander handles maneuver controls and electronics from TL7 normal crew station (Bo, 30 lbs., 30 cf.). Copilot/Gunner controls weaponry and electronics from TL7 normal crew station (Bo, 30 lbs., 30 cf.).

Accommodations: 12 TL7 cramped seats (Bo, 20 lbs. [240 lbs. total], 20 cf. [240 cf. total]).

Environmental Systems: TL7 environmental control supports 14 people (Bo, 70 lbs., 1.4 cf., 3.50 kW). TL7 NBC kit supports 14 people (Bo, 350 lbs., 7 cf., 3.5 kW).

Fuel: 2 TL7 1,500 gal. ultralight self-sealing fuel tanks (Wg, 300 lbs. each, 225 cf. each, fire 0). Holds 3,000 gal. jet fuel (19,500 lbs, fire +13).

Space: Access space (Body 1386 cf.). Cargo space (Body 50 cf., Cargo 1000 lbs.). Empty space (Wg 232 cf. each).

Area: Body 2,000 sf. (4,569 cf.), Wings 600 sf. (457 cf.) each, Turret 50 sf. (20.4 cf.), Wheels 250 sf. (228 cf.), Total 3,500 sf.

Structure: TL7 extra-heavy frame with advanced materials (15,750 lbs.).

Hit Points: Body 12,000, Wings 3,600 each, Turret 300, Wheels 1000 each.

Body armor: TL7 PD 4, DR 20 advanced laminate (10,500 lbs.).

Surface Features: Sealed. Black paint. Radical infrared cloaking (TL7, -6 against infrared sensing, 14,000 lbs.). Radical sound baffling (TL7, -6 against sound detection, 14,000 lbs.). Radical stealth (TL7, -6 against radar, 14,000 lbs.).

Statistics: Empty weight 146,138 lbs., Internal payload 4,100 lbs., Loaded weight 171,164 lbs. (86 tons), Volume 5,731.4 cf., Size modifier +6, HT 12.

Ground Performance-Turbofan: Ground motive thrust 18,750 lbs. gSpeed 235 mph. gAccel 10 mph/s. gDecel 10 mph/s. gMR 0.25. gSR 2. GP extremely high (off road 0 mph).

Ground Performance-Pulse Detonation: Ground motive thrust 37,500 lbs. gSpeed 335 mph. gAccel 15 mph/s. gDecel 10 mph/s. gMR 0.25. gSR 2. GP extremely high (off road 0 mph).

Aerial Performance-Turbofan: Stall Speed 165 mph (680 yds take-off, 680 yds landing). Aerial motive thrust 75,000 lbs. aDrag 160.5. aSpeed 1,870 mph. aAccel 9 mph/s. aMR 10. aSR 4. aDecel 40 mph/s.

Aerial Performance-Pulse Detonation: Stall Speed 35 mph (20 yds take-off, 30 yds landing). Aerial motive thrust 150,000 lbs. aDrag 160.5. aSpeed 2,650 mph. aAccel 18 mph/s. aMR 10. aSR 4. aDecel 40 mph/s.

Supernatural and Psychics

In the beginning, the NDD shunned the psychic or supernatural. The elders of the NDD gained a considerable amount of information during their time with the Watch about psychics and the supernatural. However, when the Watch was dissolved, the members who formed the NDD wanted to travel down a more tangible path. The NDD decided to take the information it had and stop there; it felt there was more to be gained by dealing with the aliens.

Only much later, after realizing Aegis had a tremendous advantage because of its proficiency in occult matters, did the NDD seek to rebuild some kind of an occult force. This proved very difficult, and when the Montague Club offered its services in the late 1980s, serious negotiations began. The NDD relies on recruitment from the military for the most part, but it has a favorite tactic that is particularly nasty for Aegis. When the NDD finds an occultist who belongs to Aegis, it extracts him, debriefs him, and hands him over to the Montague Club for "safekeeping." This not only provides knowledge the NDD does not have to spend years cultivating, but also greatly harms Aegis, with both the security risk and the loss of a valued member of the organization.

From its extensive work with Greys, the NDD attained insight into psychic phenomena that Aegis couldn't gather. Consequently, the NDD knows a great deal about psychic energy, and the Greys as psychics. However, its understanding of human psychics is somewhat lacking compared to Aegis. The NDD has few human psychics, which makes each one a valuable commodity. Most of the NDD psychics are metahumans. They are powerful but not fully trusted. When a significant need arises to utilize a powerful psychic, the NDD turns to the Greys for aid. Given this, the NDD has yet to place a great priority on gathering psychic and supernatural information. The NDD realizes that as long as it

(continued on next page)

VETERAN NDD SOLDIER

185 POINTS

The elite NDD soldiers can have over 200 points and have higher than average attributes. They are smart, well-trained, and well-equipped. All in all, they are worthy foes for any Aegis operative.

Attributes: ST 11 [10], DX 13 [30], IQ 13 [30], HT 12 [20]

Advantages: Military Rank 2 [10], Patron (NDD: very powerful organization, equipment, special abilities, appearance 15) [105]

Disadvantages: Callous [-6], Extremely Hazardous Duty [-20], Fanaticism [-15], Overconfidence [-10], Sense of Duty (NDD) [-10]

Skills: Brawling (P/E) DX [1]-13, Camouflage (M/E) IQ [1]-13, Climbing (P/A) DX [2]-13, Computer Operation (M/E) IQ [1]-13, Demolition (M/A) IQ-1 [1]-12, Detect Lies (M/H) IQ-1 [2]-12, Driving (Automobile) (P/A) DX [2]-13, Electronics Operation (Communications) (M/A) IQ-1 [1]-12, First Aid (M/E) IQ-1 [1/2]-12, Gunner (Machine Gun) (P/A) DX+1 [1]-14 (IQ mod), Guns (Grenade Launcher) (P/E) DX+3 [2]-16 (IQ mod), Guns (LAW) (P/E) DX+3 [2]-16 (IQ mod), Guns (Light Auto) (P/E) DX+3 [2]-16 (IQ mod), Guns (Pistol) (P/E) DX+3 [2]-16 (IQ mod), Interrogation (M/A) IQ [2]-13, Intimidation (M/A) IQ [2]-13, Jumping (P/E) DX-1 [1/2]-12, Knife (P/E) DX [1]-13, Leadership (M/A) IQ-2 [1/2]-11, NBC Warfare (M/A) IQ-1 [1]-12, No-Landing Extraction (M/A) IQ-2 [1/2]-11, Orienteering (M/A) IQ [2]-13, Parachuting (P/E) DX-1 [1/2]-12, Stealth (P/A) DX+1 [4]-14, Swimming (P/E) DX-1 [1/2]-12, Tactics (M/H) IQ [4]-13, Traps (M/A) IQ [2]-13. Additional skills should be added as mission requires, including scientific, craft, language, outdoor, social, and even alien technology skills.

Equipment: Anything available to an Aegis agent. An NDD soldier may also have any TL7, 8, or 9 piece of equipment (see *GURPS Ultra-Tech*) that the GM feels is appropriate. NDD scientists are working on a number of advanced technology projects. Further, the Gna-Tall are accomplished in fusion, plasma, and field technologies and provide the NDD with equipment as needed.

REPATRIOT

63 POINTS

These subordinate operatives are competent but unremarkable. They hold the lowest NDD clearance levels, if any. Sometimes they know almost nothing about what they are doing or who their superiors are. They should be constructed with about 75 points, at most.

Attributes: ST 11 [10], DX 11 [10], IQ 10 [0], HT 11 [10]

Advantages: Patron (NDD: appearance 9) [15], Wealth (Comfortable) [10]

Disadvantages: Sense of Duty (NDD) [-10]

Skills: Area Knowledge (M/E) IQ+1 [2]-11, Brawling (P/E) DX [1]-11, Computer Operation (M/E) IQ [1]-10, Driving (Automobile) (P/A) DX+1 [4]-12, First Aid (M/E) IQ [1]-10, Guns (Light Auto) (P/E) DX+2 [2]-13 (IQ mod), Guns (Pistol) (P/E) DX+2 [2]-13 (IQ mod), Intimidation (M/A) IQ [2]-10, Knife (P/E) DX [1]-11, Stealth (P/A) DX [2]-11. Other skills may be granted as the mission demands.

Equipment: Anything available to an Aegis agent. These characters are almost never given advanced technology.

SANDMAN

1 POINT

These are normal folk who somehow ended up as NDD puppets. They are programmed through hypnotism or psychic abilities to carry out one or more tasks when properly triggered with a code word or psychic "nudge." They should be built with between 25-50 points, at most.

Attributes: ST 10 [0], DX 10 [0], IQ 10 [0], HT 10 [0]

Disadvantages: Involuntary Duty (NDD) [-10]

Skills: Area Knowledge (M/E) IQ+2 [4]-12, Brawling (P/E) DX [1]-10, Computer Operation (M/E) IQ+1 [2]-11, Driving (Automobile) (P/A) DX+1 [4]-11. Other skills may be granted as the mission demands.

Equipment: Anything readily available on the street.

METAHUMAN

See Background on the Greys later in this chapter (p. 239).

MONTAGUE CLUB MYSTIC

200 POINTS

Montague Club ritualists are invariably refined, well-educated, and haughty. They rarely view their NDD assignments favorably and are always on the lookout for some edge against their "jarhead" associates. Their mystic skills allow them to get away with such an attitude, but the tension between them and the NDD soldiers and repatriates is apparent. These characters are built with at least 200 points.

Attributes: ST 10 [0], DX 11 [10], IQ 13 [30], HT 11 [10]

Advantages: Attractive Appearance [5], Charisma +1 [5], Patron (Montague Club: large organization, special abilities, appearance 9) [30], Ritual Seepage Aptitude 1 [9] (Ritual Magic mod), Status 2 [10], Strong Will +2 [8], Unusual Background (Montague Club) [10], Wealthy [20]

Disadvantages: Greed [-15], Intolerance (Poor) [-5]

Skills: Accounting (M/H) IQ-1 [2]-12, Administration (M/A) IQ-1 [1]-12, Anthropology (M/H) IQ-2 [1]-11, Archaeology (M/H) IQ-2 [1]-11, Computer Operation (M/E) IQ [1]-13, Dancing (Ballroom) (P/A) DX-1 [1]-10, Detect Lies (M/H) IQ-1 [2]-12, Diplomacy (M/H) IQ-2 [1]-11, Driving (Automobile) (P/A) DX-1 [1]-10, Economics (M/H) IQ [4]-13, First Aid (M/E) IQ [1]-13, History (M/H) IQ-1 [2]-12, Hypnotism (M/H) IQ-1 [2]-12, Language (choose one) (M/A) IQ [2]-13, Literature (M/H) IQ-2 [1]-11, Occultism (M/A) IQ-1 [1]-12, Philosophy (M/H) IQ-2 [1]-11, Psychology (M/H) IQ-2 [1]-11, Research (M/A) IQ [2]-13, Riding (Horse) (P/A) DX [2]-12, Savoir-Faire (M/E) IQ [1]-13, Skiing (P/H) DX-1 [2]-10, Swimming (P/E) DX [1]-11, Theology (M/H) IQ-2 [1]-11, Writing (M/A) IQ [2]-13

Paranormal Abilities (all modified by Aptitude advantage): Blessing/Curse Rituals (M/VH) IQ [8]-14, Divination Rituals (M/VH) IQ [8]-14, Ritual Magic (Ceremonial) (M/VH) IQ+1 [12]-15, Seepage Rituals (M/VH) IQ [8]-14

Equipment: Pretty much anything that money can buy, but the watchword of the Montague Club is discretion. Mystic or supernaturally charged items are exceedingly rare in *Conspiracy X*, but if anyone might possess one, it would be the Montague Club. How and why a given mystic would be granted permission to use such an item is left to the GM.

Comment: The mystic are well-versed in all rituals listed among the Ritual Type skills he knows. The GM can specify exact expertise depending on the needs of the plot line.

Supernatural and Psychics

(continued)

can rely on the Greys to do their psychic bidding for them, resources are better devoted elsewhere. This is one of the reasons the alliance with the Greys remains strong.



Aegis and Seepage

Aegis is well-informed on the nature of supernatural energies. It has had the Queens Tome for over a decade and gained an understanding of the mechanics of paranormal activity. Knowledge of the basics often gives Aegis agents an advantage when dealing with supernatural threats; however, they still have limited information on the specifics. For example, they understand the concept of a Focus and the additional power she lends to the performance of a ritual, but very few actual rituals are known.

Direct information on rituals is not to be found on HERMES. Aegis knows they tend to be dangerous and difficult ordeals, and although appropriate warnings or theory can be downloaded, step-by-step instructions cannot. Agents rely on their own occult skills for performing rituals.

How to Play Seepage

The *Seepage* is abstract, semisentient, and generally unseen. It normally works through manifestations (Telepathic Illusions, Phenomena, and spirits) and humans (Foci and Incarnate). *Seepage* can affect the characters directly within high *Seepage* Levels. Inside such paranormal locales, Telepathic Illusions or Phenomena can occur without Focus or Incarnate intervention.

Seepage is a sentient energy but horribly disperse; as the energy pools, so does its intellect. Hence, the higher the *Seepage* Level, the closer it comes to awareness. This is represented by increased (and possibly more directed) paranormal activity. Since supernatural forces are psychic in nature, the apparent mind of the *Seepage* in particularly potent zones will reflect the beliefs of those contributing to its existence (the local populace and Foci). In a *Seepage* Level 3 area (the maximum), the supernatural forces would be nearly fully aware and exceptionally powerful.



BACKGROUND ON THE SUPERNATURAL

The world of *Conspiracy X* is a dark and twisted look at reality, and the supernatural is its blackest corner. Most importantly, it is supposed to be, well . . . frightening. Work this into the story-telling. Push the use of details, timing, and the unknown. Candles flame into life as a Focus walks into a haunted house. This is most likely just the unusual way Foci react with highly active paranormal locations, but it could be described to suggest a sinister and malevolent intelligence aware of the player character's presence.

Detail also paces the "feel" of a situation. Don't allow a "tome of black magic" to be found—make it "a book bound in the leathery hide of an animal, unknown in origin and yet strangely familiar. The etched characters running across its face are uncomfortable to look at, though compelling. The heavy dust upon it suggests that it has not been read in years, perhaps intentionally."

Further information can later extend the feeling of terror and danger surrounding the book. The leather will be identified as human skin, the author insane and burned at the stake by the Church of England in the 19th century, and its content possessing knowledge of things that would not occur until the early 20th century. With proper treatment of the details, the player characters will come to fear the book itself, extending the overall unnerving nature of a paranormal mission.

SEEPAGE

The *Seepage* is the uncontrolled psychic energies that stem from mankind itself. Knowledge of its existence and the history of its actions are difficult to separate from superstition, although it is believed to have been present for thousands of years.

POOLS AND LOCI

These are areas of significant supernatural activity. Any place that may hold superstition can become a pool—churches, ancient mansions, and other locales of fear and wonder. Only widely believed and distinctly supernatural settings become Loci. All Loci have distinct and lengthy histories that surround their macabre existences.

TELEPATHIC ILLUSIONS (TI)

Telepathic Illusions fall into three rather distinct categories: apparitions, mirages, and vortices. This diversity makes Telepathic Illusions one of the most versatile and flexible of manifestations. Telepathic Illusions can scare, disorient, and mislead characters in an infinite number of ways. Even seasoned operatives often find themselves caught off-guard by a particularly vivid or terrifying illusion. The GM or player controlling the Telepathic Illusion describes its appearance and controls the illusion throughout the life of the manifestation.

The number of Seepage Points poured into a Telepathic Illusion determines its lifespan. A 1 SP illusion is fleeting and lasts 1d seconds, a 2 SP illusion persists for up to 1d minutes, while a 3 SP illusion remains for a full hour.

APPARITION

Apparitions are TIs that take the form of a creature or creatures, or, more rarely, an object. Primarily appearing as visual illusions, they can also incorporate touch, sound, smell, and taste. Examples include spectral figures, a momentary changing of one's own appearance (undertaking a demonic visage, coupled with a smell of brimstone), haunting voices, or phantom hounds. As with all TIs, the illusions occur only within the minds of those affected, and no direct harm can come from their passing. The number or size of the apparitions should be judged by the demands of the story or the desires of the Focus calling them. Particularly ambitious apparitions may require the expenditure of 1-3 SPs in addition to those spent for duration.

MIRAGE

A mirage, as the name might suggest, is an environmental illusion, abstract and otherworldly in nature. Mirages are a common TI for haunted houses and religious figures. Bleeding walls or rocks, an unearthly fog, and an inexplicable cold spot are documented occurrences. Although the least direct of the supernatural visions, they can be most effective in altering the overall tone of a situation. The number or size of the mirage should be judged by the demands of the story or the desires of the Focus calling it. Particularly ambitious mirages may require the expenditure of 1-3 SPs in addition to those spent for duration.

VORTEX

A vortex is a TI that works directly on the senses rather than creating a particular vision. A vortex can throw off perspective, seem to twist objects out of shape, alter the sensation of gravity's pull, increase or decrease sound or light sensitivity, distort perception of size, or cause other sensory adjustments. These have a tendency to be more bizarre than frightening. Sense rolls may be demanded to perform any action during a vortex, with penalties equal to the number of additional SPs expended (above those expended for duration).

PHENOMENA

Any time a Telepathic Illusion manifests, there is a chance that it will be accompanied by a Phenomenon to lend credibility and possibly evidence to witness' claims. If the Seepage Level or less is rolled on 1d, a Phenomenon manifests along with the TI. These phenomena are generally characterized by two distinctive traits. The first is an ability to be perceived by nonpsychic means. This means that Voids are able to sense the manifestation. Mechanical and electronic devices are also able to record evidence of Phenomena, such as the vague image of the "ghost ship" that witnesses saw plain as day.

The second trait of Phenomena is considerably more strange—the appearance in many cases of ectoplasm. This clear or slightly discolored slime or film is sometimes found in areas where the supernatural has manifested. It may even cover witnesses or entire buildings. The ectoplasm evaporates within an hour after the Phenomenon disappears, leaving no trace to be analyzed.

Many Phenomena are routinely encountered by those who investigate the paranormal and arcane. A few of the most common are detailed below. All are manifestations frequently associated with both the presence of a Focus and recurring supernatural activity in Pools and Loci.

BALL LIGHTNING

The presence of ball lightning has always left mystery in its wake. It has been described as a ball of light several inches to several feet in diameter, varying widely in color. Often seen during or just before large storms, it appears as flying spheres that ignore the pull of gravity and wind currents. In areas of relatively low paranormal activity, ball lightning is usually harmless, either dispersing upon contact with a physical object or passing through it intangibly. In greater Seepage areas, ball lightning has been known to explode violently, causing severe damage.

Once manifest, ball lightning appears suddenly and floats slowly (no more than 2 yards per second) as directed by the controlling player or GM. It lasts for 1dx5 seconds per level of Seepage in the area. At the end of this time, the controller rolls 1d. If the result is greater than the level of Seepage in the area, the ball lightning fizzles out and disappears. If the roll is equal to or less than the Seepage Level, however, the ball lightning explodes violently. The Seepage Points in the area dictate the damage in hit points and the range in yards of that damage. Thus, if after manifestation the local area held 8 Seepage Points, an exploding ball would do 8 hit points over an 8-yard diameter area.

Only 1 SP is needed to manifest ball lightning. If a Focus invokes more than one ball, a separate control roll must be made for each.

CIRCLE

Circles generate a momentary bubble of force that leaves its mark on the surrounding terrain. This power is most noticeable when vegetable matter is about, and some are called crop circles. However, circles are always just circles, and therefore cannot explain all the variations labeled crop circles. Although harmless, circles can even leave their imprint on durable substances (circular cracks spreading out through pavement). Oddly, what this power seems to indicate is a failure of a more significant Phenomenon. It is as if the supernatural suddenly wells up, but then fails to take form and spirals out, leaving a circle in its wake. Each SP spent on a circle increases the diameter by ten yards.

LEVITATION

Levitation is a very specific but powerful variation of Psychokinesis and an excellent example of how the chaotic power of the supernatural can be much more powerful than psychic abilities. When it manifests, the controller can cause himself or anyone in the area to act as if under the influence of a successful use of the Levitation psi training of the Psychokinesis psychic discipline, but no success roll is needed. The power level is equal to 2xSP. 1 SP levitates a person for 1dx5 seconds. At the end of that time, the controller decides if the effect continues. If so, another set of SPs is spent (if available), and the power level and duration are recalculated.



PYROKINESIS

Supernatural pyrokinesis is almost identical to the psi training of the same name. Also, like paranormal TK, supernatural pyrokinesis is automatically successful and does not require a success roll. The power level is equal to 2xSP in the area before the manifestation occurs. 1 SP provides 1d seconds of the ability. At the end of that time, the controller decides if the effect continues. If so, another SP is spent, and the power level and duration are recalculated.

TELEKINESIS

Except for its duration, telekinesis is nearly identical to the psi training of the same name. Unlike the psychic ability, however, supernatural telekinesis is automatically successful and does not require a success roll. The power level is equal to 2xSP present in the area just before the manifestation occurred. TK manifestations last 1dx5 seconds per SP spent. At the end of that time, the controller decides if the effect continues. If so, another SP is spent, and the power level and duration are recalculated.

TELEPORTATION

Teleportation is the spontaneous movement of an object or objects from one point to another without traveling the corresponding distance in between. Uncontrolled teleportation causes fish falls, during which small animals or other organic matter rain from the sky. Falls happen as often out of a clear and cloudless sky as they do during a storm, and though fish are a common precipitant, so are frogs, insects, worms, salamanders, and grain. Teleportation may also be the cause in many cases involving displaced animals, that is, kangaroos found in the American Midwest, panthers roaming the English countryside, and alligators in the sewer systems of large northern cities.

In low Seepage areas, teleportation is capable of moving only a few small animals or a single object. In highly supernatural zones, a huge number of small creatures or even a human could be teleported. Distance is not an obstacle, but organic matter seems to be much more prone to teleportation than inorganic. Furthermore, unique objects cannot be teleported (a Focus could not conjure the Hope diamond). Also, the objects are teleported, not spontaneously generated. They came from somewhere and, depending on what they are, they might be missed.

If an Invocation causes a teleportation, the controller decides what is going to teleport into the area and where. 1 SP can teleport several (up to a few dozen) very small animals or objects. 2 SPs can teleport a single larger animal or a few hundred small items or creatures. These latter objects may appear over a period of several seconds or minutes. 3 SPs can teleport a large creature, even a human, several smaller animals, or a legion of tiny animals that may continue to appear for up to half an hour.

FOCUS INVOCATIONS

A Focus can use herself as a starting point for a supernatural event. These events can all be categorized as either Telepathic Illusions or Phenomena.

There are no limitations on how many times a Focus can use her powers. Still, when a player character Focus uses her power, she is dicing with the GM. At some point, she will have to answer for the blatant use of her abilities.

In general, the Focus Invocation Table below is used to determine what effect is invoked. However, not all Foci generate the same pattern of manifestations. When creating a Focus character, the GM may allow the player to customize her own Focus Invocation Table. The player must keep the same items on the table that are listed nearby, but may change the order in which they appear (except Astral Conjunction!—those entries may not be moved). Once the player has created a customized Focus Invocation Table, that table rather than the default is used and may never be changed.

FOCUS INVOCATION TABLE (ROLL 3D)

3	Teleportation (p. 206)
4	Levitation (p. 206)
5	Divination (see sidebar)
6	Pyrokinesis (p. 206)
7	Telekinesis (p. 206)
8	Mirage (p. 205)
9-11	Apparition (p. 205)
12	Vortex (p. 205)
13	Ball Lightning (p. 205)
14	Healing (see sidebar)
15	Frenzy (p. 223)
16	Mesmerism (p. 224)
17	Circle (p. 206)
18	Astral Conjunction!

A description of the effects listed may be found at the page numbers indicated. An Astral Conjunction result means roll twice on the table and generate twice the usual Seepage Points for the manifestations. An equal amount of Seepage Points must be spent on each manifestation.

AURAS

Auras are made of the same energies that create the Seepage. To view someone's aura is to witness the psychic energies "seeping" out of him. Auras can tell someone who can interpret them various information about that person, as detailed in Emotion Sense (see p. B167, P20) and Sense Aura (see p. P16).

Although every aura is different, some are much more so than others; for that matter, not everyone has one. Psychics have "dimmer" aura than normals due to their control over their latent abilities; this lessens their contribution to the Seepage. Foci, on the other hand, have an immensely noticeable aura, radiating meters beyond their bodies. Voids, Psinks, and Incarnate have no auras. Psinks also obscure the aura of all those within their radius (along with draining the psychic energy it takes to observe their aura in the first place), with the exception of a Focus, who will read as a normal.

Foci

Picture the strange and unexplainable occurring routinely, and realize that this is the life given to a Focus. The supernatural world is centered upon his being, and wherever he happens to be becomes saturated with arcane forces. Most Foci, while not necessarily loners, are quite odd and somewhat estranged from the people around them. To help simulate life for a player character Focus, be sure to generate bizarre quirks within his environment that let him know that life is more different for him than it is for normal people (these tidbits would do better as background instead of plot-related oddities most of the time): a wrong number telephone call that turns into a date, who turns out to be an ex-girlfriend, who turns out to be a vampire, who explodes into flame on the way over to pick him up. Sure, this is an exaggeration, but for Foci it goes with the territory.

If there is anything the Foci do in common, it is to avoid each other. Whether from experience or instinct, they know that too many Foci in one place can generate problems beyond their abilities to handle them. Fortunately, Foci are rare, and their gathering does not occur often. If the players insist on having multiple Foci in their group, make sure that the negative side of their raw paranormal energies is played up. Where it can be amusing and detrimental with one Focus, gathering of Foci can be dangerous or even deadly.

Divination or Healing

Divinations are functionally identical to ESP (see p. 155). Healing refers to the psychic discipline of the same name (see p. 156). When a Divination or Healing manifests, the GM or player (as determined by the control roll) picks the most appropriate psi training. The Focus receives the appropriate power. No success test is necessary. The strength of the discipline depends on the number of SPs spent: $10 + (2 \times SPs)$.

Voids and Psinks

Voids are outcasts, typically mistrusted and ill-reputed by no actions of their own. A normal human's basic empathic and ESP abilities pass invisibly over a Void, and without that basic psychic evaluation, doubt blossoms (of course there are exceptions). As a result, Voids are routinely loners and self-reliant. As a result, they are often drawn to logical and deductive skills, and professions that emphasize those skills. Aegis is fully aware of the value of Voids, especially when dealing with psychics and ritualists. With Aegis' policies about psychics (recruit them or kill them), Cells containing Voids (or Psinks) are routinely used when dealing with them.

As discussed in Chapter Two: Operatives (p. 73), a Void is -1 to reaction rolls per level, and must accept 1 point of negative mental quirks per level. Voids are also immune to Basic ESP (this explains their odd "feel" to normal humans). A person using ESP against them, or in relation to them, simply receives a vaguely disturbing "blank" feeling, which is stronger the higher the level of the Void. As almost all Voids have some level of Seepage Resistance, they are better able to combat hostile psychics and rituals. Even those without the Seepage Resistance advantage are allowed a Will roll against rituals targeting the Void (see p. B150). Further, Voids cannot see any but the most powerful Telepathic Illusions and are immune to some corrupted beings' powers.

Psinks are unexplainable to psychics and parapsychologists alike. This stems from the attempts to classify them as a subgroup of Voids, instead of those with psychic powers of their own. Normal people within the influence of a Psink effectively become Voids for that duration (no ESP, hunches, or gut feelings—Strong ESP would work, but less effectively

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RITUALS

In game play, rituals have to be carefully monitored. If allowed frequent use, they can lose the mystical and supernatural presence that is their very nature. Take, for example, a Christian prayer—something that is performed on a daily (or perhaps nightly) basis by millions worldwide. Something that is so common is rarely thought of as the significant religious blessing that it originated as. There are few alive who attain the mental state required to actually perform a prayer, and those who do almost never meet the threshold. It has slipped from the realm of ritual to that of tradition. Remember, rituals are not easy to pull off—they require training, time, and a minimum amount of supernatural energy. Any of these factors can be difficult to attain.

SUPERNATURAL CORRUPTION

When a character becomes corrupted, she is on her way to becoming something not entirely human. The process is slow and nearly inevitable, although with careful preparation and planning, the final step can be postponed indefinitely.

CAUSES OF CORRUPTION

Corruption can occur in a number of circumstances. For the player characters, most corruption is caused from the backlash of a failed ritual. Other possibilities are the result of a spirit possession or a specific ritual causing corruption. GMs may devise new and fiendish means to corrupt the characters, as desired. Most should involve some Will roll to resist, with penalties appropriate to the situation. Some causes may be so powerful that no Will roll is possible. For example, reading even a few passages of the *Necronomicon* could qualify—if the book held real power. The risks involved in automatically corrupting sources will most likely be apparent to the characters, even to Voids. They mess with this dangerous stuff at their own risk.

CATEGORY OF CORRUPTION

The exact circumstances surrounding the corruption itself determine the kind of corruption involved. The three basic categories are Predator, Prophet, and Adept. These categories and the archetypes within them are discussed later (see *Corrupted Beings*, p. 211).

To illustrate, vampiric blood-letting, if successful, may corrupt toward the creation of a Predator; an angelic possession that corrupts the host may eventually create a Prophet; failed rituals almost always lead to Adept corruption. In the end, the Game Master must decide what type of corruption infects the host.

STAGES OF CORRUPTION

When a character becomes corrupted, the GM secretly decides, or rolls to determine, which stage of the corruption is currently attempting to impress itself upon the mind of the corrupted. There are up to six stages in the process of corruption, although most people will not pass through all six before snapping and becoming either Forsaken or Incarnate. After the first stage manifests itself, the GM picks or rolls the next stage (unless the character snaps). Once they have manifested themselves, the various stages appear as traits in a character and alter the character's point value.

Each time the character finds himself in a situation where the potential stage may be applicable, the GM rolls 1d. If the roll is greater than the Seepage Level in the area, the corruption stage fails to affect the character's mind for the moment. If the result is less than or equal to the Seepage Level in the area, the character must make a Will roll, with a penalty equal to the Seepage Level in the area. If the roll fails, the corrupted character gains the current stage's trait and takes one step closer to becoming Incarnate or Forsaken. A successful Will roll means that the character has managed to fend off the encroaching madness brought by the corruption. A character never has to make more than one Will roll to resist corruption in a single day, whether

successful or not. Whenever a stage is gained, no points are spent or gained for that characteristic (although the total point cost of the character is modified by the addition of the new characteristic). It is the work of the corruption.

The tables below detail six stages of corruption for each of the categories of corrupted being. These stages are examples and may be replaced in part or in total by other advantages or disadvantages. GMs should consider carefully the archetype being assumed and the personality of the character corrupted when assigning possible stages of corruption. The points listed at the end of each stage represent their character point value.

PREDATOR STAGES OF CORRUPTION TABLE

Adrenaline Surge (see p. 68): Potential Predators in a killing and feeding frenzy or cornered by enemies are often capable of feats of superhuman strength and therefore should be treated with the utmost caution. [10]

Compulsive Behavior (see p. B32): This is the 15-point form of the disadvantage. The behavior may be anything appropriate to the archetype being assumed. One common example is a gruesome habit of eating human flesh or drinking human blood. This symbolizes victory over the prey and a transference of its power. [-15]

Bloodlust (see p. B31): The primal hunting instinct is very pronounced in characters corrupted toward Predators. Unfortunately, that urge is almost always directed at other humans. [-10]

Killer Instinct (see p. 73): Not surprisingly, the first reaction of any Predator is nearly always violence. As the corruption progresses, potential Predators slowly stop fighting this reaction and eventually welcome it. [-10]

Paranoia (see p. B35): As a hunter itself, the Predator is always wary of other hunters. The potential Predator's mental instability often causes it to see hunters where none exist. [-10]

Mild Phobia (see p. B35): As the corruption begins to take root in the corrupted mind, the potential Predator begins to fear objects that it believes have power over it, such as silver, crucifixes, or even the light of day. [-5 to -20]

PROPHET STAGES OF CORRUPTION TABLE

Disciplines of Faith (see p. C189): Potential Prophets are often under very strict codes of behavior. These may be as varied as being forbidden to enter consecrated ground or to harm a living creature. [varies]

Sense of Duty (see p. B39): One grand day in the corruption of the potential Prophet, she gives herself over body and soul to her believers. She assumes a Sense of Duty to all those who profess to follow her creed. [-10]

Bloodlust or Pacifism (see p. B31, B35): Depending on the orientation and doctrine of the potential Prophet's masters, she may become a wrathful angel of vengeance (Bloodlust for -10 points) or a messiah sent to assume the sins of the chosen (15-point form of Pacifism). [-10 or -15]

Paranoia (see p. B35): As the messengers of divine or infernal powers, a potential Prophet knows that she must constantly be alert to the forces of the adversary lurking behind every dark corner and shadow. [-10]

Voices (see pp. 72, C194): The potential Prophet is in direct communication with her spiritual superiors at all times. The angels and devils that watch her may choose at any moment and through any medium to communicate unearthly directions or taunts. [-15]

Hunch (see p. 152): It is a potential Prophet's nature to foresee the future and use that knowledge to further her master's goals. Those who complete this stage are gifted with 4 points of Strong ESP: Hunch. [12]

Voids and Psinks

(continued)

as any psionics or magic).

Psinks counter psychic, ritual, and supernatural power effects directed at them or in their range. A Quick Contest between the skill being employed by the psychic or ritualist, or the Will of the corrupted being, and the Psink's Psi Static skill is performed first. If the psychic, ritualist, or corrupted loses, the effect is dissipated and the supernatural backlash inflicts 1 hit point of damage on him. If he wins, a regular psychic or ritual skill roll is conducted as usual, or the supernatural power takes effect as normal. Like Voids, Psinks get a roll against all ritual magic that is not dissipated.

In regard to the Seepage, the Psink presents an equally disruptive effect, destroying 1 SP per hour when inside a Pool or Locus. Any supernatural power attempting to work within the area of effect of a Psink requires an additional 1 SP to be spent. For example, a vampire attempting to heal a wound normally spends 1 SP per 2 hit points regained; using this power near a Psink costs the vampire 1 SP per 2 hit points regained, plus one additional SP.

Psinks and Voids have a tendency to be less aware of the supernatural than most. They can be seen as fearless or deliberately ignorant of the supernatural, but the truth is that many of them just don't believe in it. Essentially psychically "blind," they cannot see the most common form of paranormal manifestation: Telepathic Illusion. Most Psinks and Voids never encounter anything that they cannot logically explain (of course, the player characters will most likely be exceptions). Throughout history, there have been a few who knew the truth. They realized the threat of the supernatural and used their own gifts to combat it. They are the vampire hunters and the wizard-slaying heroes of legend.

Snapped Characters

For the most part, any character who snaps and becomes one of the Incarnate or Forsaken is lost to the player. The GM takes over and runs her as an NPC. She might become a particularly potent enemy, as she is deeply familiar with the other agents' lives and secrets.

On the other hand, an ambitious GM might allow the player to keep her character and continue playing. It will be particularly creepy if the other players are unaware of this transformation, and the change acts in subtle ways.

The Feel of Corruption

If someone is unfortunate enough to become corrupted, it can lead to some interesting (nasty, but interesting) events within a campaign. The key to playing corruption is to create a situation where the character feels the forces attempting to destroy her soul. Although a roll against the corruption is made only in appropriate circumstances, the morbid forces are always present. Present the character with dreams and other dark omens to remind her of this. Fill her mind with voices telling her to perform unspeakable acts. Use whatever tricks are necessary to make her aware that her psyche is at war with sinister forces.

Corruption Example

Julia is an operative that has been corrupted by a werewolf's ritual mutilation. The GM has determined in secret that the first stage of Julia's corruption will be the Killer Instinct trait.

After several weeks in the hospital, Julia is healed and back on the job. At present, she is skulking around an office building after hours looking for a Black Book wiretap team. Suddenly, a night custodian walks out of a maintenance room behind her. Julia is startled. Since this is a situation that is applicable to the Killer Instinct trait,

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ADEPT STAGES OF CORRUPTION TABLE

Frightens Animals (see pp. 72, C197): The potential Adept's slowly growing link to the supernatural is somehow detectable to animals, making them uneasy and hostile. [-5]

Compulsive Behavior (see p. B32): This is the 15-point form of the disadvantage. Not long after corruption begins, the potential Adept begins to forsake all other activity for research and study. He may suffer visibly if away from his dusty tomes and arcane formula. He usually attempts to bring them wherever he goes. [-15]

Indecisive (see p. C191): Every occultist knows the danger of inaccurate research and imprecise ritual performance. This attitude begins to creep into everything the potential Adept does. Ironically, incomplete research and rushed ritual is the very thing that corrupts many Adepts in the first place. [-10]

Paranoia (see p. B35): The greatest fear of a potential Adept is that some occult rival will learn the secrets he has worked so long to uncover. He is covetous, secretive, and suspicious to a fault. [-10]

Seepage Aptitude (Ritual) (see p. 70): The potential Adept's mystic link to the Seepage is a carefully nurtured and prized possession. This connection grants him +1 level of Ritual or Psychic Aptitude, as appropriate. [15 or 10]

Absent-Mindedness (see p. B30): At some point during the course of the potential Adept's corruption, he will decide that his mundane life is taking too much time away from his true calling. He then begins to have trouble concentrating on other aspects of his life. [-15]

Pre-existing traits: Note that for purposes of corruption, if the character has one of the advantages or disadvantages associated with one of the stages, that stage is considered completed even if the character possessed the trait long before she became corrupted. For example, if someone is Paranoid to begin with (perhaps taken during character generation) and then becomes corrupted as an Adept, she is considered to have already completed that stage of corruption and is already one step closer to snapping. The exception here is Seepage Aptitude (Ritual or Psychic), which increases each time the stage is gained.

SNAPPING

Each time a stage of corruption is completed, the character runs the risk of "snapping" and instantly becoming either Incarnate or Forsaken. The corrupted individual must make a Will roll, with a penalty equal to the number of stages of corruption he has undergone. If he fails, he snaps, and the Seepage instantly transforms him.

The player makes one last 1d roll, but regardless of the result he will most likely lose control of his character as it becomes an Incarnate or Forsaken. If the result of the roll is equal to or less than the number of stages of corruption he has completed, he becomes Incarnate. Incarnate powers are detailed later in this chapter (see p. 222).

If the roll is higher, he is unable to withstand the occult energies tearing through his mind. He breaks and becomes one of the pitiful, but dangerous, Forsaken. When a character becomes one of the Forsaken, he immediately gains all the traits for stages of corruption that he had not yet completed and the transformation, such as it is, is complete. He believes that he is Incarnate—a werewolf, Rasputin, the anti-Christ, etc.—but possesses none of the abilities. The Forsaken are insane but not (necessarily) stupid, and in many ways they can be just as entertaining as an Incarnate for game scenarios.

Foci are the exceptions. Due to their already strong connection to the supernatural, a Focus that is corrupted always become an Incarnate when he snaps.



CORRUPTED BEINGS

Many whom corruption transforms into Incarnate and the Forsaken become predatory monsters, crazed magicians, obsessed serial killers, and fiery-eyed cult leaders. However, these dark paths are not the only possible results of corruption. At its heart, corruption is not about becoming evil, it is about ceasing to be human. When the Seepage enters the deepest reaches of a person's being, it slowly removes all facets of personality that fall outside the pattern desired by the Seepage. This pattern differs from individual to individual and depends both on the method of their corruption and the specifics of their personalities.

Someone who is full of anger and hatred may become a werewolf if Incarnate, or a cannibalistic serial killer if Forsaken. However, a scholarly magician who is corrupted by a failed ritual might instead become an Adept. This corrupted being's fascination with magic slowly drives away friends and associates, leaving the scholar alone in an isolated cabin with only books and obsession.

ARCHETYPES

Being corrupted is at its essence leaving humanity behind and becoming a living archetype. Even if the archetype is one of love and caring, humanity is lost in the process. The essence of being an archetype is being concerned only with matters relating to that particular nature and function. Friends, hobbies, life goals, and even personality quirks not directly relevant are slowly lost as the corrupted being divests itself of the remaining tatters of its humanity.

Archetypes are single, easily defined, culturally universal concepts. Archetypes form the basis of most myths and legends. The wise magician, the holy hermit, the young hero with great potential, the wicked stepmother, the wildman or wildwoman, death personified, the berserk warrior, the sacred fool, and the evil tempter are all archetypes found in stories told throughout the world. In the West, a variety of archetypal images can be found in Tarot cards, Arthurian myths, and the legends of all the Indo-European religions. Psychologist Carl Jung was the first person to define and categorize archetypes, but they have always existed.

Corruption Example

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the GM must check to see if the trait tries to worm its way into Julia's psyche. The Seepage Level is only 1. Thus, the GM must roll a 1 on 1d for the corruption to take affect. He manages to do just that and Julia feels the sudden urge to spin and shoot at the unexpected target. The GM then makes her Will roll, with a penalty of 1 (for the Seepage Level). Julia succeeds handily, rolling a 5. She spins to face the custodian, but reigns in the almost-overwhelming desire to blow him away. Julia will be safe from the corruption for at least the next day, but she has felt its pressure.

A few months after the encounter with the custodian, Julia has passed several stages of corruption and now has Bloodlust, Paranoia, and a Killer Instinct. The current stage of corruption that is working its way into her increasingly warped psyche is Compulsive Behavior (Eat Human Flesh). Julia's Cell has just ended a high-speed chase with a violent car crash in which one of the operatives was seriously injured. When the police arrive, Julia's teammates leave her to watch over their fallen comrade, concerned that her recent personality changes could cause trouble with the law. While looking after her unconscious charge, her corruption manages to impress itself on her. She fails her Will roll and completes her fourth stage of corruption. Immediately she is faced with another Will roll, this time to see if she snaps. A penalty of 4, the number of stages she has completed, is applied. She fails miserably and finally snaps. As her last act for the character, Julia's player rolls to see if she becomes Incarnate or Forsaken. Perhaps fortunately for her preoccupied colleagues, she rolls a 6 and fails her ascension to Incarnate. When Julia's teammates return from convincing the police that they didn't need to be there, they find her sitting atop a newly dead corpse with a bloody limb hanging from her mouth and a feral gleam in her eyes.

Incarnate

Incarnate keep the stages of corruption that they have already gone through, but they do not progress through any new stages. Many Incarnate transform only after their sanity has been entirely eroded by corruption, but others transform early. They combine a largely sane human mind with the body of a living archetype. For some, this transformation is a great boon. Many sane Prophets feel they have been blessed by God, while Adepts believe that they have finally become one with their knowledge. For others, it is a bizarre and awful curse.

The most disturbing cases are those of Predators who have suffered little mental corruption. Suddenly a relatively sane person has a body with extended canines, or one that has become hairy, muscular, and fearsome. Many Incarnate crack under this strain and rapidly become insane. Others learn to accept their new lives. A few are even capable of functioning in society as long as they learn to keep their unusual abilities and physiologies carefully hidden.

Even if the mental changes were minor and few, however, the mind is easily led by the body. Over the course of months, years, or sometimes decades, the most human of the Incarnate generally slip more and more into the mentality of their archetypes. This process can be quite gradual, and for some exceptionally strong-willed individuals it may be almost imperceptible, but it almost always happens. Some Incarnate are capable of living for centuries, but very few make it past their first 100 years with their humanity intact. Living in the body of an archetype, with needs, desires, and powers far beyond those of humanity, slowly makes the once-human mind and spirit into a fitting occupant for the body.

Whatever the origin of the Incarnate, or its mental stability, these creatures have access to startling powers. These abilities may be powered with ambient Seepage Points or with the being's own Will (see *Supernatural Powers*, p. 222).

It is important to remember that there are no "species" or "breeds" of monsters. The similarities are based upon the laws of magic and human psychology, not those of biology. Some of those who are attacked by a Predator and survive slowly become Predators. However, they need not become the same archetype of Predator as their attacker. The specific archetype "chosen" by any individual corrupted being depends on a combination of circumstance and quirks of his personal psychology.

DEMONS

Many occultists regard demons, angels, dragons, and the various other powerful, nonhuman supernatural creatures as denizens of some upper or lower astral realm. In truth, these beings exist merely as patterns of will and desire imposed upon the vast power of the Seepage. Another common fallacy is that none of these beings has anything to do with humanity. Most such creatures describe fantastic origins and an existence long before humanity's earliest ancestors first crawled from the primordial ooze. The truth is much more prosaic and has been guessed by a number of careful occultists through the centuries.

Demons, angels, and similar creatures are nothing more than the ghosts of the Incarnate. When the vast majority of the Incarnate die, they leave behind nothing but victims and unpleasant memories. However, some of them return in a noncorporeal form. The crucial difference is that demons are always fully sentient and are much more powerful than mere ghosts. Also, while some ghosts retain their memories and personality, demons lose all but a few remnants of their humanity. Like Incarnate, demons can use Will to power Supernatural Powers.

The process of death strips away any humanity that may have been retained. Unlike ghosts, demons have impressed themselves deeply onto the fabric the Seepage. Demons never simply fade away. As the centuries pass, most demons entirely forget their human origins, becoming ever more purely the archetypes they represent.

Creating Demons: Most Incarnate who die do not become demons. The single best way to make sure that an Incarnate does not return as a demon is to kill it in the appropriate manner. Exposure to sunlight will vanquish most Stalkers, while destroying his life's work will kill any Adept. Each type of Incarnate has its own special Bane. If these methods are used, the essence of the Incarnate is destroyed along with its body.

When something other than a Bane is used to kill an Incarnate, it may well return in a much more durable form. Some occultists theorize that Incarnate are only transitional forms. In their view, the final result of corruption is a demon.

The key to killing an Incarnate without creating a demon is to understand the archetype and to discover its vulnerabilities. A combination of research and observation should reveal the vulnerabilities of most such beings. If the opportunity for such investigation is not available, another source of answers lies in old legends and stories. Killing vampires with a stake through the heart actually works on some such beings. The people who recorded the old legends about the various types of monsters may not have had the benefit of modern data-collection methods, but they were careful observers, and many of the legends which survive are rough compilations of dozens of actual similar incidents.

The Nature of Demons: When an Incarnate dies and becomes a demon, all of its remaining humanity is lost in the final transformation. If the Incarnate had avoided any of the steps of corruption, these are immediately acquired. A demon may recognize a former loved one, but no compassion will be shown. Further, every demon is a perfect representative of its archetype. Lacking all humanity, demons lack all true emotions. They react to situations, but they care for nothing outside of their plans and their own survival.

Physically, many demons are extremely similar to the Incarnate. A newly formed demon often projects a Telepathic Illusion that recreates its previous Incarnate body. Also, all demons have either the Possession or Form Body powers, and many have both. To make matters worse, all demons who have the ability Form Body also have Demonic Invulnerability.

Not all demons retain a corporeal form after death. While most demons take on the form they had in life, a number of them prefer to attack in ways possible only for a totally insubstantial being. Roiling clouds of malevolent darkness, flying disembodied heads, enormous dragons, ethereal winged angels, and other fantastic forms are all equally possible for beings who lack physical form. Remember that Voids and Psinks cannot perceive the visual aspects of a demon; they may, however, be attacked physically.

A demon's total lack of humanity limits it in a number of ways. Being purely creatures of the Seepage, demons lack both free will and creativity. While demons can lie with ease, all are incapable of breaking their word once they give it. If a demon swears never to attempt to harm any member of Aegis again, nothing on Earth can force it to do so. It will literally be unable to consider doing so. However, this oath will not prevent the demon from methodically killing the loved ones of every single Aegis agent. Demons are very conscious of their limits and are bound only by the exact words of any oath they swear. If there is a loophole in the oath, a demon will find and exploit it.

Destroying Demons: Because of their vast power and their degree of separation from humanity, rituals to banish or permanently contain demons are usually extremely difficult (apply at least a -6 penalty). This difficulty, combined with the lack of a physical body, makes demons very hard to combat. Like all incorporeal creatures, demons cannot actually be killed. They can be banished, but their existence cannot be ended. For Aegis agents who are not powerful ritualists, demons can be extremely deadly foes. However, their very nature also provides weapons that can be used against them. Like their Incarnate predecessors, all demons have certain antithetical objects or actions. These limitations are known as Banes. More information on Banes can be found in the individual descriptions of the archetypes.

CREATING CORRUPTED BEINGS

The corrupted should have character; make them original. The vampire of story and legend is pretty cliché. The character of a villain can make him memorable—a noble, arrogant, suave vampire in a tux has been done before. What about a dirt-talking, sexist, fat New York cabby who works the late, late shift. Being recently corrupted, he still occasionally bites his lower lip with those damned canines that he has started growing. Few of his passengers notice that he casts no reflection in the rear view mirror (a TI), and those that do never get to where they were going. One of the best ways to entertain the player characters is to give them something they haven't seen before.

Once an archetype is chosen or devised, a GM can spend whatever level of character points he feels necessary to round out the nonplayer character. Corrupted beings are rarely minor players in a *Conspiracy X* story, so they should be at least as powerful as standard *GURPS* starting characters (100 points). Most will be far more powerful than that.

Supernatural Powers (see p. 222) should be added as appropriate for the archetype. Ritual and psionic abilities are also possible. Indeed, any advantage, disadvantage, or capacity detailed in any *GURPS* supplement might be granted to a corrupted being. Banes, in particular, should be described as disadvantages (Allergic Susceptibility, p. CI96, Dread, p. CI97 and Vulnerability, p. CI106 are the most likely candidates). In the end, the corrupted being should be as powerful as needed for the story line.

Note that Will is extremely important for corrupted beings such as Incarnate and demons, as it can be used to sustain Supernatural Powers. More than one level of Strong Will is highly recommended for these corrupted beings.

Forsaken

When his physical transformation fails, the Forsaken's mind breaks. The only remnant left is the archetype itself. Forsaken become fully focused upon those activities and interests central to the archetype they have become. All other activities and desires become irrelevant and are seen as incomprehensible, impure, or incorrect. A Forsaken Prophet can talk about her own beliefs and faith until she becomes hoarse. Discussing sports, politics, or movies engenders confused mumbles, stone-faced silence, or anger.

With rare exceptions, Forsaken rapidly lose their jobs, family, and friends and end up as hermits, homeless people, or drifters. Even independently wealthy Forsaken require the services of assistants to manage their day-to-day lives.

Mentally transformed but lacking any of the abilities of the Incarnate, most Forsaken believe that they actually possess special powers. Any attempt to disprove or make fun of their claims of inhuman supernatural power will be met with fear, disbelief, or murderous rage.

Those Forsaken who understand that they lack the supernatural powers of the Incarnate can be equally dangerous. Most of these individuals have as their primary goal trying to acquire such powers, at any cost. Bizarre rituals, self-mutilation, frantic quests to obtain certain special items, and even cannibalism are all examples of desperate measures to acquire Incarnate powers. Some Forsaken who seek such powers are primarily a danger to themselves, and often end up killing themselves in their quest for power. Others eventually resort to theft and finally murder as other, lesser methods fail them. There is evidence that at least some of the Forsaken actually succeed in finding the power they seek, but most fail, often in highly unpleasant ways. Legends of rituals that can cure the Forsaken exist, but no such ritual has been unearthed or designed thus far.

Mutation

Most human traits, however unusual, are normally apparent before adulthood is reached. Mutation is a supernaturally induced phenomenon, and it actually alters the body on a genetic level. This allows additional growth in an adult body where the bone caps had previously hardened, and other limited on further change imposed.

Corrupted beings mutate in ways that facilitate their archetypes. Whatever changes are incorporated should be tied directly to the archetype. No mutation will occur that does not further the dictates of the archetype's primary motivation.

Possible mutations include increases in attributes, or the development of new advantages or disadvantages. Claws, fangs, and fur (full body hair) have been frequently documented (many times in graphic detail by a variety of supermarket tabloids). Armorlike, chameleon or elastic skin are also possible. GURPS Compendium I provides fertile ground for the identification of occult and paranormal, racial and super, and natural advantages and disadvantages (see C133-71, C196-106).

For game purposes, the only limits to mutation are those posed by the physics of the human form. The range of human height is 22 inches to roughly 9 feet; (normal) human weight ranges from 50-400 lbs., although an adult female dwarf is on record at 13 lbs., and an immensely obese specimen could weigh in excess of 500 lbs.

The human form can be stretched to almost unrecognizable limits, but it will always be human. Seepage will not transform a man into a wolf or a bat. Nor will it impose on him features that cannot be attained by mammals (e.g., feathers and beak), although simulations are common (humans cannot grow scales, but they can attain scalelike skin). Fleshlike wings of any kind, much less of sufficient stature to allow flight, would be unusual in the extreme.

PREDATORS

Predators are obsessed with death, fear, and pain. All Predator archetypes share a number of common characteristics. Predators hunt humans. Some Predators also kill animals, but hunting and killing other humans is the defining characteristic of all Predators. A number of occultists with an interest in psychology maintain that all Predators arise out of the fear humans have of dangerous animals, combined with the unconscious realization that humans are the most dangerous animals of all. Some Predators are wild and bestial, others are subtle and cunning, but they are all hunters. Perhaps because they are the most physically dangerous of all the Incarnate, Predators are by far the most common Incarnate to be affected by mutation. Some of these mutations serve to make the Predators into more proficient hunters. Others simply make them more frightening.

BECOMING A PREDATOR

Most Predators are born by being attacked by another Predator. Predators seek a close connection with their prey. Anyone who is hunted by a Predator and escapes alive but with serious injury (reduced to 3 hit points or less) must make a Will roll to avoid corruption. Simply fighting and being injured by a Predator does not incur this risk. Only people who have been hunted by Predators and survive close combat must make this roll.

Sometimes anger and obsession alone can trigger Predator corruption. Not all serial killers or mass murderers are Incarnate or Forsaken. Acting in such a manner, however, may cause someone to become corrupted. Also, this type of violent obsession is often found among the less stable people who spend their time hunting Predators. Hunting Predators for revenge, with hatred in your heart, is an excellent way to become a Predator. Also, people filled with anger, hatred, and rage who become corrupted because of a failed ritual may become Predators instead of Adepts.

PROPHETS

Prophets are convinced that they have special knowledge and that others must be shown the rightness of those beliefs. While Predators are solitary and self-centered beings, seeking only to survive or to increase their own power, Prophets are highly social. A lone Prophet is a miserable and unsatisfied creature, and in many cases isolating a Prophet from all contact is the most effective way to destroy it. Unlike Predators, which are almost all dangerous and malevolent monsters, not all Prophets are harmful. Evil cult leaders, murderous paranoids, and power-mad megalomaniacs, all intent on purging society, are candidates for Prophet corruption. Mass murderer Charles Manson, and Jim Jones, the infamous cult leader of the late 1970s, may have both been Prophets. On the other hand, Prophets also manifest as saintly ascetics who forgo their own needs to devote their lives to caring for others and as courageous crusaders who fight oppression and risk their lives to preach peace and tolerance.

Demonic Prophets make the more religious among us rather uncomfortable. The legendary medieval demons of temptation and desire seem to have their origins in encounters with demonic Prophets. Similarly, at least some of the reported visions of Christian saints and angels derive from encounters with benevolent demonic Prophets.

Involuntary summoning is relatively common with demonic Prophets. Whenever a large group of people are all focused on worshipping, honoring, and seeking to become a specific archetype, an appropriate demonic Prophet may be drawn to them and appear, using the energy of their belief to manifest. Demon Prophets are all dependent upon their followers. If the followers cease to worship or emulate them, the demons will be banished back to oblivion. Disrupting the demon's cult and convincing its followers to cease worshipping it is the single most effective way to banish these demons.

PROPHETS AND MUTATION

A few of the most utterly debased and diabolic Prophets twist their outer forms to match the evil within them. The vast majority of Prophets, however, incur no obvious physical changes. Upon becoming Incarnate, most Prophets gain 3 levels of Strong Will (see p. B23) and all Acute Senses (see p. B19), as their new cause strengthens their wills and sharpens their senses. Also, while they rarely look any different, some particularly violent Prophets gain increased physical capabilities.

BECOMING A PROPHET

Most Prophets become corrupted while practicing some form of religious magic. Whether a Catholic priest performing exorcism or a Voodoo houngan summoning a loa, when a ritual performed by a person of deep faith fails, the person may become a Prophet. Only people who have intense personal faith become Prophets. People without such faith usually end up as Adepts or occasionally as Predators. On rare occasions, people of faith who have been corrupted from the failure of nonreligious rituals or even from an attack by a Predator become Prophets instead of Adepts or Predators. For a few people, religious obsession alone is enough to transform them into a Prophet.

ADEPTS

Adepts are obsessed with knowledge and with a desire to do something that no one has done before. Adepts are most often created when a ritualist becomes corrupted while performing a failed ritual. Adepts become fascinated with the acquisition and use of supernatural and esoteric knowledge. The exact nature of the knowledge desired depends on the individual. Some seek to perform more and greater rituals, or attempt to locate supernatural places and objects of ever increasing power. Others seemingly turn their backs on the magic that corrupted them and seek answers in science and technology. The former are sometimes called Conjurers, the latter Mad Scientists. These general types are not exclusive—a Conjurer may rely on technology heavily, and a Mad Scientist almost always facilitates his technological focus with supernatural energies.

Each variety of Adept has its own special power. Generally, Conjurers are extremely good at creating and performing rituals. They also frequently have a wide variety of Incarnate powers that supplement their magics. Mad Scientists usually have no special abilities beyond the ability to create Enchanted Devices (see p. 216). They rarely perform rituals, and they often possess no Incarnate powers. Their devices, however, make them potentially much more dangerous than any other form of Incarnate.

Most scholars who investigate Adepts use the Conjurer/Mad Scientist division as the basis for their classifications. While useful in some ways, this division does not address the archetypal nature of such beings. Instead of explaining the motivation of the creature, the division highlights differing methodologies. Conjurers attempt to use ordinary-looking magic to attain their ends, while Mad Scientists create bizarre mechanical or electronic constructs to attain their ends. The exact nature of these ends—whether creating life, becoming immortal, or releasing dark powers to rule the world—may well be identical.

Regardless of how they express their particular obsession, all Adepts use the knowledge they obtain to create something beyond themselves. This “great work” may be anything from writing a unified theory of magic to opening a magical gateway allowing dark beings of vast power to conquer the Earth. This work is the heart of every Adept’s existence. Most Adepts would eagerly sacrifice their own or others’ lives in order to complete this work.

Archetype Descriptions

The sidebar list that follows over the next several pages is not meant to be exhaustive. The entities described merely give Game Masters and players an idea of the range of many possible types. Note that Adept entities do not discuss Banes, demons, or Forsaken, as those features are relatively common among all Adepts (see p. 217).

Archetype: The name of the particular archetype and its category.

Common Powers: The powers commonly possessed by the archetype are listed, but note that any archetype may be found with any power. Both Incarnate and demonic versions of this archetype possess these powers. The Forsaken have no powers. Remember that all demons also have Form Body or Possession. Psychic Disciplines are also listed; nearly any psi training within that discipline may be known by the being.

Primary Motivation: Every archetype is based on a particular obsession or motivation. These can range from simple motives like producing terror to complex ones such as a desire to transcend the limitations of the physical world. Regardless of the exact nature of the motivation, corruption renders this motivation increasingly important, until it eventually replaces all other interests.

Description: This section describes both the physical appearance of the being and information on its powers and expected behavior. If the particular archetype is subject to mutation, the type of mutation will be described here.

Banes: Banes are those objects, conditions, or actions that are antithetical to the archetype. Being presented with a Bane makes both Incarnate and demons hesitate.

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Archetype Descriptions

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momentarily before an attack. Some Banes will simply make the creature flee or, if cornered, attack wildly. When a Bane is actively used against an Incarnate or demon, the creature suffers a -5 penalty on all actions. Some Banes kill Incarnate; others merely weaken them. Using a Bane to kill an Incarnate utterly destroys the essence of the monster, preventing the creation of a demon. Banes have no innate power over Forsaken, but the Forsaken may believe otherwise. Banes may upset and repel Forsaken, and often cause them to act irrationally and become easier to kill or capture.

Demons with corporeal forms may be physically attacked using a Bane. While bullets pass through the "body" of a demon without harm, being impaled with a specially blessed spear or some such instantly banishes the demon. Banes used as weapons do normal damage to the demon. Remember that when a demon is banished, it leaves no traces behind. Whatever body it might have appeared in was merely a creation of Seepage.

A Bane functions as an Allergic Susceptibility (see p. C196), Dread (see p. C197), Vulnerability (see p. C1106), or Weakness (see p. C1106), depending on the specific Bane and the severity of its effect on the corrupted one.

Demon: The demonic version of the archetype is described. In many ways, demon archetypes are identical to Incarnate archetypes.

Forsaken: Even these damaged victims of the Seepage remain tied to their archetypes. Their lack of supernatural power tends to make them more devious and cunning in pursuing their obsessions. Their methods and distinguishing characteristics are described in this section.

ENCHANTED DEVICES

The devices created by Mad Scientists are special creations that use the Adept's unnatural understanding of the Seepage to warp reality to his own ends. Attempting to analyze these devices using normal scientific principles always fails. No normal device powered by a single transistor radio battery could start a large fire anywhere it is pointed, or open a gateway to a distant country. An Enchanted Device may do such things and more by drawing on the power of the Seepage. The wonder of these devices is that they can repeatedly work magic on their own. Unlike mere charms that work only once, a Mad Scientist's device will continue to function until it is destroyed.

Almost all modern Mad Scientists firmly maintain that their devices must be complex constructs of gears or circuits. This requirement seems to stem from the modern fascination with technology. This mindset has been impressed upon the Seepage. Many older occult organizations have a supply of ancient magical items like cloaks which render the wearer invisible and armor which protects the wearer from all normal harm. These items were made by Mad Scientists long ago, and thus do not suffer from an excessive love of complexity. Unless broken or destroyed, these devices continue to work indefinitely. Many are still used long after the being that created them is dead.

Because of their unique nature, Enchanted Devices cannot be duplicated. Even an exact duplicate of such a device will merely be an odd collection of disparate parts. The true magic of Mad Scientists is that they are able to imbue these devices with special powers. Without this special connection to the Seepage, the device is useless.

Enchanted Devices that receive minor or moderate damage (less than half hit points) may be repaired, if all the parts are present. An Occultism or Electronics (Psychotronics) skill roll must be made, as well as the appropriate repair skill, in order to avoid disrupting the Seepage connection of the device and rendering it inert. Further, all such repair tasks suffer a -2 to -6 penalty depending on the complexity of the device. Finally, the time necessary to repair such devices is multiplied by five.

Enchanted Devices can be extremely powerful. Rumors exist of long-range mind-control devices and even working interstellar space ships having been built by particularly gifted Mad Scientists. Such devices naturally attract a great deal of attention from the Black Book, Atlanteans, and, in extreme cases, even the Greys and the Saurians. Even fairly benevolent Adepts can create an enormous amount of chaos simply because of the number of factions who want their creations.

ENCHANTED EXAMPLE

An Enchanted Device may be anything imaginable. Indeed, imagination is one of the crucial ingredients supplied by the Mad Scientist—that factor feeds and sustains the Seepage connection to the device. These items may be designed by the GM or borrowed from any *GURPS* supplement or even other game materials. Whatever their origins, Enchanted Devices are very rare.

THE PHILADELPHIA MIRRORS

This device consists of two large mirrors. Each mirror is approximately three feet wide and six feet high. They are mounted on ornate frames fitted with numerous vacuum tubes and fluorescent lights. When the mirrors are attached to an electrical supply, anyone who attempts to walk through one mirror will instantly emerge from the other mirror. Created in the early 1950s by now-deceased Adept Anders Sonderson, they have been owned by various wealthy collectors wholly unaware of their true purpose. For a time, both mirrors even spent time in a New York thrift shop. Most recently, they were purchased by wealthy occultist Jennifer Donnelley. Donnelley ran into references to these mirrors when researching Sonderson's work. Currently Donnelley is using these mirrors to commute between her apartment in Manhattan and her cabin in the Adirondack Mountains. However, Montague Club agents have become aware of the existence of these mirrors and are planning on stealing them as soon as they can locate them.

ADEPT BANES

All Adepts have the same Bane—the disruption or destruction of their Great Work. This essentially is an extreme Phobia [-30] with no technical name. Destroying an Adept's work instantly banishes any demonic Adept. Disrupting a work in progress weakens both demons and Incarnate, and allows Incarnate Adepts to be safely killed. Unfortunately, threatening to disrupt or destroy an Adept's work will provoke an extremely violent response.

ADEPT DEMONS

Adept demons are actually quite rare. The linkages that bind Predators to their prey and Prophets to their followers are simply not present for Adepts. Most Adepts have little to do with the rest of humanity, and so Adept demons have little reason to interact with humans. Those that do interact with humans usually do so for similar reasons, and so do not require separate write-ups for each archetype.

Upon death, an Adept's drive to produce a lasting and immortal legacy greatly diminishes. However, Adept demons can still be voluntarily and involuntarily summoned. An Adept demon usually acts as a mentor for an occultist or inventor with goals similar to those the demon had in life. They prefer working with uncorrupted or partially corrupted humans and usually disappear after the individual snaps. Assistance from such a being usually results in corruption. However, the assistance of such a demon is the only way that someone who is not Incarnate can create Enchanted Devices. Unfortunately, mere mortals are incapable of fully understanding such devices, so the demon is the only one who will be absolutely certain what the device does. The occultist or inventor may believe she is making a device to generate unlimited amounts of free energy, while in reality she could be creating a deadly bomb.

ADEPT FORSAKEN

Forsaken Adepts have the same desires and goals as other Adepts. They simply lack the special powers that enable them to accomplish these goals. This realization occurs to most Forsaken at some point. Some continue their experiments in the hope of an eventual breakthrough. Others seek less savory paths to success. If the Forsaken comes across any evidence that anyone else is working on a similar project, he will become obsessed with stealing the rival's work and using it in his own creation, or with killing the rival in order to eliminate competition. Others attempt to summon demons or other beings to assist them. Most demons have little interest in helping the Forsaken and only those in need of an unsuspecting dupe will heed such summonings.

ADEPTS AND MUTATION

Adepts never suffer obvious mutations. However, many of them gain a point of Will, or occasionally of IQ. This results from their deeper understanding of the supernatural world.

AEGIS AND ADEPTS

Adepts, especially Mad Scientists, are very powerful and somewhat dangerous. However, they can also be extremely useful. Aegis has a standing policy that Adepts should be captured if evidence exists that they are working on projects which might be of use. The Montague Club and Black Book have similar policies, and more than one Adept has undergone multiple kidnappings.

BECOMING AN ADEPT

The vast majority of Adepts become corrupted when one of their rituals fails. However, magic is not necessary to become an Adept. A scientist who effectively lives in his laboratory, shunning all human contact, may after many years become corrupted and end up as an Adept. Again, the key to corruption is obsession.



Archetype: Stalker (Predator)

Common Powers: Mask, Mesmerism, Phantasm, Regeneration, Thrall, Telepathy, Teleport

Primary Motivation: Producing fear. Stalkers slowly pursue their victims, allowing them to hear or catch glimpses. They cultivate their victim's fear, and revel in it, before they kill.

Stalkers prefer to avoid being seen until they are just about to kill their victims. Stalkers use and thrive upon the fear of the unknown. Dark unfamiliar places, ranging from the space under a child's bed to the inside of a dark deserted warehouse, produce this fear. Stalkers can sense such emotions and seek out victims who are experiencing these feelings. Even a familiar city street seen at 3:00 a.m., when it is barren of both people and sound, is a Stalker's playground.

Description: Stalkers are silent killers who primarily prey upon single, isolated individuals. Anyone who is out at night in an unfamiliar and largely deserted area could potentially become the victim of a Stalker. Stalkers spend as much time as possible stalking their victims, allowing their prey to become slowly aware that something is after them. Once the

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Archetype: Stalker

[Predator]

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prey has actually been cornered or otherwise restrained, the Stalker will, if possible, play with the victim, allowing him to escape and recapturing him. All this is done, if possible, under conditions where the victim can not see his hunter.

Stalkers often use Telepathic Illusions to conceal themselves in swirling pitch-black shadows or cloaks of blackness. Stalkers do not usually physically torture their victims. When the victim has collapsed from fear and nervous exhaustion, the Stalker kills him rapidly with any weapon at hand. Stalkers often have no visible mutations, but many gain 3 levels of DX and 3 levels of each Acute Sense (see p. B19) as their reactions and their senses are heightened to a superhuman degree. Those Stalkers who do change physically generally become thin and attenuated, with small sharp claws and an uncanny ability to move without making noise.

Banes: Stalkers can function effectively only when alone with their prey in dark, threatening environments. Confronting a Stalker as a group, surrounding it and attacking from all sides, is one effective way to destroy it. Stalkers are extremely reluctant to let themselves be cornered or surrounded, and usually revert to a mad killing frenzy to avoid this. When humans band together against a common attacker, much of the visceral fear that feeds Stalkers vanishes, and often the hunter can become the hunted (see Claustrophobia and Demophobia, p. B35).

Stalkers are also much more effective at night or in near or complete darkness. Attacking a Stalker in daylight or under extremely bright artificial lights greatly hampers it. Exposure to such lights banishes

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SPIRITS

The Queens Tome indicates that while the existence of actual immortal souls remains entirely beyond the realm of scientific investigation, spirits are phenomena derived from the Seepage, not from the afterlife. A spirit is essentially a recording of the individual's memories and personality that has impressed itself upon the Seepage.

Spirits are in many ways the fourth Incarnate, fully capable of manipulating and controlling supernatural forces in much the same way as the Incarnate. Unfortunately for them, spirits have no ability to generate or collect Seepage; they must rely on the energies of rituals or those found in Pools and Loci. Spirits can only tap into the ambient Seepage Points around them to power their abilities.

SENTIENCE IN SPIRITS

Many spirit "recordings" are quite fragmentary and contain little more than repeated patterns of actions or responses to specific stimuli. These spirits usually perform a single repetitive action. If summoned or otherwise called from the depths of the Seepage, the spirit responds in highly predictable ways. Many spirits either deliver the same message to everyone they see or treat everyone as a specific person they know well. Often such interactions are entirely harmless. On the other hand, a spirit that reacts as if every human it meets is its murderer can be dangerous. Poltergeists are just as likely to be nonsentient "recordings" as any other type of spirit, but their ability to affect the physical world renders them profoundly dangerous.

The vast majority of spirits are incapable of remembering anything that has happened to them while they have been immaterial. Conversations an hour old are completely forgotten, and mentioning them will merely confuse the spirit. In a very real sense, most spirits are trapped in the past.

A few unusual spirits are fully conscious and sentient. Such spirits can communicate clearly and are aware of their surroundings. Unlike the simpler, "recording" ghosts, these spirits are even capable of learning and remembering events that happened after they died. These spirits seem identical in both personality and memories to the actual individuals.

Even these more "conscious" spirits are still nothing more than constructs of the Seepage modeled after the minds and consciousnesses of the once-living individuals. Indeed, on rare occasions, such spirits are produced by individuals who are still alive. These spiritual duplicates, usually known as Fetches, are quite rare, but strongly indicate that spirits have no direct connection to the persons they appear to be.

Some parapsychologists firmly maintain that conscious spirits do seem to be fully sentient individuals, and that banishing a sentient spirit is tantamount to murder. Aegis policy directs Cells to contact CAPS via HERMES if they encounter suspected sentient spirits. CAPS has learned to distinguish between malevolent and nonmalevolent spirits and, on occasion, to work with the latter. It is rumored that the ghost of an Aegis agent who died in the line of duty at the Ranch acts as a special operative under certain circumstances (see p. 219).

GHOSTS VS. POLTERGEISTS

Ghosts and poltergeists are really just two names commonly used for spirits. Some occultists use the titles to describe what kind of abilities the spirit has exhibited, rather than representing actual separate entities. In the presence of a Focus or higher Seepage Level, a "ghost" could display telekinetic powers normally limited to a "poltergeist."



WILSON JENKINS

Wilson Jenkins was an electronics technician and computer programmer who worked in the Groom Dry Lake Facility. For many years, Jenkins worked on uncovering the secrets of alien technology and dreamed of eventually discovering a method of allowing humans to travel to the stars. Jenkins was killed when a Grey psibot unexpectedly lashed out as it was being disassembled. Everyone in the facility was quite surprised when Jenkins showed up for work the next day.

Jenkins assumes that his wish to see humanity travel to the stars was strong enough to allow his personality to survive his death. Since his death, Jenkins has traveled around various Aegis facilities and has even gone on a few missions. While he is happiest working in a laboratory, CAPS has convinced him that a ghost can occasionally be quite useful on important missions.

Attributes: ST 10 [0], DX 10 [0], IQ 14 [45], HT 10 [0]

Advantages: Doesn't Breathe (CI53) [20], Doesn't Eat or Drink (CI53) [10], Doesn't Sleep (CI53) [20], Imperturbable (CI26) [10], Administrative Rank 1 (only within Ranch) [5], Single Minded (CI30) [5], Strong Will +3 [12]

Disadvantages: Astral Entity (CI96) [-25], Fanaticism (-15)

Pulling Strings: Alien Technology [5], Lab/Workshop [2], Library [1]

Skills: Astronomy (M/H) IQ [4]-14, Computer Operation (M/E) IQ+1 [2]-15, Computer Programming (M/H) IQ+1 [6]-15, Electronics (Computers) (M/H) IQ+1 [6]-15, Electronics Operation (Computers) (M/A) IQ [2]-14, Language (Japanese) (M/A) IQ [2]-14, Language (Russian) (M/A) IQ [2]-14, Mathematics (M/H) IQ [4]-14, Meditation (M/H) IQ-2 [1]-12, Occultism (M/A) IQ [2]-14, Physics (M/H) IQ-1 [2]-13, Research (M/A) IQ [2]-14

Paranormal Abilities: ESP, Power 12 [36], Clairaudience (M/H) IQ [4]-14, Clairvoyance (M/H) IQ [4]-14; Mask (appear as himself) [10]; Possession [70]; Psychokinesis, Power 14 [70], Telekinesis (M/H) IQ [4]-14; Telepathy, Power 10 [50], Telesend (M/H) IQ [4]-14

HAUNTINGS

One curious phenomenon common to many spirits is their limited mobility. Usually, nonsentient spirits can only appear and affect the region near where they died. Some can appear anywhere in the building or the city block where they died; others are so limited that they are unable to leave the room where they died. Some spirits appear in other places, usually their homes, and a few can appear only in the vicinity of a treasured possession or a loved one.

Archetype: Stalker (Predator)

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demonic Stalkers. Stalkers are also extremely reluctant to enter well-lit environments. While a bright flashlight or ordinary house lighting will not harm Stalkers, it does disturb them and make them wary. To actually weaken or harm a Stalker, direct sunlight, bright spotlights, or commercial lighting is necessary (see *Weakness (Sunlight)*, p. C1106).

Photographing or videotaping a Stalker cannot destroy it, but will both upset and weaken it. Like bright lights, photographs and similar media fix the form of the Stalker and remove much of its aura of fear.

Demons: When Stalkers become demons, they are especially threatening. No longer limited by natural laws or the confines of the flesh, Stalker demons can instantly appear anywhere a potential prey is alone and afraid. Many such demons stake out particular "hunting grounds" and suddenly materialize whenever someone is alone in that place. Some demonic Stalkers retain the same forms they used in life, but many of them adopt guises like roiling clouds of darkness or shapeless shadows with glowing eyes. Most demonic Stalkers can Teleport.

Forsaken: Forsaken Stalkers become reclusive serial killers, murdering victims in deserted places and then burying the bodies in shallow graves. Forsaken Stalkers usually pick a particular area to hunt their prey, and if they are careful enough in hiding the bodies, it may be many years before they are caught. Unlike many serial killers, Forsaken Stalkers are not concerned with particular types of death or mutilation or with specific types of victims. Anyone helpless and alone is a potential victim.



Archetype: Destroyer (Predator)

Common Powers: Frenzy, Mask, Psychokinesis, Regeneration

Primary Motivation: Violent destruction. Destroyers perform random acts of destruction, especially acts which result in the violent deaths of one or more people. Extreme violence involving rendered bodies, out-of-control fires, pyrotechnical explosions, and large amounts of property destruction becomes the center of their existence. Destroyers are more common in regions cursed with long-term wars, violently oppressive governments, or other causes of large-scale devastation. These features introduce the inhabitants to the true horror of such events.

Description: The site of an attack by a Destroyer is usually easy to recognize. Destroyers prefer to kill their victims in as violent a method as possible. Hacking people apart, ripping out their throats, or simply shooting them with large caliber weapons are all frequently encountered options. Successful Destroyers almost always attack their victims in isolated locations, since careless Destroyers tend to attract massive police response. All but the most unrestrained Destroyer recognize that such a response creates an unacceptable level of personal risk. While destruc-

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When a summoning ritual is used on a spirit with limited mobility, the spirit appears at the site of the summoning. As long as the spirit is held there with summoning or binding rituals, it appears where the summoner wills. However, as soon as the ritual is ended, the spirit returns to its place of residence. Some occultists suspect that sentient spirits can be freed from mobility restrictions by repeated summonings. Most fully sentient spirits have full freedom of movement and can appear wherever they wish or wherever they are summoned.

While no one is sure of the reason, there are very few ancient ghosts. With a few notable exceptions, ghosts fade over time. Almost all known ghosts are less than 300 years old, and the majority of ghosts are less than a century old.

INVOLUNTARY SUMMONING

Incorporeal beings like ghosts, poltergeists, and demons most commonly appear in response to a summoning ritual. Once summoned, if they are not controlled, they may then go off and act on their own until they are either bound or banished. However, summoning rituals are not the only way such beings can appear. All supernatural beings have particular events, emotions, or places with which they are associated. If a large group of people, especially a large group of highly emotional people, is feeling the appropriate emotions, is performing the appropriate actions, or simply is assembled in the correct place, the spirit may spontaneously appear. In all of these cases, the assembled people emit appropriately tinged Seepage energy and agitate the Seepage already present with their emotions.

This attracts or brings into being the appropriate incorporeal being and gives it the energy necessary to manifest itself. Some of these beings can appear only while the people are assembled. Others have the necessary stability to remain long after the conditions which summoned them are over. While Sensitives automatically notice involuntary summonings, demons or other beings rarely appear in clouds of sulfurous brimstone. Even those spirits capable of corporeal interaction either form a body similar to those around them or possess one of the people involved.

Many creatures appear only in the presence of numerous people. Sometimes, however, a single individual can act as the catalyst for an involuntary summoning. A single person who is obsessed, desperate, or wildly begging the supernatural for help will sometimes receive an answer. In such cases, the being that appears usually takes a deep interest in the person who accidentally summoned it. Some creatures attempt to aid these persons, but most seek to corrupt or use them. Involuntary summonings are most common in Pools and Loci and are especially common if one or more Supernatural Foci are among the assembled people. However, Pools, Loci, and Foci are not necessary for such summonings to occur.

CREATING SPIRITS

All spirits use Telepathic Illusions (like the Supernatural Power Mask) to generate a visible form, and Telepathy to speak with others. More powerful spirits, such as poltergeists, can create and control Phenomena, such as Telekinesis and Pyrokinesis. The most powerful spirits can use Possession or Form Body.

The typical nonsentient "recording ghosts" possess only these powers. Sentient spirits, on the other hand, also possess the full range of knowledge and experience that they had when they were alive. Most sentient spirits have between 30 and 100 points worth of skills, depending upon their age at death and their backgrounds. Normally only Mental skills may be used by ghosts. However, a spirit in possession of someone may use any skills it knows, subject to the limitations of the body it is possessing. Spirits generally do not have access to the possessed person's skills and abilities.

SUMMONING, BINDING, AND BANISHING RITUALS

Summoning and binding spirits is a versatile way to manipulate the Seepage. Spirits are capable of invoking numerous Supernatural Powers if they can get an ample power source. When a ritualist summons a spirit to do her bidding, she is saving herself the need to learn the additional rituals that would perform the same things a spirit can do inherently. Not only can the ritualist ask the spirit questions, she can also command it to use the powers at its disposal. Unless the spirit is commanded to manifest itself, it will more likely remain invisible. For example, if the ritualist summoned a spirit and commanded it to light a building on fire, to all those witnessing the event it would appear that the ritualist cast a spell that engulfed the structure in flames.

Of course, no spirit can perform all supernatural powers (a forest spirit summoned by a shaman probably would not use Pyrokinesis), so it is a matter of summoning the right one. Generally, the more powerful spirits have a greater range of manifestation, but they also have more difficult rituals that call them forth, with higher threshold requirements. So if a player character learns a spell for summoning Satan, she will have to travel to a Locus at the right time of year, or sacrifice a number of humans, in order to meet the threshold (not easy, or common).

While saving the effort of learning additional rituals, commanding the spirits does not come without risk. In order to successfully call, command, and then disperse a spirit, three rituals must be cast in succession, each with a chance of failure and corruption. The occasion sometimes arises that these rituals can be used separately, but this is rare.

Only the strongest personalities or emotions create a lasting impression on the Seepage. Given the strange nature of the Seepage, a given spirit's persona is mutable and may be influenced by the summoner. For example, if someone attempts to summon the spirit of his grandmother, assuming he is successful, his grandmother would appear. Chances are that his grandmother died as she lived—a happy, normal human in a low Seepage zone—and she never left the powerful impression upon the Seepage required to create a spirit. As a result, the spirit summoned could be anyone/thing, and it is the ritual of summoning that imposes the conjurer's interpretation of his grandmother onto the spirit. During the time that the spirit is invoked, it will have an understanding of being the conjurer's grandmother and will react to the summoner as his grandmother. The information it has access to may be limited to that actually known (or viewed at some point by the summoner). In this case, the spirit is at best a means to access memories. Of course, the Seepage may be able to call forth other information not in the summoner's possession. This is primarily a matter for the GM and the requirements of the story line.

On the other hand, the summoned "grandmother" will remember its true personality as well (if the player character loses control of the ritual, it's not guaranteed that he will still be dealing with the benevolent grandmother personality). The more times a spirit is summoned, the stronger its impression upon the Seepage becomes. After a spirit is called enough times, it will begin to remember information from its previous summonings, even after Banishment.

Spirits are also notorious liars. If summoned and asked for a divination, the spirit will always have an answer regardless of whether or not it successfully performed the divination (the mock foretelling will be as good as the spirit's ability to tell stories). In fact, spirits will say or do anything in order to stay in the high Seepage level of a ritual.

Archetype: Destroyer [Predator]

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tion is its anthem, self-preservation is usually factored in carefully.

Almost all Destroyers gain 4 levels of ST and HT from mutation, as their bodies become highly efficient killing machines. Many Destroyers grow extremely tough claws designed to rend their victims. Other than being large and muscular, some Destroyers appear quite normal. Others become extremely inhuman, growing long claws, large fangs, and coarse fur. When engaged in killing and destruction, Destroyers use their Telepathic Illusions to project images of terror. They appear to have twisted faces with long fangs, tusks, or similar inhuman features. Most people who see such beings assume they are wearing particularly horrific masks. A few Destroyers actually avoid direct physical violence and instead use Pyrokinesis and Telekinesis to cause greater destruction.

Banes: Destroyers are creatures of violence and rebellion. They revel in destroying people, property, and the social order. They may be opposed by courage and conviction. Symbols of the ordered works of society repel or destroy them. Religious symbols presented by true believers can be used to weaken, repel, or even trap Destroyers (see *Dread*, p. C197). A full religious exorcism performed by a priest banishes any Destroyer demon and weakens an Incarnate allowing it to be safely killed.

Most Destroyers specialize in particular types of destruction. Some use Telekinesis or their great strength to rip people and things apart. Others prefer to use fire, electricity, explosives, or other means. Any substance that specifically stops or inhibits its chosen form of destruction weakens or harms the Destroyer.

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Archetype: Destroyer (Predator)

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Finally, daring to face a Destroyer in single combat weakens or harms it. Unfortunately, Destroyers must be faced on their own terms. Guns or other ranged weapons have no effect on Destroyer demons and cannot safely kill Destroyer Incarnate. Swords, fists, and other close combat weapons all work, but any weapon that does not place the attacker in close physical proximity with the Destroyer will not. Of course, given the great physical power possessed by most Destroyers, this method of destroying such creatures is quite dangerous.

Demons: Fortunately, Destroyer demons are extremely rare. While many Destroyer demons retain the forms they used in life, some become incorporeal avatars of destruction. These demons sometimes possess vehicles to run people down, or buildings to kill everyone inside. The authorities usually place the blame on gas leaks, terrorism, or large-scale electrical system failure, but often wonder about the sheer scale of the devastation involved. Destroyer demons seem to require several months' or years' rest after such carnage, and so this type of wholesale devastation is fortunately quite infrequent.

Forsaken: Lacking the powers of Incarnate or demons, most Forsaken Destroyers are fairly short-lived. These Forsaken often begin as vandals and end up as classic spree killers, where they gun down or otherwise kill up to several dozen people in a mass orgy of death. Shotguns, axes, or other direct, highly destructive weapons are their preferred methods of attack. When the killing and destruction are at their height, Forsaken Destroyers completely lose any instinct for self-preservation and are usually destroyed as they attempt to kill one more victim.

SUPERNATURAL POWERS

The following list includes a number of special abilities powered by Seepage Points and their character point creation costs (should a GM feel so inclined as to allow a corrupted player character at the beginning or during the course of a campaign). This energy may be drawn from the ambient Seepage Points in the area around the corrupted being. However, unlike normal ritual use, once used to power Supernatural abilities, ambient Seepage Points are consumed. Thus, the more active a corrupted being is, the lower the Seepage Points in the area become. This may result in the exhaustion of Seepage Points, and the concurrent decrease in the corrupted beings powers. Whether the corrupted being is cognizant of this connection is a question only the GM can answer.

For some, like Incarnate and demons, internal energy may be used. These corrupted beings create daily Seepage Points that may be used to power abilities at a rate of one point per 3 levels of Will. So if a Predator has 12 IQ and three levels of Strong Will, he could generate 5 Seepage Points' worth of powers without tapping into the ambient energy of the area. This internal Seepage Point access regenerates at midnight, at the same time regular Seepage Points do.

Psychic Abilities

As per normal costs

Corrupted beings may purchase, or be assigned, any psychic ability available to a player character. For the most part, as creatures empowered by Seepage, these beings are limited in their disciplines and training choices just as characters are, due to the present state of human knowledge (see Discipline and Psi Training Descriptions, p. 153). Of course, a GM might vary this restriction to present the players with something out of the ordinary and hint at possibilities in the Seepage that are unknown to parapsychologists (Psychic Vampirism comes to mind—a power that humans have not mastered but a corrupted being might display in a particularly deadly manner).

Psychic abilities are purchased or assigned to corrupted beings in the normal manner. Unlike humans, however, corrupted beings can expend one ambient or internal Seepage Point to gain a +6 bonus to one psychic discipline. They can do this as many times as there are Seepage Points to spend, but can gain only one bonus to each attempt. Further, corrupted beings can spend a Seepage Point in place of a hit point where required by a psychic ability.

Some of the powers discussed later in this section mirror or relate to psychic abilities. They are different in that they have specific effects and set Seepage Point costs. A corrupted being with one of these powers and a matching or related psychic ability decides which to use and when.

Ritual Abilities

As per normal costs

Like psychic capacities, corrupted beings can purchase, or be assigned, any ritual-related skill available to player characters. Also like psionics, by spending one ambient or internal Seepage Point, the corrupted can gain a one-time +6 bonus to any one Ritual Type skill. Thus, with access to enough Seepage, the corrupted become very powerful ritualists.

Animal Control

15 points

Animal Control is very similar to Thrall, but works only on animals. Creatures within the influence of the power naturally trust and obey the desires of the corrupted being. The animals also gain an instinctive (and therefore limited) understanding of the user's wishes. In almost all cases, the animals controlled are of a specific type: alligators, wolves, rats, or vermin in general. A corrupted can affect

any animals within sight, or for those animals that have a habit of hiding out of view, roughly a 50-yard radius.

1 SP provides control for 2dx5 seconds, 2 SPs for 3dx5 seconds, and 3 SPs for 4dx5 seconds. Animals succumb to this calling without question.

Demonic Invulnerability

200 points

All demons who have the ability Form Body automatically gain this power. The creature is invulnerable to all attacks except those relating to that archetype's Banes. Specific Banes like sunlight and holy symbols will harm a demonic vampire, for example, but bullets or even grenades will do no damage at all. Living beings and ordinary ghosts can never possess this ability. This ability has no SP cost and functions constantly. (A less powerful version of this ability may be found on p. CI70.)

Form Body

30 points

Useable only by incorporeal beings like demons and spirits, this ability allows the creature to form a seemingly solid body out of the energy of the Seepage. This body can act in all ways as a normal physical body, and is usually a duplicate of the body the being had while alive. Unless the being has the Invulnerability Power, this body can be affected by all normal weapons and has hit points equal to the being's Will. Once the hit points are overcome, the body dissipates, but no other injury effects (i.e., shock, stun, knockdown) are applicable. Further, the body is not alive and contains no internal structure. Even the most cursory medical exam will reveal that the body is far from normal. As there is some physical aspect to this body, Voids and Psinks can perceive it. The power can be disrupted as normal by a Psink's Quick Contest roll (Will of corrupted being vs. the Psink's Psi Static skill).

Forming a normal body costs 2 SPs; forming a horrific or unusual body costs 3 SPs.

Frenzy

30 points

Frenzies are supernatural adrenaline rushes common to many Predators. Under the influence of mind-numbing fury, the corrupted is entirely immune to pain (but not damage), capable of bone-breaking, muscle-tearing feats of strength, and blinding speed. The corrupted is in an uncontrollable berserk rage allowing only mindless attack and no use of any power that requires concentration. Any damage taken by an Incarnate during a Frenzy (short of instant death) is ignored until after the effects wear off. This power grants the same benefits that the Adrenaline Surge advantage does, except no extra hit points are taken when the surge wears off (see Adrenaline Surge, p. 68).

1 SP allows 2dx5 seconds of frenzy, 2 SPs provides 3dx5 seconds, and 3 SPs give 4dx5 seconds.

Mask

10 points

Masking is a powerful form of TI that corrupted beings use to disguise themselves. It is an illusion limited to the corrupted being's own person. Unlike most other TIs, Mask normally has a distinctive clarity about it. Examples include making oneself "dim" (difficult to see or notice but not technically invisible), a Predator werewolf changing his form at the sight of the full moon, and a Prophet glowing with the radiance of the heavens.



Archetype: Purifier (Prophet)

Common Powers: ESP, Frenzy, Thrall, Psychokinesis, Regeneration

Primary Motivation: Cleansing evil. Purifiers see the world as base and corrupt, and are an inherently destructive archetype. Their goal is to destroy all evil and immorality. Rebuilding a new order after the old one has been destroyed is something that they rarely consider. If asked, most talk of how the innate morality of mankind will triumph when the people are freed from the evil and oppression. Whether they strive to destroy a government, a rival faith, an organization, a single powerful individual, the entire social order, or merely an imagined conspiracy, Purifiers cannot exist without their chosen enemy.

Description: Purifiers are only found where the populace feels restricted or oppressed. This oppression turns to rage and an urge to destroy the oppressors. In such an environment, Purifiers find many willing to accept their message of destruction. Unfortunately, Purifiers are often wrong about the source of the oppression. As highly directed archetypal beings, they seek simple answers to the problems they perceive.

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Archetype: Purifier [Prophet]

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Most Purifiers single out some group, or more rarely some individual, as the source of all evil and oppression. According to the Purifier, when this group or individual is destroyed, all other problems will magically vanish. As well as infesting violent religious cults, a number of Purifiers can be found among various terrorist and freedom fighters throughout the world.

Banes: Purifiers are beings of violence and destruction. The only way to combat them is with nonviolence and passive resistance. Fighting Purifiers and their minions merely strengthens their cause and their resolve. However, standing before them unwilling to fight, but unwilling to let them carry out their destructive plans, weakens them and causes all but the most corrupt and violent of their followers to pause and consider the situation (this is a form of Dread, see p. C197, related to a person's attitude, not a substance).

Unfortunately, the only safe way to kill a Purifier Incarnate is to persuade one or more of its followers to kill it. Any other form of killing runs the (admittedly small) risk that the being will return as a demon. Usually outsiders infiltrate the ranks of the followers and work to turn them against the Incarnate from within, but only actual followers who once believed in the being may perform the killing. If the followers can be persuaded to lay down their weapons or otherwise cease their violence, even temporarily, Purifier demons will be banished.

Demons: Purifier demons are spirits of elemental violence. They are actually able to feed on the destructiveness of their followers and receive 1 SP for every 10 followers who are engaged in violent, destructive action. Mob action by the followers of a Purifier can be a

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Corrupted beings have greater control of the supernatural than Foci, and therefore they can produce manifestations of increased power. Any Mask, once enabled, will last an entire evening (roughly 12 hours, or until the corrupted being dispels it), but the strength of the illusion itself is based on the number of SP spent on it. For example, the Predator werewolf who believes that he turns into a wolf under the full moon cannot physically achieve this change, but a Mask allows the stunning (albeit illusory) transformation to occur.

A 1 SP illusion creates a form that will be perceived unless a Will-2 roll is made. A 2 SP illusion requires a Will-4, and 3 SPs creates a Will-6 illusion. When a Will check is successful, the character can see through the illusion to the corrupted being behind it, negating any benefits that the illusion provided. Voids and Psinks ignore the effects of illusions entirely. Psinks in the area double the SP costs and may disrupt the effect with their Quick Contest (Will of corrupted being vs. the Psink's Psi Static skill).

Mesmerism

35 points

Mesmerism is a very powerful form of mental domination. When used upon a victim, it can totally suppress her identity. In all respects, the corrupted being becomes the master, unquestionably obeyed by a servant. When effective, Mesmerism lasts until dusk or dawn (whichever is appropriate). This power may be used on more than one person at a time, but a separate expenditure of SPs is required for each person.

1 SP requires the victim to make a Will-2 roll to resist its dark charm, 2 SPs requires a Will-4 roll, and 3 SPs demands a Will-6 roll. As a specifically directed effect, Voids may be targeted, but Seepage Point costs are doubled and any Seepage Resistance is applied to the Will roll. Psinks also double SP costs, and require a Quick Contest (Will of corrupted being vs. the Psink's Psi Static skill) in addition to the normal Will roll.

Phantasm

Varies

A Phantasm is an illusion created by the corrupted. Dissimilar to a Mask, these visions may incorporate properties of all three of the Focus manifestations: vortex, mirage, and apparition. Some of the corrupted are capable of fluent control and an infinite variety of images, entirely depending upon their whim. An Adept might generate an illusory labyrinth inside his mansion to prevent the player characters from interrupting his studies, and as they got closer he could create new twists, turns, and false leads. This could be fairly classified as a 75-point advantage. Others have a single illusion that they use with frequency. It could be as subtle as the light dimming in the presence of a Prophet demon, creating nightmare-like lighting. If it is the only Phantasm the corrupted is capable of, perhaps it is unaware that it is even doing it. Such an advantage would cost as little as 5 points.

The SP costs and Will modifiers are the same as for Mask.

Possession

70 points

By using Possession, an intangible corrupted being attempts to project the power of his being into a living body. The goal is to suppress the victim's identity and allow the corrupted to dominate. The corrupted being literally inhabits the human's body, and may perform any action the victim is capable of, and a number that she could never imagine (depending on the corrupted being's other powers). When the being eventually leaves the possessed body, the poor victim pays the price of the supernatural touching her mind. She must see if she becomes corrupted with a Will roll; loss means she succumbs.

Possession has no set duration. At every dusk and dawn, the victim may attempt a Will roll to see if she can force the spirit out. Demons possessing humans may be forced out when presented or attacked with a Bane. In such cases, the human immediately becomes free from possession if she can succeed in a Will roll. Freedom from her own corruption, however, requires another roll.

1 SP requires the victim to make a Will-2 roll to resist, 2 SP requires a Will-4, and 3 SP needs a Will-6. As a specifically directed effect, Voids may be targeted, but Seepage Point costs are doubled and any Seepage Resistance is applied to the Will roll. Psinks also double SP costs, and require a Quick Contest (Will of corrupted being vs. the Psink's Psi Static skill) in addition to the normal Will roll.

Regeneration

30 points

With Regeneration, any wound that does not kill the corrupted being outright will heal at amazing speeds. In fact, almost any wound can be healed in a twenty-four-hour period of time. Additionally, any wound suffered by a corrupted with this power will heal without medical attention.

Regeneration replaces 1 hit point per hour. If faster healing is needed, the corrupted can spend 1 SP to heal 2 hit points in a second. (Variations of this power may be found on p. CI64.)

Teleportation

20 points

In areas of high paranormal activity, some corrupted beings have the ability to teleport. He may teleport from one location to any other locale of his choosing, with certain limitations. The power requires an immense amount of supernatural energy, and even then cannot be done often. The corrupted must expend 3 SPs and can only teleport from and to areas of Seepage Level 2 or higher.

Thrall

25 points

Thrall is supernatural emotion control. In many ways it is like empathy in reverse. Instead of sensing the emotions and feelings of others, it allows the user to push a particular emotion into the minds of those around him. A corrupted being can use this power to create unnatural fear, hatred, lust, or other emotions within his victims, which will threaten to make them lose control of their own actions. Although this ability is very potent, the corrupted never relies on this alone to create his intended mood. Vampire Predators are truly terrifying even without Thrall, just as Messiah Prophets are truly magnetic.

Thrall can also create a field of supernatural charisma; by radiating love and trust, the words spoken by the corrupted being become increasingly hard to ignore. As long as the suggestions given do not sound obnoxious or suicidal, those nearby soon find it difficult not to do whatever the corrupted says. Only the quick of mind and the strong of self will keep their wits about them.

Although this power could be used to induce nearly any emotion, the corrupted normally are capable of invoking only one type particularly suited to their archetypes (e.g., love, fear, depression, fascination). When this power is activated, it affects everyone who can see (or hear for those player characters who decide to wear a blindfold), and lasts 2dx5 seconds regardless.

A 1 SP Thrall can be ignored only if a Will-2 roll is made. A 2 SP Thrall requires a Will-4 roll, and a 3 SP Thrall Will-6. Voids are immune to this area effect. Psinks are also immune, double the SP cost, and require a Quick Contest (Will of corrupted being vs. the Psink's Psi Static skill) if the effect is dissipated within the Psink's range.

Archetype: Purifier [Prophet]

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ghastly scene. The demon almost always uses its newfound energy to perform further violence, using Telekinesis and Pyrokinesis. Gasoline storage tanks and natural gas mains may explode on their own, and rocks may hurtle toward previously passive observers or law enforcement officials, to draw them into the destruction.

Forsaken: Lacking the supernatural charisma of demons or the Incarnate, Forsaken Purifiers usually join existing violent opposition groups or engage in solitary campaigns of terror. Like all other Purifiers, the Forsaken are obsessed with spreading their message to others and may threaten to set off bombs or perform similar heinous acts if their messages are not broadcast on the radio or printed in newspapers. While fully capable of careful planning and secrecy concerning their acts of terror, most Forsaken Purifiers feel compelled to speak about the enemy they hate and fear to anyone they feel might be receptive to their views.



Archetype: God-King (Prophet)

Powers: Mask, Mesmerism, Psychokinesis, Regeneration, Telepathy, Thrall

Primary Motivation: *Personal Power.* God-Kings want to rule the world. Like Purifiers, they desire to rebuild the world into a new and purer form. However, they are convinced that for this new world to work they must be in charge. Most God-Kings feel that they have been selected by some higher power to rule as its representative on Earth.

Description: While every God-King has a precise idea how the world he rules will be run, none of these details are as important as the fact that he will be the one ruling it. Of all the varieties of Prophets, these are the most openly mad. God-Kings are all firmly convinced of their superiority and their destiny and their right to rule the world. Many God-Kings claim to wish to rule only a single nation, or even a single city or town, but such lesser goals are merely stepping stones to controlling the actions and fate of the entire mass of humanity. Most of a God-King's followers are not attracted to the ideal or plans for the new world. Most of the followers are simply caught up in the God-King's supernatural charisma and personal



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PREDATOR CASE STUDY: MORTON JEFFRIES

Morton Jeffries views the past through a fogged and twisting window. Remembering is often difficult, and sometimes the memories fracture like panes of glass. His only constant is the blood and the sweet song it sings to him, a song so loud and beautiful that it literally hurts him to resist dancing to it. There are moments when it seems the world should be able to hear it, but the contorted and screaming faces tell him that it's for his ear alone. If they could only listen they would certainly follow his step . . . what choice would they have?

The blood song always begins very softly, but it rapidly grows with pounding complexity. Sometimes he remembers resisting the crescendo—how foolish that feels to him now! The spinning choir is tireless, washing his senses in a red haze of joy.

Eventually the pinnacle fades to silence, but this is long after the dance has run and red fills his mind. When Morton can focus again, he often finds himself in dumpsters covered with drying blood, or with strange wounds that heal quickly. Often the sun plagues him then, hanging menacingly over his head and demanding that he seek shelter from it. Oddly, it is in these moments that he finds the clearest view into his own past, but the memories come so strangely he often doubts their validity.

Sometimes he sees himself surrounded by books . . . musty, dusty, and oh so quiet. He remembers a life that mimics those tomes. A meek but comfortable living shared with a woman whose face sometimes leaves him curled up on the floor, sobbing—until the next song begins. On rare occasions, he even remembers the activities he filled himself with while in the . . . library? He envisions the books of old magic and the ritual that called to him. It was a calling that was only a glimpse of the music to be made, and even that was irresistible. Was that the beginning, or the realization? Regardless, that night was the first song, and the woman his first partner in the dance. Her terror confused him but didn't stop the blood song . . . it only made it more fulfilling.

In the time that followed, his life became difficult to understand and impossible to live. The books slipped from him, and his dwelling disappeared into the shadows. He had to hide from the law because the dances seemed to disturb people. The streets became his home, and he fell into their anonymous embrace. His physical changes seemed as natural as the dance; his gaunt form and the deftly clawed hands helped him live the music.

Of course, thoughts like these came only rarely. In his world there was only the present—hiding in the gutters, dodging the intense light of day, and the dancing. Dancing like a knife to music made just for him.

THE CREATURE

Morton Jeffries might not live up to the expectations of the man in the street given widely accepted history and folklore, but he could be called a vampire. Jeffries served many years as a librarian in Boston, Mass. and developed a high degree of specialization in old and rare books. Like most of the Incarnate, he was a Focus by birth, and his natural aptitude for the unusual led him to take an interest in certain of the volumes over which he was caretaker—those discussing magic, the occult and supernatural themes. Indeed, his devotion to the collection lead him to use any means to discover those who possessed such books, and to appropriate them for his use. More than once, Jeffries willingness to engage in criminal behavior, such as burglary, stalking and intimidation put him in grave danger from the law. Still, his obsession and ability kept him out of police hands. In time, he even managed to accumulate several tomes of true mystical significance. Although his yearning to collect had overshadowed his desire to study most of his finds, he did take a more active interest in the books of “power,” as he labeled them. He eventually experimented with the writings and rituals therein, and, in a pinnacle of calamity, Jeffries opened himself to the corruption of the Seepage. He arose to become one of the Incarnate.

His transformation left him intellectually limited—vaguely delusional and removed until he hears the “blood song,” at which time he becomes bestial and homicidal. Physically, Jeffries is small and wiry, but possesses above-average strength. His skin has grown pale and thin, and his hands have developed claws capable of ripping easily through human flesh. On quick observation he appears very sickly. If resting, he could easily be mistaken for dead. His only truly inhuman feature lies in the abnormal length of his hands. Jeffries does not have extended canines.

As an Incarnate, he possesses inhuman endurance, the unnatural ability to heal almost any wound, and slightly heightened senses (*i.e.*, the years of abuse normal people’s eyes get from the sun, other intense light sources and in study or close reading has been halted and even reversed in Jeffries, and no further accumulation can occur; likewise for his other senses). Like all Stalkers, he maintains himself through the fears of others, which he creates through the “dance” or chase. He views them as vile monsters hiding their treasures from him. In his warped mind, their secrets can be his if he can “possess their soul.” This means “soaking in their fear,” and an overwhelming desire to drink their blood at the end of a hunt.

Psychologically, Jeffries does not think of himself as a vampire, and therefore he is saddled with none of the phobias associated with them. He does avoid the sun, however, due to his sensitive eyes.

ARCHETYPE: PREDATOR STALKER

Attributes: ST 15 [60], DX 14 [45], IQ 8 [-15], HT 14 [45]

Advantages: Alertness +4 [20], Claws (CI67, convert punch/kick to cutting damage) [25], High Pain Threshold [10], Longevity [5], Night Vision [10], Strong Will +6 [24]

Disadvantages: Appearance (Ugly) [-10], Compulsive Behavior (must cause fear by stalking) [-15], Severe Delusion (must drink blood at the end of a chase) [-15], Weakness (Sunlight) [-15]

Skills: Area Knowledge (M/E) IQ+4 [8]-12, Brawling (P/E) DX+2 [4]-16, Climbing (P/A) DX+2 [8]-16, Occultism (M/A) IQ [2]-8, Research (M/A) IQ [2]-8, Running (P/H) HT+1 [8]-15, Stealth (P/A) DX+2 [8]-16, Swimming (P/E) DX+2 [4]-16, Tracking (M/A) IQ+3 [8]-15 (Alertness mod)

Paranormal Abilities: Frenzy [30], Regeneration [30]

Archetype: God-King (Prophet)

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magnetism. As a result, a cult of personality develops, and the followers are loyal to the Prophet and not to any higher cause. This personal loyalty makes God-Kings the most difficult variety of Prophet to stop. Most followers will disregard even radical changes in their leader’s beliefs or actions and view them as proof that the God-King has some hidden plan. God-kings reinforce this faith through frequent, extremely flashy displays of their power.

Banes: God-Kings depend on their charisma. To weaken or destroy a God-King, it is necessary to disgrace or defame it. Any successful attempt to make a God-King look helpless, stupid, incompetent, or simply ridiculous will weaken both Incarnate or demonic God-Kings and will allow Incarnate God-Kings to be safely killed (the being suffers 1d damage per such successful attempt; this is a form of Vulnerability, p. C1106).

To actually banish a demonic God-King, the demon must be made to seem so incompetent or ridiculous that a portion of its followers begin to actually revile or ridicule it. Several incidents that ridicule the God-King may be necessary to change the followers’ opinion of their leader. A variety of techniques have been used to destroy a God-King’s illusion of infallible power. Sometimes uncovering and thwarting one’s sinister plans is sufficient. In other cases, revealing contradictions in its information may suffice. Occasionally mockery, ridicule, and practical jokes can break a God-King’s hold on its followers. While practical jokes may seem a rather frivolous way to end a potentially dangerous threat, God-Kings usually react extremely violently if their authority is threatened. A failed practical joke can easily result in injury or death for those who performed it.

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Archetype: God-King

[Prophet]

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Demons: Demonic God-Kings believe themselves to be actual gods. They desire worship and sacrifices from their followers. In return, they promise wealth and power to all those who honor them. Instead of merely wishing to physically rule the entire world, these demons believe that they are destined to rule the entire physical universe or at least some significant aspect of it. Some of these demons believe they are gods of a specific realm like war or death, others that they are the gods of some chosen group of people, and a few even claim that they are the true creator of the universe. Most of these demons explain their lack of omnipotence as a result of the efforts of some adversary. The demons require some form of human intervention to allow them to reclaim their rightful place of power. If their worshippers provide sufficient aid, the demons believe that they will attain even greater power and be impossible to banish as they rule over their chosen activity or people.

Forsaken: Forsaken God-Kings tend to be dangerous, reclusive megalomaniacs who are constantly seeking some way to prove themselves before the world and to convince humanity that they are its specially chosen ruler. Some rant about their destiny on street corners. Others plan and sometimes carry out violent acts to prove the weakness of the current rulers and to gain the publicity they crave. When carrying out acts of terror, Forsaken God-Kings always make sure to let the world know that they are the ones responsible for the destruction that their acts cause. Their desire for publicity is often much more important than the exact nature of the acts they plan. Fortunately, this desire for fame usually allows Forsaken God-Kings to be rapidly apprehended once they have committed some heinous crime.



PROPHET CASE STUDY: MOJO BONEREADER

The big bull 'gator hissed more out of territorial duty than threat. Its reptile mind knew it had nothing to fear from the scared and stumbling couple passing by. Of course, that didn't stop them from stifling a yelp and running in a zigzag pattern across the swamp, all the while trying to keep focused on why they were there.

Their little boy was sick, mortally so, and a big city doctor certainly didn't want to come all the way to their little town just for a family with no money. Home remedies and traditional ointments had done nothing, and now with all other avenues tried and failed, they had no choice. They were going to see Mojo Bonereader.

With his hand-built home in sight they strengthened their resolve for the final step—confrontation. Mojo was more of a legend than a man; the stories of him had seemed to whisper throughout the town for decades. "He talks to the spirits," they said. "In league with old Black Tom hisself," others warned. And then there were those who wouldn't say a thing, for fear that even at his home, miles deep in the swamp, he'd still hear them. But wherever tales collided, miracle-worker or crazed specter, all agreed that Mojo Bonereader was not a man to be taken lightly.

Even with those warnings running through their thoughts, they still managed to knock on the weathered door. After some time, a small white man in a dirty, tattered business suit awkwardly answered the call. He stood there lifeless, his dead eyes unseeing. Without acknowledging them, the zombie shambled away, leading them to a central room of some sort before disappearing down an unlit hallway.

The room was sparse. Beyond the organic-looking and misaligned shelves that were loaded with small bottles of colored powders and dried insects, there was only one piece of furniture. This was a chair made out of bones (some of them human), and seated upon it a man lounged comfortably. He was tall and broad with an old, battered top hat resting on his bald head. A long coat adorned his body, feathers and other talismans hanging off of it, and the inside lining seemed to be the remnants of an American flag. Something dangerous slid across his eyes but thankfully didn't rest there long. Mojo Bonereader slowly extended a wide, toothy grin and spoke.

"You have been expected for quite a while, my friends . . . welcome. Now tell me of your little boy. And let me tell you of the path to salvation."

THE CREATURE

Mojo Bonereader, voodoo priest, spirit talker, and medicine man is one of the Incarnate—a God-King Prophet to be exact. He is a thing of stories, feared and respected. Seemingly ageless, tales of his powers, knowledge and minions have circulated as long as anyone can remember. To those who believe, there is nothing he cannot do, no place he cannot see, and no one he cannot reach. Even to those who do not cotton to his ways, he is a figure of respect. Too many unanswered questions and unexplained events have occurred to be secure in ignoring or belittling him. Disbelief is best done from a distance, and only by those completely secure in their power and life. In other words, precious few disparage the mojo of Mojo Bonereader.

To believer and skeptic alike, Mojo Bonereader is a power of last resort. Sought after by those in need of the impossible, or who desire the unusual and unattainable, the medicine man's price is as feared as his abilities. In fact, his desired payment is always the same—conversion to his cause and undying loyalty. Once Mojo Bonereader enters one's life, his influence takes root and nothing is ever the same. The old life can never be recaptured.

At first meeting, Mojo seems odd and removed (due mostly to his unreadable aura), but with time one might learn to find a jovial and almost pleasant personality under his arcane exterior. This charming disposition does not hinder him in the slightest from exacting cruel revenge, or from killing those who oppose his plans for power.

The power lies within him to do such things if he wishes to use it. Mojo possesses hypnotic powers, as well as a limited telepathy (Mojo believes the spirits whisper the thoughts others hold of him). Beyond his capabilities as Incarnate, Mojo is rehearsed in several rituals from his people's history, including faith healing, divination (spirit talking), and zombie creation.

The zombie ritual does not actually raise people from the dead, nor are the zombies created "undead." The ritual suppresses the wills of the victims and binds them to the zombie master. This leaves them lifeless in appearance, slow, and immune to pain (but not damage). It is a fate that Mojo saves for only the worst of his enemies.

ARCHETYPE: GOD-KING PROPHET

Attributes: ST 10 [0], DX 12 [20], IQ 14 [45], HT 16 [80]

Advantages: Ally Group (large, quite often) [60], Animal Empathy [5], Appearance (Attractive +1) [5], Charisma +3 [15], Longevity [5], Ritual Aptitude 2 [19] (Ritual Magic mod), Strong Will +6 [24]

Disadvantages: Bad Temper [-10], Fanaticism [-15], Megalomania [-10]

Skills: Area Knowledge (M/E) IQ [1]-14, Bard (M/A) IQ [2]-17 (Charisma mod), Cooking (M/E) IQ [1]-14, Dancing (P/A) DX+1 [4]-13, Detect Lies (M/H) IQ-1 [2]-13, Fast-Talk (M/A) IQ [2]-14, Intimidation (M/A) IQ [2]-14, Naturalist (M/H) IQ [4]-14, Occultism (M/A) IQ [2]-14, Physician TL4 (M/H) IQ [4]-14, Poisons (M/H) IQ [4]-14, Staff (P/H) DX+1 [8]-13, Theology (M/H) IQ [4]-14

Paranormal Abilities: Healing, Power 8 [24], Healing (M/H) IQ-2 [1]-12; Mesmerism [35]; Telepathy, Power 8 [40], Emotion Sense (M/H) IQ-2 [1]-12, Telereceive (M/H) IQ-2 [1]-12

Ritual Abilities (all modified by Aptitude): Blessing and Curse Ritual Type (M/VH) IQ [8]-16, Curse Ritual 16 [4]; Divination Ritual Type (M/VH) IQ [8]-16, Prophecy Ritual 12 [4]; Ritual Magic (Caribbean) (M/VH) IQ [8]-16, Bind Zombie Ritual 16 [10]; Spirit Ritual Type (M/VH) IQ [8]-16, Questioning Ritual 16 [4]



Archetype: Creator [Adept]

Common Powers: ESP, Healing, Mesmerism. Their creations often have numerous powers.

Primary Motivation: Creating a masterpiece. Creators seek to devise some unique and impressive creature or device. Creating life, transforming animals into people, turning lead into gold, or making a machine that can teleport objects are all possible goals for Creators. The Creator's project is always something that no one has ever done before and that others believe to be impossible. Frequently, these creations involve breaking down boundaries that others regard as inviolate, such as the distinction between life and death or the boundary between one mind and another.

Description: Like all Adepts, Creators are obsessed with their creations. Most Creators choose projects of such difficulty that success is impossible or will occur only after many years of effort. Creators who believe they have succeeded in making their chosen creation become deliriously happy. Unlike most other varieties of Adept, the process of creation is the endpoint of their desire. Once it has been reached, some Creators simply enjoy using their cre-

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Archetype: Creator (Adept)

(continued)

ations, while others seek the fame, fortune, and acceptance they believe they deserve for their efforts. Many eventually pick another, even more difficult, project to work on and the cycle begins again. A few simply slip away and die.

If the creation turns out to be flawed or inadequate in any way, the Creator becomes extremely angry and often destroys it and begins again. This is generally not a problem unless the creation is a living, sentient being. If the creation objects to being destroyed, serious conflict may ensue. Unfortunately, Creators working on difficult projects usually produce at least one flawed creation before they succeed. Like all Adepts, Creators are convinced of their own brilliance and are unwilling to believe their creation is flawed until the defect cannot be ignored. Careful testing and proper safeguards are generally regarded as unnecessary, or even as insulting to the Creator's innate genius.

The only harmful Creators are those who work on dangerous projects. A Creator intent on building the world's fastest automobile is unlikely to cause problems until the vehicle is road-tested in heavy traffic. However, Creators who wish to raise the dead may require a source of freshly dead bodies and may not be too particular about the origin of the bodies. Also, creating sentient beings is especially difficult, whether grown in a vat, or assembled from dead body parts or even from electronic components. Many such creations are flawed and develop dangerous or even homicidal quirks, especially if the creation realizes that its maker regards it as imperfect. Victor Frankenstein is among the most famous Creators, as his exploits were circulated in the guise of fiction, but there have been numerous others.

ADEPT CASE STUDY: TASMIN ROKAZ

To my brother,

You probably wonder why you receive these occasional rantings that must seem anything but sane. Selfishly, I admit they are for my benefit alone . . . but I assure you that every word contained herein is truth. Partly I write to relieve the weight from my own shoulders. Partly I write to remind myself of my one good deed, the single noble action that resulted in your continued existence. And partly I write because you are blood to me, and I do love you. I suppose that in some way I have loved all of Mother's children . . . which brings me to the reason I write at this time.

Mother is pregnant again.

I dread the thought, but I know I'm right. She is always certain the moment it happens, and the look of smugness dancing across her face this morning speaks louder than words. After all, Mother is not one for unanswered questions.

Have I told you why? Why she has so many children, why I took you away from her?

Mother is a very powerful woman, she knows things. How the world works, where to find power, and how to use it. She often talks about it to me, not so much for conversation, I think, but just to hear it said aloud. Part of it has to do with this energy that comes from fear, the fears of the whole world. And there are special people around which these energies pool, and, properly trained, they can tap and control these forces.

Mother is one of these people.

People like Mother are exceedingly rare, but if you bring two of them together, they gather a larger pool than either individual alone. Mother has children in hopes to make more like her, and in doing so she creates huge amounts of power. She's fairly successful.

She generally gets one of three outcomes:

Another like herself, who never lives past ten or twelve. They spend their lives in her power, never fully free of her influence. Since they are the children that she constantly strives to produce, they are her favorites and I spend much of my time attending them. I have come to call them "talismans."

Sometimes she births a normal child, like myself. I'm afraid that I (and my brethren) are somewhat of a disappointment to her. Still, we take care of the house, attend to bills, purchase supplies, etc. In many ways, we are servants.

Scariest are the "dwellers." For some reason the more talismans she has, the greater the chance of a "dweller." They are horrible twisted beings. When one is born she has me bring it to the basement, where it spends the rest of its life. They grow strong, and the vile things even have their own form of tribal law governing their actions. Yet it is their existence that shows an emotion within Mother, for surely it would be easier just to kill the poor thing promptly after its birth, but she does not. It is her only acknowledgment of love for her kin.

Of course, you were different. Mother was horribly sick and weak the entire time she was pregnant with you. Labor was long and difficult, and she was in so much pain (Mother never pains through labor). When you were finally born, Mother screamed. To me, you looked like a normal baby boy, but to Mother you were her greatest fears come true, you were her opposite. Feeling her power drain away, she was in tears with fright.

She demanded that I kill you.

In her weakened state, she couldn't crawl behind my eyes and make me carry out her wishes. She had to trust in my loyalty, but for the first time (for the last time), I defied her. Secretly, but I did defy her. I let you live, and kept you safe. Within the hour, I had brought you far away.

My shining moment lies with you and unfortunately, it may be my only one. Mother is pregnant again, and with it the time begins for my most foul of duties. Soon, I will have to take care of her mate. Most likely he is drugged, restrained, or both . . . too bad for him, he is no longer needed. I'll most likely bring him to the basement and let the dwellers handle him, the foul little cannibals. It's a shame really, he seemed rather nice.

And don't fool yourself that I have some choice in the events. If I showed a moment's hesitation, Mother would force my hand. As I have said, she's a powerful woman.

I must go now, since it is only in secret that I may write these notes, and I can hear Mother finishing her bath. Once again, I thank you for sharing my weight, and I continue to ask that you never attempt to find where I am. If Mother knew of your existence, it would mean death for us both. I hope you are doing well, and perhaps one day I will be able to contact you with happy news.

*With love,
Your brother*

THE CREATURE

Tasmin Rokaz is a Creator Adept, obsessed with creating the next evolutionary step of humankind—one empowered by supernatural energies. She has gained an understanding of what she is and how her power works. Seeing the advantages of surrounding herself with Foci, she seeks to do so. She believes that the only way to ensure success is to use her own body as the “canvas” for this creation.

Foci are exceptionally rare, but due to her own origins as a Focus, Tasmin has theorized (correctly) that her own children have an increased chance of being of a similar nature. Thus she has taken to an existence of mating, and to disposing of her mates after conception.

Tasmin has the Incarnate ability to induce a trancelike state within others, making them susceptible to her mental dominance. This is her primary paranormal ability, but her knowledge of rituals more than makes up for that. In less advanced times she would be known as a witch, for her ritual “magic” is capable of any number of results (primarily used for the summoning and questioning of spirits, but as diverse as Telepathic Illusions to change her appearance when she seduces mates brought to her by her “children”).

Tasmin is 53 years old and has given birth to more than 30 children. She has yet to reach menopause, and it is unlikely that she will soon. She lives in the mansion that her family has occupied for generations, surrounded by her children. The Foci she keeps in lucid trances for her control, the mundanes she uses as servants, and the “dwellers” live in the basement and take care of any unwanted guests. Tasmin herself has not left the house in over twenty years.

ARCHETYPE: CREATOR ADEPT

Attributes: ST 8 [-15], DX 8 [-15], IQ 16 [80], HT 16 [80]

Advantages: Ally Group (medium-sized, all the time) [60], Charisma +3 [15], High Pain Threshold [10], Immunity to Disease [10], Longevity [5], Ritual Aptitude 1 [4] (Ritual Magic mod), Strong Will +6 [24], Wealth (Wealthy) [20]

Disadvantages: Appearance (Hideous) [-20], Bad Temper [-10], Fat [-20], Obsession (Create Foci) [-15], Vulnerability (Psinks) [-12]

Skills: Bard (M/A) IQ [2]-19 (Charisma mod), Cooking (M/E) IQ [1]-16, Dancing (P/A) DX [2]-8, Fast-Talk (M/A) IQ [2]-16, Intimidation (M/A) IQ [2]-16, Meditation (M/VH) IQ [8]-16, Occultism (M/A) IQ [2]-16, Poisons (M/H) IQ [4]-16, Sex Appeal (M/A) HT+2 [6]-18

Paranormal Ability: Mesmerism [35]

Ritual Abilities (all modified by Aptitude): Illusion Ritual Type (M/VH) IQ [4]-16, Disguise Ritual 16 [6], Major Illusion 12 [8]; Ritual Magic (Shamanic) (M/VH) IQ [8]-16; Spirit Ritual Type (M/VH) IQ [4]-16, Banish Spirit 16 [8], Bind Spirit 16 [10], Summon Spirit Ritual 16 [8]



Archetype: Alchemist [Adept]

Powers: Initially none, but they may gain any Incarnate power in the course of their experiments.

Primary Motivation: Self-transformation. The highest goal of all medieval alchemy was self-transformation and the perfection of self. Alchemists seek to use their special knowledge to transform themselves into another form or state. Some seek physical immortality. Others wish to improve their bodies to reach some desired physical goal. A few want to abandon their physical form and create a body of pure energy.

Alchemists create the same types of devices and perform the same varieties of experiments as other Adepts, but their ultimate goal is to use the device, ritual, or drug upon themselves. Alchemists are the type of Adept most likely to become demons. Becoming a creature of pure (Seepage) energy is a common goal for Alchemists. However, the desired transformation can take almost any form imaginable, even granting the Adept vast physical powers of comic-book superheroes.

Description: Many Alchemists end up killing themselves in a spectacular or unusual fashion as they attempt

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Archetype: Alchemist [Adept]

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to transform themselves into their desired states. Others pay or recruit desperate subjects to test these transformations for them. Sometimes Alchemists even kidnap subjects for their experiments. Like all other Adepts, most Alchemists never succeed in the transformations they seek. Those few who do must then find another goal to sustain them. Some become obsessed with transforming others into their own "perfected" state. Still others use their new abilities to become either deadly Predators or heroic figures who secretly battle supernatural beasts or dangerous criminals.

In a few cases, especially when the Alchemist becomes a being without vast supernatural powers, it ceases to be Incarnate. A transformation to a person with a highly attractive or physically perfect body, or simply to someone who is immortal and ageless, allows the Adept to resume life as a seemingly normal human being. In these cases, the obsession at the heart of the Adept ran its course, and when it ended, the Alchemist lost his connection to the Seepage.

ALIENS AND THE SUPERNATURAL

The aliens on Earth are aware of the arcane energies that encompass it. To most, it offers an additional source of interest and study. What is paranormal to humans is merely part of the human puzzle to them. Supernatural activity is just another aspect of this strange world, even if it seems like a foreign and mysterious force to humans.

GREYS

Imagine that your main senses were psychic in nature. Now picture a world (Earth) full of inhabitants who radiate powerful, but chaotic, psychic energy. It's annoying, comparable to continuous random chatter. Indeed, for many it is far more than annoying—it is dangerous and maddening. Because psychic energies are relatively unhindered by distance, the Seepage of Earth is noticeable even on the Grey homeland.

Grey evolution did not include a period of uncontrolled psychics, so human Seepage is confusing to them. The Greys' first reaction was to dominate us and make us stop. Unfortunately, they quickly learned that our alien minds make us difficult to control even for short periods, and next to impossible to leave any kind of lasting impression on (with the possible exception of "Forget," used on many abductees). Over the years, the Greys have become increasingly interested in the paranormal and devote a great deal of energy to its study.

ATLANTEANS

Many Atlanteans show a good deal of interest in the paranormal, but like all Atlantean maneuvers, this is done covertly and individually. The isolation of their race and their broad range of interests and whims means that a good number of Atlanteans are fascinated by the Seepage at any one time. While it is unsurprising that a few have an eye focused on the macabre, they all are entirely nonpsychic themselves. Atlanteans (by our standards) are a race of Voids, and should be less prone even to notice the supernatural.

Their exceptional intelligence, wide-ranging surveillance activities, and connections to various human organizations explain the profound knowledge of the occult and other paranormal ventures that many possess. Their long-standing studies of the Greys have also drawn them to the supernatural, if for no other reason than finding a weapon to use against the psychic-oriented aliens. Through study of the Seepage, some Atlanteans hope to understand the basis of psychic activity, perhaps even use it.

GNA-TALL

If the Gna-Tall are aware of paranormal activity differing from any other of Earth's oddities, they have yet to show it. The supernatural does not interest them in the slightest. Like the Atlanteans, they appear to be a race of Voids. Unlike the Atlanteans, they are not too worried about it. They are aware of the Greys and generally consider them to be a nuisance, nothing more. The same can be said for the supernatural and, more specifically, the Incarnate. If an Incarnate presents a problem, the Gna-Tall war-tech simply kills it.

BACKGROUND ON THE EXTRATERRESTRIALS

Aegis' knowledge of the extraterrestrial is extensive in many areas, but far from complete. In general, its information on the Greys is correct, as is what little it knows about the Gna-Tall. Its evaluation of the Atlanteans is woefully inaccurate.

In truth, both the Gna-Tall and Atlanteans are "feeding" technology to Earth. This has resulted in humanity gaining knowledge at an exponential rate—far faster than would happen naturally. Each of these races acts for its own reasons, and few of them are in the best interests of mankind.

GREYS

The extraterrestrials known as the Greys are the most well known to Aegis and the rest of humanity. Still, they are an enigma. What Aegis has learned through scientific methods is accurate, and many of its hypotheses are as well. Despite this, it knows little of why the Greys are here or what they gain from their seemingly pointless activity. This is as it should be.

Grey evolution followed a much different path than anything seen on Earth, resulting in a race of intelligent beings that has very little in common with humanity. The ecosystems of their home planet heavily favor those beings with psychic abilities. This means that the Greys are the culmination of billions of years of evolution directed toward perfecting these abilities. Their high level of mastery of the psychic reflects this.

It has also resulted in a very different form of competition for survival, one based not on fight or flight, but on mental dominance. As such, the violence that permeates everyday activities of Earth is incomprehensible and highly disturbing to them.

PSYCHIC ABILITIES

Greys have complete conscious control of their psychic abilities, unlike most of humanity. Further, they have always been in control of their abilities. The phenomenon of Psychic Seepage does not exist on their home planet, nor was it ever a phase of their evolution. On their home world, psychic energy is even more abundant than on Earth, but it is also precisely controlled. Even single-celled animals have control over their limited use of psychic power.

Control of these abilities has progressed to the point that Greys can evoke very specific results, combining their talents in intricate ways that appear almost magical. The Greys have mastered almost all the psychic disciplines. The exceptions are Antipsi and Psychic Vampirism, either of which would be repulsive to the Greys. Further, all psi trainings are available except Sense Aura, Emotion Sense, and Precognition. These exceptions result from the close communal consciousness of the Greys, and unfamiliarity with the Seepage.

Due to this unconstrained access to such power abilities, the Greys have developed in fundamentally different ways technically as well as culturally. Their evolution, genetic and cultural, has led to a bias toward small-scale technology than can be comprehended by a single individual. Thus, they can pull metal from ore and shape it to their will, but they cannot build an engine with it. In some ways,

Greys and Seepage

The Seepage is always disturbing to the Greys, particularly those on Earth. It slowly wears on their minds and drives them mad—an event unprecedented in Grey history. It also causes physical pain and even infertility. Those among the Greys who have studied the matter carefully (those that still remain in control of their faculties) are gravely concerned that the rampant increase in Seepage occasioned by the growth in the human population will ultimately cause the extinction of the Greys. The race is in a state of crisis over how to address this situation.

Greys and Violence

All mentally stable Greys have a form of the Pacifism (Total Nonviolence) disadvantage (see p. B35). They will not raise a hand to another sentient being or exert violent psionic abilities against them. They do, however, encourage metahumans in all possible ways in their efforts against the humans, violent or otherwise. The pacifism among the Greys suffers greatly under the constant bombardment of the Seepage, which counts among its currents a heavy dose of violent thought and action. Insane Greys lose their nonviolent compulsions but are also shunned by their brethren. Of course, the loss of the racial consciousness and the support this entails further drives them into the mental abyss.



Domination **Prerequisite: Telesend and** **Telereceive at 15⁺**

Domination is a new psi training within the Telepathy psychic discipline. It is less overt than Telecontrol and more powerful than Suggest. When an individual dominates another, she is attempting to overwrite a specific part of the target's psyche, permanently changing it. This tactic is not undertaken lightly, as it is distasteful and dangerous for both the dominator and her target.

Domination relies heavily on the similarity between the minds of the psychic and her target. For this reason, the discipline is effective only against members of the psychic's own race. Humans may dominate only humans, Greys may dominate only Greys. Metahumans are vulnerable to both human and Grey Domination, and are capable of dominating both. Given the lack of psychic capacity and training on the part of the Atlanteans or Saurians, no one may dominate either of them.

Domination allows the psychic to actually rewrite part of the target's personality. When used successfully, a single statement may be inserted into the mind of the victim, which becomes a permanent part of the victim's psyche. This statement can be as subtle ("You believe it would be best if I were the team leader") or as overt ("You would rather die than hurt me") as needed. This is a more powerful version of Suggest (see p. P24), because it can permanently change a person's way of thinking.

To dominate someone, a psychic must succeed at a Dominate skill roll, and then at a Quick Contest between her Will and the target's. If both rolls are successful, the psychic must immediately spend hit points (if human) or Fatigue points (if Grey) equal to one third of the Will of the target (rounded down).

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especially in the areas of information and scientific theory, they are almost primitive compared to mankind. In others, where they can directly apply their psychic abilities, they exceed mankind in both capability and vision.

Socially, the Greys are very conscious of the thoughts and desires of their own. Indeed, there is an almost shared-mind quality to the Greys due to their close mental and emotional relations. Decisions are made by consensus. This is less benevolent than it seems, however, because the primary mechanism of dispute-resolution is for the stronger Greys to dominate the weaker ones into full agreement.

The natural ability of a Grey is not significantly more powerful than that of a human psychic. The majority of their psychic superiority stems from the refinement of their abilities (far higher power and skill levels) and efficiency of their use. Comparing Telepathic abilities, for example, the average Grey will be able to reach roughly the same distance as a relatively powerful human psychic, i.e., 400 yards. The Grey, however, could not only make contact with the target's mind, but could speak at length even if they shared no language. A Grey rarely possesses less than level 12 in at least one power, or level 14 in any psi training it possesses.

Further, unlike humans, Greys employ normal *GURPS* psionic rules regarding Fatigue. They do not expend hit points as humans do. This gives them far greater frequency of psychic use. Finally, when they expend Fatigue points to use extra effort (see p. B166, P7), there is no degradation of skill.

TIME-LOSS PHENOMENON

Given their innate pacifism, the Greys have concentrated on two psi trainings since coming to Earth. The first is Mindwipe, which they use to keep humankind ignorant about its relations with Greys and the events of any abduction. The second is a form of Sleep that paralyzes humans and makes them oblivious to occurrences around them for a duration set by the Grey. Either training results in a human without clear recollections of the Greys' activities. Unable to discern a difference between the two, some parapsychologists and UFOlogists have classified this the "time-loss phenomenon."

GESTALTS

The Greys have another psychic advantage, one that is unique to them even among the creatures of their homeworld. Individual members of the race can combine abilities seamlessly, allowing them to harness much more raw power than any single human can muster.

Greys form themselves into Gestalts, groups of three to five that become closer than even the tightest families of humans. They are in constant psychic rapport (treat as a Psilink between all members of the Gestalt). Further, they can share psychic fatigue among members of the group. Thus, one member of a Gestalt can draw Fatigue from the other members to power its psionic abilities, regardless of where the others are located. Finally, a Grey can draw upon one half of the power level (round down) of a psychic discipline of any members in its Gestalt. Thus, if a Grey Gestalt has three members each with a Telepathy Discipline of 14, the Gestalt can empower one to act with a power of 28. This is possible only if the drawing Grey possesses some level of that discipline. Skills may not be shared. This ability is an advantage called Psilink (Gestalt) and costs 20 CP.

PSYCHIC LENSES

For Greys, the closest native analog to human tools are their lenses. These are structures, both large and small, that allow them to concentrate their abilities with even more effect than normal. The lenses are specially grown coral, bred from natural strains found on their homeworld. The coral is no stronger than that found on Earth, and thus these valuable devices are often shielded with metal.

Most lenses are specifically tuned to work with one psychic training each, but some are highly complex blends that facilitate a number of disciplines and trainings. The most common example of the complex lens is a Grey spaceship. They are designed to allow them to focus psychic energy on movement, defense, communication, and surveillance. The concept of tools which can operate independently of an active source (i.e., a Grey) is something they have been introduced to only since their arrival on Earth.

IMPLANTS

With the aid of the NDD, the Greys have developed special metal-coated, coral implants for use on abductees and metahumans. These implants are very small and may be found at the base of the neck or in the nasal cavity. These devices create an automatic telepathic link between the host and any Grey attempting Telereceive on her. No success roll is necessary.

PSYCHIC BACKLASH TABLE

6 or less	The strain knocks the character unconscious for 1d minutes.
7-8	The character develops a Mental disadvantage (most likely one possessed by the other character) such as Voices, Paranoia, Phobia, or Flashbacks. If one does not appear on the other character's profile, the GM should choose one.
9-10	The backlash damages the character's psychic facilities. Any use of a psychic power for the next 1d days requires the expenditure of an additional HT or Fatigue point.
11 or more	The character's brain hemorrhages violently, causing 2d hit points of damage.

Domination

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Whenever a psychic successfully dominates someone, both the psychic and her target must make a Will roll. If the psychic loses the roll, she must roll 1d on the Psychic Backlash Table. If the target loses, he too must roll on the same table. In either case, the individual must add or subtract the difference between the two Wills. For example, if a target loses a psychic backlash roll and his Will is two points lower than the psychic's, the target rolls 1d and adds 2.

It is possible, although difficult, to undo the effects of Domination, providing that such effects can be identified. It may be overcome temporarily by the Suggest psi training, and permanently removed with another use of Domination. Otherwise, hundreds of hours of counseling and a number of Paraphysics success rolls equal to the person's Will are necessary.



SECRETS

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Teleportation

The Greys reached Earth through the development of the Teleportation psychic discipline (see pp. 157, B175, P26) and the Autoteleport and Exoteleport psi trainings. This capacity is one of their most closely guarded secrets and it has allowed them to travel interstellarly, much to the Atlanteans' vexation.

The Greys often use Autoteleport or Exoteleport on a personal basis or to move equipment from base to base. When combined with Clairvoyance, the Greys can even teleport to previously unknown locations. Clairvoyance is used by groups of Gestalts at extremely high power levels to view locations at far distances in detail. This knowledge is then used to teleport actuately and safely.

In this manner, Grey ships began exploring surrounding space in the search for the source of the deadly Seepage. Major teleportation missions, such as moving a large base filled with equipment and personnel, require the services of a specially trained Gestalt. The Gestalt must accompany the equipment and passengers on the teleport. In order to safeguard these valuable groups, the Greys make certain that the landing zone is as safe as possible from both physical and psychic danger.

GREY LENSES

At the GM's discretion, a Grey lens may be devised that boosts any psychic discipline or psi training, or combination of the two. Portable lenses can add up to 5 levels to disciplines, but 1-3 is more common. Psi trainings rely on mental dexterity and experience. Thus, they are more difficult to boost than disciplines, which are simply raw power. Portable lenses are limited to boosting psi trainings by three levels, and even these lenses are very rare.

Lenses are most often spherical and covered with finely processed metal coatings. The inside is filled with coral; there are no moving parts.

The following lenses are the most frequently encountered.

Amnesia Lens: This is principally a skill-based lens. It boosts Telepathy by only one level, but increases a user's Mindwipe training (see p. B171, P23) by 3. It also halves the time necessary for Mindwipe actions.

Paralysis Lens: This lens facilitates a narrow application of the Domination skill and allows it to work across racial lines. It further increases the user's Telepathy discipline and Domination training by 2 for purposes of this use. The user can force the target to cease all action for only as long as the user concentrates, and for a number of minutes equal to the user's power (or the Gestalt's power) after concentration ends.

NEW ADVANTAGES

Grey Lens Tuning

10 points

To use a lens, a psychic must employ a special advantage, Lens Tuning. Acquiring this advantage requires the learner to be psychically active, or at least to have that potential (no Voids or Psinks). Once the Lens Tuning advantage is gained, any lens may be employed, as long as the operator has the proper discipline and/or psi training.

Grey Ship Tuning

15 points

This is a specialized form of the Lens Tuning advantage. It must be done for each Grey lenship so attuned.

GREY OBSERVER SAUCER

The Greys have developed specialized, multipurpose lenses that most often appear as the saucer-shaped ships of myth and legend. They contain a blend of specially bred lenses that amplify many if not all of the Greys' psychic abilities. Their size and the blended complexity renders these lenses very difficult to breed. It takes months and sometimes years of constant attention by the finest breeders to create a lenship.

Each type of lens may be accessed from any section of the ship. Telepathy capacities aid in communication, Psychokinetic in movement, ESP/Astral Projection in sensors, and so on. The ships' capacities vary—indeed, each ship is an individual creation of the breeders and will have different stats. The precise abilities depend greatly on the powers and skills of the psychics crewing it. Lenships multiply the power level of the psychic or any Gestalt using it by a factor as high as 10, but that extreme level is generally reserved for propulsion on only the most specialized craft. For the most part, power levels are no more than doubled. Further, only one of the mindlinked psychics need concentrate on a power. The others may add half their power levels, even if they are engaged in other tasks. Finally, the lenship usually adds a +5 bonus to any skill attempt. All in all, a properly trained Grey Gestalt aboard a lenship is a formidable foe.

To use a lenship's abilities, the operator must be attuned to it. Given the blend of lenses in the Grey craft, Grey Ship Tuning is much more difficult than simple Lens Tuning. The one exception here is access. Lenships contain no doorways or windows, nor indeed any seams of any kind in the hull or interior walls. The ship, and any chamber inside, is accessed through mental command. Anyone with at least Psychokinesis 1 can issue such a command to the coral and open a portal of nearly any size desired. This means that entry to a Grey ship is relatively easy—hijacking it is a much trickier proposition.

Damaging a Grey ship has no impact on its functioning; a fair amount of redundancy is built into the coral structure. Damage that flows through and harms the occupants, however, will reduce ship performance.

The Grey Observer is the smallest of the lenships, designed for reconnaissance and abductee tracking and identification. It has most of the standard lens abilities, except the most complex, such as teleportation. As usual, the outside is coated in a metal alloy for protection and the inside is a series of multiuse chambers, some walled in metal, some exposing the coral.

As each capacity may be accessed from anywhere on the ship, and the Grey crew form one Gestalt (and thus are telepathically linked), no bridge or command room structure exists. The only constants on a lenship are a pool chamber partially filled with water, and a nutrient chamber feeding into it. It is here that Greys go to feed and relax (as much as they can in the midst of the Static).

Also, like all Grey ships, the Observer has one true weapon system. It enhances the Dampen and Surge trainings for use against machines, and Paralysis (Domination) and Mindwipe for use against people. It defends using a PK shield, which is ineffective against radar or other energy "attacks." For most of their time on Earth, the Greys have been unaware when they are targeted by radar. Through knowledge gained in their association with the Black Book, however, some are experimenting with breeding a special form of the Energy Shield training to provide stealth capacity from radar.

The following capacities assume a three-member Grey Gestalt. Each has a level 10 in its specialized power and a 5 in all others (total Gestalt power 15). The crew shares the Astral Projection, Electrokinetic, ESP, Psychokinesis, and Telepathy powers. Each crew member is responsible for a specific aspect of ship performance and has a 14 skill in each relevant psi training (skill 19 with lenship bonus).

Grey Psychic Racial Advantage [70 points]

The Greys have several abilities, all related to psionics, that together form the Grey Psychic racial advantage. They are as follows.

Mindshare [40 points]

The Grey Mindshare includes Global Consciousness [60 points] and a theoretically universal distance [60 points]. Further, each Grey is an intelligent actor [25 points] and there are roughly one million Greys alive at any one time [40 points].

On the other hand, the Greys on their home world are feverishly trying to construct a psychic shield against the Seepage. While not entirely successful, this curtails information exchange between those on Earth and those on the home world. Thus, the shared consciousness is limited to the solar system [-20 points], where the number of Greys is less than 1000 [-30 points].

Further, the shared consciousness is largely limited to emotions; only information vitally important to the race as a whole is automatically shared [60% limitation]. Finally, the Grey communication can be blocked by telepathic means [10% limitation].

Fatigue = Powered Psi [15 points]

Unlike humans, Greys expend Fatigue points, not hit points, when using psychic powers.

Full = Skill Extra Effort [15 points]

Unlike humans, Grey psychic abilities do not degrade when using extra effort.



Subassemblies and Body Features: Radical streamlining, submersible, submarine lines.

Propulsion and Lift: Psychokinesis 80 (creates 20,000 lbs. of thrust), Telekinesis 19.

Weaponry: Electrokinetics 40, Dampen 19 (turns off any device in a 10-yard area which may be projected up to 1,600 yards [0.9 miles] away), Surge 19 (causes an electrical surge doing 13d damage up to 1,600 yards [0.9 miles] away). Telepathy 26 (range 4,000 miles), Paralysis (Domination) 19 (may only be used to cause target to cease all action and remember nothing during that time), Mindwipe 19 (time to use skill is divided by four).

Communications: Telepathy 26 (range 4,000 miles), Telereceive 19, Telesend 19.

Sensors: Astral Projection 40, Astral Projection 19 (lasts for 40 minutes per use, can move astral body at rate of 40 yds/s). ESP 40, Clairvoyance 19 (range 44 yards, area seen 22 yards), Clairaudience 19 (range 1,600 yards [almost 1 mile], area heard 800 yards (almost 0.5 mile), Seekersense 19 (range essentially unlimited). Telepathy 26 (range 4,000 miles), Psi Sense 19, Telescan 19.

Miscellaneous: Pool chamber with 500 gals. of water (4,250 lbs. [water weight], 75 cf.). Nutrient chamber with one-year supply of nutrients (1,000 lbs. [nutrient weight], 10 cf.).

Occupancy, crew stations and control: Long. One pilot controls propulsion and lift. Other two control weapons/com-

munications/sensors as needed. When needed, g-seats may be formed out of the room walls.

Space: Working chambers (1,000 cf. total).

Volume: Body 1,085 cf. modified to 2,100 cf. (for radical streamlining, submarine hydrodynamic, and submersible).

Surface Area: Body 1,000 sf.

Structure: "TL10" light, expensive, submersible coral (750 lbs.)

Hit Points: Body 750.

Body armor: TL7 expensive metal (PD 2, DR 5, 2,000 lbs.).

Surface Features: Sealed. Psychokinesis 150, PK Shield 19 (PD +1, DR +75)

Statistics: Empty weight 2,750 lbs., Internal Payload 600 lbs., Loaded weight 8,600 lbs. (4.3 tons), Submerged weight 131,250 lbs., Volume 2,100 cf., Size modifier 4, HT 12.

Submerged Performance: Submerged thrust 20,000 lbs. uDrag 250. uSpeed 25 mph/s. uAccel 3 mph/s. uDecel 2 mph/s. uMR 0.1. uSR 4. Draft 9 feet. Crush Depth unlimited (the crew simply fills the craft with water).

Air Performance: Stall Speed 0 mph. Aerial motive thrust 20,000 lbs. aDrag 25. aSpeed 2,450 mph. aAccel 47 mph/s. aMR 3. aSR 6. aDecel 12 mph/s.

Space Performance: Space thrust 20,000 lbs. sAccel 2.3 g. sAccel 46 mph/s. Turn Around 0 secs. sMR 2.3.

METAHUMANS

The problem of the Seepage motivates nearly everything the Greys do on Earth. The simplest solution is destroying as many humans as possible. This, however, is entirely beyond the pacifistic Greys. In desperation, they have discovered another counter against Seepage: genetic manipulation.

After arriving on Earth, the Greys began to study the Seepage creators they found there. Their clumsy early abductions and their treaty with the NDD were all products of this campaign. With a deeper understanding of genetics than humans, the Greys soon discovered that humans were built with several genes that mirrored Grey genes almost exactly. This parallel evolution shocked them, but also sparked an idea. The most accomplished Grey scientists began to splice in other Grey genes. The process took time and a great deal of experimental subjects, and produced a number of failures. In the end, however, the Greys discovered a genetic combination that almost entirely eliminated the deadly human psychic leakage. A byproduct of the experiments was greatly strengthened psychic capacity (one or more levels of the Seepage Aptitude (Psychic) advantage, see p. 70). Most importantly, these new humans are not burdened with the Grey's pacifistic traits and can be used to bring the war to humans. The NDD facilitated these abductions and experiments to gain access to better psychic capacity and to learn more about the Greys, wholly unaware of the Greys' ultimate objective—the elimination of Seepage. The Greys' human allies call these psychically advanced humans "metahumans."

Although excited by their discovery, the Greys also despair of creating enough metahumans to make any material effect on the Seepage. They have taken to seeding the general population with metahumans through abductions and genetic implants. The NDD has tried to keep track of all these people, but the Greys are not cooperating as much as required by the treaties. These metahumans are sometimes referred to as wildlings and can be found in any walk of life.

Other metahumans are raised from birth to be absolutely loyal to the Greys. They see humans as unwitting killers and violent beasts. Only these metahumans are taught Domination, and they serve the Greys in many ways. They would be the perfect weapon for the Greys—if only they were more numerous and were better able to interact with humans. Loyal Greys have little understanding of human society and relations. To ensure the level of absolute loyalty necessary to allow them to learn Domination, the Greys do not let these metahumans become "socialized." Loyal metahumans do not "blend" and are ill-suited for operations outside Grey-run bases.

The final group of metahumans are those "socialized" for operations. Some have been raised by outside families and then briefed on their unique abilities. Some have been trained by special NDD operatives to form a special limited psychic corps. A few even have been raised by normal families and recruited into Aegis as naturally talented psychics. These metahumans are never taught Domination, but are fully subject to it by the Greys or the loyal metahumans.

RACE RELATIONS

The Greys regard Atlanteans (they can identify them psychically) as creatures to be avoided. They have great difficulty reading, and therefore communicating with, Atlanteans. The history of Atlantean violence toward them is much more intense than anything they endure from humans, and although they have not (yet) learned to comprehend it, they have learned to avoid it.

The Greys are even more fearful of the lizardlike aliens than the Atlanteans. They can sense their true nature, and it is a thousandfold more intense and alien than the Atlanteans'. The Greys' fear is motivated less by any actual knowledge the Saurians possess, but simply because the Saurians are, to them, so extreme. Greys will flee as quickly as possible when Saurians are close, unless they feel physically very secure.

Grey Technology

The Grey homeworld would be viewed objectively as Tech Level 0. Greys live in the sea and have no metal, fire, or even buildings, other than massive psychoactive coral structures. They have learned of these things since coming to Earth and appear to have mastered metallurgy and basic electronics at least to Tech Level 6 or 7. While they appear to be quick learners with flexible minds, the advancements and the speed of their arrival are yet another aspect of life on Earth that destabilizes their mental facilities.

On the other hand, the Grey understanding of biology and their ability to manipulate genetics is roughly at Tech Level 10. Until they encountered the Atlanteans, the only application of this knowledge was to manipulate the Grey form for artistic purposes. Since then, they have adopted the Atlantean form to survive better in atmosphere, and have extensively experimented with cross-breed genetics to create metahumans. The Greys are only beginning to develop biotech in the sense of combining genetic manipulation with metallurgy and electronics. The concept of combining biotech and psychotronics or lenses is also beginning to be considered. As with all matters, the Earthbound Greys have only limited time before the Seepage takes its toll.

Though not as inherently interesting to the Greys, human technology is desired. Their effort to understand this technology is one of the chief rationales for abductions. They seek out humans that can act as a bridge between their alien minds and the concepts embodied in human technology. The Black Book often aids in the selection process, pointing them to individuals with particular knowledge in one area or another. This can just as easily mean a housewife as a world-renowned scientist.



Job

Job is the name given by the NDD to the Grey they captured at Roswell. He is a remarkable Grey both in raw psychic capability and psychological stability. In time, this Grey brokered the deal between the NDD and the Greys, and has gained as full an understanding of humans as any Grey on Earth. Still, humans are very difficult creatures to understand for any Grey, and Job despairs of ever learning enough.

Despite his mental toughness, Job's long presence on Earth and the constant bombardment of the Seepage has started to twist his mind. Job's recent discovery that he is impotent has further exacerbated this condition. At present, Job's mental instability is reflected in his decreased sense of pacifism. He has even taken to voluntarily isolating himself from the shared Grey mind (although not his Gestalt) at times. As the Greys do not allow those on Earth for any period of time to return home, Job's condition will most likely only get worse. (More can be learned of Job in *Bodyguard of Lies 1: Psi Wars*.)

GREY RACIAL TEMPLATE

294 POINTS

The following template should be used when constructing Grey characters. Greys are poor combatants due to their nonviolent nature. Still, their psychic powers are diverse and powerful. Combined with Black Book operatives, a Grey Gestalt can be a formidable challenge.

Attributes: ST -2 [-15], DX +2 [20], IQ +4 [45], HT -2 [-15]

Advantages: Acute Hearing +2 [4], Doesn't Breathe [20], Grey Ship Tuning [15], Lens Tuning [10], Psilink (Gestalt) [20], Psychic Aptitude 2 [25], Psychic Racial Advantage [70]

Disadvantages: Dying Race [-10], Enemies (Atlanteans, quite rare) [-20], Low Pain Threshold [-10], Pacifism (Total Nonviolence) [-30], Skinny [-5]

Paranormal Abilities: Astral Projection, Power 5 [15], Electrokinetics, Power 5 [25], ESP, Power 5 [15], Healing, Power 5 [15], Psychokinesis, Power 5 [25], Teleportation, Power 5 [25], Telepathy, Power 10 [50]

JOB

A typical or sample Grey is nearly a meaningless designation. Each is highly diverse and invariably part of a powerful Gestalt. As an example of a Grey, Job serves as well as any, and may be used as a Grey mastermind or champion against the humans. More details on Job may be found in the sidebar.

Attributes: ST 8 [0], DX 12 [0], IQ 15 [10], HT 8 [0]

Advantages: Acute Hearing +2 [0], Doesn't Breathe [0], Grey Ship Tuning [0], Lens Tuning [0], Pacifism (Total Nonviolence) downgraded to Pacifism (Cannot Kill) [15], Psilink (Gestalt) [0], Psychic Aptitude 2 [0], Psychic Racial Advantage [0]

Disadvantages: Dying Race [0], Enemies (Atlanteans, quite rare) [0], Low Pain Threshold [0], Skinny [0]

Skills: Astrogation (M/A) IQ [2]-15, Biochemistry (Grey) (M/VH) IQ-1 [4]-14, Biochemistry (Grey Psi) (M/VH) IQ-1 [4]-14, Biochemistry (Human) (M/VH) IQ-2 [2]-13, Biochemistry (Human Psi) (M/VH) IQ-2 [2]-13, Chemistry (M/H) IQ [4]-15, Diplomacy (M/H) IQ-1 [2]-14, Electronics Operation (Psychotronics) (M/A) IQ [2]-15, Genetics (Grey) (M/VH) IQ-1 [4]-14, Genetics (Human) (M/VH) IQ-1 [4]-14, Meditation (M/VH) IQ-1 [4]-14, Paraphysics (M/VH) IQ-1 [4]-14, Physiology (Grey) (M/VH) IQ-1 [4]-14, Physiology (Human) (M/VH) IQ-2 [2]-13, Swimming (P/E) DX+2 [4]-14

Paranormal Abilities (psychic skills modified by Aptitude): Astral Projection, Power 5 [0], Astral Projection (M/H) IQ [1]-15; Electrokinetics, Power 5 [0], ESP, Power 5 [0], Clairvoyance (M/H) IQ [1]-15, Seekersense (M/H) IQ [1]-15; Healing, Power 5 [0], Healing (M/H) IQ [1]-15, Metabolism Control (M/H) IQ [1]-15; Psychokinesis, Power 10 [25], PK Shield (M/H) IQ [1]-15, Telekinesis (M/H) IQ+1 [2]-16; Teleportation, Power 5 [25], Autoteleport (M/H) IQ [1]-15, Exoteleport (M/H) IQ [1]-15; Telepathy, Power 15 [25], Domination (M/H) IQ+2 [4]-17, Illusion (M/H) IQ+1 [2]-16, Mind Shield (M/A) IQ+2 [2]-17, Mindwipe (M/H) IQ+1 [2]-16, Telereceive (M/H) IQ+2 [4]-17, Telesend (M/H) IQ+2 [4]-17

Equipment: Whatever he wants, particularly in the way of psychic lenses.

Comments: Job is part of a five-member Gestalt. The other members have skills and abilities similar to Job's, but at lower levels. On board their lenship, Job is primarily responsible for telepathic communications, weaponry, and sensors. Job clearly dominates the other Gestalt members and has lead them far astray of normal Grey activities and understandings.

LOYAL METAHUMAN RACIAL TEMPLATE 200 POINTS

Most of these hybrids have completely accepted their Grey masters' teachings and feel nothing but pride and love for the Grey way of life. They cannot fully partake in that life, however, because they are humans. They are treated as younger and slightly feeble siblings by their Grey masters. Further, those that question their teachings are commanded with undeniable psychic powers. This keeps them from stepping out of line, as far as the Greys are concerned, but does not completely quiet underlying misgivings.

Loyal metahumans may be trained in any psychic discipline or psi training known by the Greys, including Domination and Teleportation. Like the Greys, they are unable to perform Read Aura, Sense Emotions, and Precognition. Loyal metahumans always have mental disadvantages and social quirks that render them unusual and "offputting."

Attributes: ST -1 [-10], DX +2 [20], IQ +3 [30], HT -1 [-10]

Advantages: Patron (Greys: equipment, psychic abilities, appearance 15) [75], Psychic Aptitude 2 [25]

Disadvantages: Appearance (Unattractive: over-large eyes) [-5], at least -25 points of mental disadvantages

Quirks: -5 points

Paranormal Abilities (psychic skills modified by Aptitude): ESP, Power 5 [15], Healing, Power 5 [15], Psychokinesis, Power 5 [25], Telepathy, Power 10 [50]

SAMPLE LOYAL METAHUMAN

Attributes: ST 9 [0], DX 12 [0], IQ 14 [10], HT 9 [0]

Advantages: Patron (Greys: equipment, psychic abilities, appearance 15) [0], Psychic Aptitude 2 [0]

Disadvantages: Appearance (Unattractive: over-large eyes) [0], Phobia (Crowds) [-15], Phobia (Loud Noises) [-10]

Quirks: Avoids Eye Contact [0], Careful [0], Distractible [0], Never Shakes Hands [0], Proud [0]

Skills: Biochemistry (Human) (M/VH) IQ-2 [2]-12, Biochemistry (Human Psi) (M/VH) IQ-2 [2]-12, Chemistry (M/H) IQ [4]-14, Electronics Operation (Psychotronics) (M/A) IQ [2]-14, Genetics (Human) (M/VH) IQ [8]-14, Meditation (M/VH) IQ-1 [4]-13, Paraphysics (M/VH) IQ-1 [4]-13, Physiology (Human) (M/VH) IQ-2 [2]-12

Paranormal Abilities (psychic skills modified by Aptitude): ESP, Power 5 [0], Clairvoyance (M/H) IQ [1]-14, Seekersense (M/H) IQ [1]-14; Healing, Power 5 [0], Healing (M/H) IQ [1]-14, Metabolism Control (M/H) IQ [1]-14; Psychokinesis, Power 12 [35], PK Shield (M/H) IQ [1]-14, Telekinesis (M/H) IQ+2 [4]-16; Telepathy, Power 10 [50], Domination (M/H) IQ+1 [2]-15, Illusion (M/H) IQ+1 [2]-15, Mind Shield (M/A) IQ+2 [2]-16, Mindwipe (M/H) IQ+1 [2]-15, Telereceive (M/H) IQ+1 [2]-15, Telesend (M/H) IQ+1 [2]-15

Equipment: One or two lenses, and whatever else his Grey masters feel he needs.

OPERATIONAL METAHUMAN RACIAL TEMPLATE 165 POINTS

These Grey-human hybrids often lead isolated and difficult lives. As creations of the Greys, they are not fully trusted by their NDD directors and companions. As socialized humans, the Greys are uncomfortable around them. Sometimes their true identity is unknown to those around them and their secret identity wears on them. Metahumans are highly valued for their power and their ability

Playing the Greys

Of all the aliens, the Greys should appear to humanity as the most . . . well . . . alien. Their nonuse of violence is an absolute. In some cases this may result in little choice but flight. This is not cowardice in their minds, merely prudence. Their natural reaction will be to use their abilities to mask their presence and make every attempt to avoid detection. If found, they can employ any number of means to ensure a safe escape, including the time-loss phenomenon, distractions such as arrival of their ship, and teleporting. In truly desperate situations, they may even resort to nonviolent psychic abilities, such as Sleep or Suggest to halt a man in his tracks and escape. Still, the chance of encountering a Grey one-on-one are highly unlikely. Greys are very intelligent and would plan carefully to avoid any such encounters.

Greys are most dangerous when they use their abilities, and those of their Gestalt, to involve their surrogates. Direct conflict will be handled by the NDD, metahumans, or even mentally manipulated pawns. Backed by Grey psychic powers, the operations of such foes can be very effective and, if needed, very deadly. This may require some planning by the GM, as the players peel back the layers of deception and find the Grey manipulators at the core.

Player psychic communication with Greys should be restricted. It is not only difficult and unpleasant for the Greys to translate most human thoughts, but also uninteresting and unproductive. Few human psychics are granted the extensive exposure to Greys that would be required for them to send a meaningful message in the Greys' native tongue. About the best that the human could do would be to make irritating noises at any Grey who cared to listen. No self-respecting Grey, however, would attempt to listen to any but the most extraordinary, or highly useful (to the Grey, that is) human.



to blend with humans, however, and they usually lack for no material comfort. They may be trained in any psychic discipline or psi training, even those unknown to the Greys, but this is unusual as Greys or loyal metahumans provide most of the NDD's psychic training. These characters should be built with 175 or more points.

Attributes: ST -1 [-10], DX +2 [20], IQ +3 [30], HT -1 [-10]

Advantages: Patron (NDD: equipment, better tech, appearance 9) [35], Patron (Greys: equipment, psychic abilities, appearance 9) [25], Psychic Aptitude 2 [25]

Disadvantages: Involuntary Duty [-10], On the Edge (CI93) [-15]

Paranormal Abilities: Psychokinesis, Power 5 [25], Telepathy, Power 10 [50]

SAMPLE OPERATIONAL METAHUMAN

Attributes: ST 10 [10], DX 13 [10], IQ 13 [0], HT 10 [10]

Advantages: Patron (NDD: equipment, better tech, appearance 9) [0], Patron (Greys: equipment, psychic abilities, appearance 9) [0], Psychic Aptitude 2 [0]

Disadvantages: Involuntary Duty [0], On the Edge (CI93) [0]

Skills: Acting (M/A) IQ [2]-13, Brawling (P/E) DX [1]-13, Computer Operation (M/E) IQ [1]-13, Detect Lies (M/H) IQ-1 [2]-12, Disguise (M/A) IQ [2]-13, Driving (Automobile) (P/A) DX [2]-13, Electronics Operation (Sensors) (M/A) IQ [2]-13, Fast-Talk (M/A) IQ [2]-13, Guns (Light Auto) (P/E) DX+2 [1]-15 (IQ mod), Guns (Pistol) (P/E) DX+2 [1]-15 (IQ mod), Intelligence Analysis (M/H) IQ-1 [2]-12, Interrogation (M/A) IQ [2]-13, Intimidation (M/A) IQ [2]-13, Language (choose one) (M/A) IQ [2]-13, Law (M/H) IQ-2 [1]-11, Lockpicking (M/A) IQ [2]-13, Savoir-Faire (M/E) IQ [1]-13, Shadowing (M/A) IQ [2]-13, Stealth (P/A) DX [2]-13, Streetwise (M/A) IQ [2]-13, Swimming (P/E) DX [1]-13

Paranormal Abilities: Psychokinesis, Power 10 [25], Telekinesis (M/H) IQ+2 [4]-15; Telepathy, Power 10 [0], Psi Sense (M/A) IQ+1 [1]-14, Mindwipe (M/H) IQ [1]-13, Telesend (M/H) IQ+1 [2]-14, Telereceive (M/H) IQ+2 [4]-15

Equipment: Anything available to an NDD agent, and some more advanced equipment at the discretion of the GM. They may also be assigned psychic lenses.

WILDLING RACIAL TEMPLATE

73 POINTS

Wildlings have no idea of their background or nature. If they are aware of their powers, it is usually as a vague sense of innate abilities (a reflection of adding their Seepage Aptitude (Psychic) to Basic and Strong ESP rolls). What skills they have come from trial and error, baptism by fire, or other informal education. These metahumans could be born into any social situation and can be found in all walks of life. Each should be fleshed out as appropriate for the situation.

Attributes: ST +0 [0], DX +0 [0], IQ +2 [20], HT -1 [-10]

Advantages: Psychic Aptitude 1 [25]

Disadvantages: Curious [-5]

Skills: Can be anything depending on station in life.

Paranormal Abilities: ESP, Power 3 [9], Psychokinesis, Power 3 [9], Telepathy, Power 5 [25]

Equipment: As a normal human.



ATLANTEANS

Imagine mankind forty thousand years from now. Forty thousand years of evolution. Forty thousand years of scientific discovery. Forty thousand years of war. This is who the Atlanteans are.

Over time, the Atlanteans have become a solitary people, shunning their own kind in preference of solitude. Directed evolution has led to each being a perfect specimen, unflawed in body or mind. Their search for the meaning in life, and the secrets of the universe, has resulted in a command of technology just short of miraculous.

But their history is a long one, and one they cannot forget. Most of them have witnessed a good portion of it firsthand. Those who choose to can still remember the days when their planet teemed with people as Earth does today, and how their technology destroyed them as a race, but not as individuals. Of those who survived and prospered, many equated survival with perfection. They decided that they had become as gods.

Others simply decided that they had no need for companionship or the concomitant risk of treachery. Whatever their reasons, the majority of Atlantean people became loners, taking with them the technological knowledge of the entire race and the ability to utilize it.

GOVERNMENT

To the extent that an Atlantean government can be said to exist, it is the Nameless Priests. These Atlanteans are reclusive, ritual-bound, and enigmatic, even to their own race. They are also almost entirely insane and their dictates and actions cannot be predicted. Their most recent dictate (issued roughly 1700 years ago) forbade the Atlanteans from presenting themselves to humans as gods. This forced the Atlanteans into the background; into the role of manipulators, rather than overlords.

Atlantean Technology

As a whole, the Atlanteans are not a creative or innovative race. Their developments are slow and steady refinements alternating with long periods of stagnation, or even regression. Breakthroughs occur infrequently and, given the near-maniac Atlantean isolation tendencies, little or no exchange of ideas takes place. Indeed, the pace of human development is no small concern to the more forward-thinking Atlanteans, but those few are undecided whether to try to limit it or to exploit it for their own purposes. With their mastery of nanotechnology, the Atlanteans could create anything imaginable. They simply do not imagine much.

Atlantean nanotechnology is fully mature at tech level 13. This is also the general level of their understanding, including genetic knowledge. For the purposes of durability (DR, hit points, etc.), all Atlantean items are considered TL13. Advanced materials technology benefits even those items

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Atlantean Technology

(continued)

that otherwise function at a lower TL.

Not everything falls in TL13, however. TL9 is the limit of their offensive weapon technology, mostly because they have had little need to progress further. No hostile force has ever threatened the Atlanteans, and intraracial conflicts are highly regulated and structured. Defensive technology is higher, TL12, but personal force shields are not widely known. They have also mastered gravity and can manipulate it at TL12, but are unable to produce gravitic propulsion systems smaller than vehicle-sized. Finally, Atlantean computational understanding has achieved Artificial Intelligence; it should be considered at the TL14 level.

The only real danger for an Atlantean is electromagnetic pulses that may scramble or burn out the nanocomputers that govern all Atlantean equipment. This is particularly true for the nanotechnology found throughout her body. When encountering a significant electromagnetic pulse (e.g., a nuclear explosion or a TL10+ gun [see p. UTT59]), roll 3d. On a 12 or greater, the nanites are disabled. On an 18, they are destroyed.



NANOTECHNOLOGY

Not long after Atlanteans began to master the full power of nanotechnology, their home planet was destroyed. Atlantean society fragmented and they became the megalomaniac loners that they are today. Each took with him nanotechnology factories capable of creating anything he could conceive. Most of them chose to remake their own small corners of the universe into their own views of perfection. Those who could not bring themselves to be totally isolated divided up the few inhabitable worlds they found and attempted to rebuild them into their versions of paradise. Others created whole new worlds within dead moons or asteroids, tailored to their whims. Still others built their worlds on the inhospitable surfaces and interiors of dead planets, and some even dared build their homes within the atmospheres of gas giants. A few still wander seeking their fortunes in the cold depths of interstellar space.

Atlantean technology can control normal matter at its most basic level and allows them access to tremendous raw power. Unlike Saurian technology, which can transmute matter to energy and back again into a different material form, Atlantean technology works by rearranging pre-existing matter like a colossal jigsaw puzzle. To develop this capability, they have learned to understand information theory, computation, and matter itself in ways that few races, even the Saurians, can even imagine. While both races can command incomprehensibly vast amounts of raw power, the Atlanteans can also work the intricacies of dust-sized supercomputers and the subtleties of biological processes. The combination of these two aspects, power and subtlety, is the essence of Atlantean technology and is reflected in the Atlanteans themselves.

Long ago, the Atlanteans engineered themselves to be physically perfect and highly intelligent, giving them inherent advantages even without the aid of their technology. Even their abilities have limits, however, and one was reached when they tried to go far beyond their own level of genetic engineering. Rather than improving the molecular structure of their muscles and bones, for example, they have found it far more reliable to enhance them with implants. Some of these implants go so far as to actually replace most of the original biological parts, but they always leave some part of the original. Individual Atlanteans decide for themselves how far they wish to take these implants. They range from supplementing various biological functions for basic safety to turning themselves into carbon-titanium-boned walking nanotech machines. All, however, choose to retain their natural appearance, about which they can be quite vain.

Since the Atlanteans are fully capable of building nearly any type of weapon into their bodies, and can modify their bodies to heal nearly any wound within seconds, an Atlantean carrying a weapon or wearing armor is likely doing so just to keep up her illusion of being human. When they do carry visible weaponry, such as their particle rifles, they can destroy nearly anything. When they are fully outfitted for battle, something not likely to be seen on Earth, little can stand against them.

Because each Atlantean designs and constructs her own equipment, no two pieces of technology will look, or even operate, the same. While they all draw from a common background, the range of options in the design of even the most basic devices allows for a great deal of variation. They do not necessarily choose to use the most advanced techniques available to them either: some find it amusing to drive their particle rifle with a turbine chemical laser, requiring it to use a tripod and external power pack to operate properly.

Atlanteans fully comprehend everything they know about Saurian technology, which includes anything that anyone in the Black Book has been exposed to. The more esoteric arts of matter-energy conversion are unknown to them, but something they would be able to grasp once they have been exposed to it. Their own technology includes such capabilities as antigravity and most of the energy-field-related aspects of Saurian technology, but they are much less familiar with deep subatomic physics.

INTERNALS (TL13)

In many ways, an Atlantean needs no equipment because her body is filled with nanomachines and computers. The Biobattery Energy System (see p. 70; human limitations not applicable) is interlaced with the nervous system and provides all the power required by Atlantean personal devices (as long as sufficient food or other nutrients are available). Such devices have receptors that link with the nanites in an Atlantean's palms, or even draw energy from across the room.

The Atlantean's Biobattery Energy System is much more powerful than the human version. Discharging "extra" energy from it (that energy not needed to power internal machines) into living flesh will literally blow apart any creature touched (and create quite a mess). It takes 15 minutes to recharge that "extra" energy. Such discharge is strictly voluntary on the part of the Atlantean.

The Neural Link (comparable to the Pilot Interface Control System, see p. 188; human limitations not applicable) allows for immediate and complete control over all the nanites in her body and all the devices made by Atlanteans. The Blood Surgeon Repair System (see p. 188; human limitations not applicable) ward off and repair any harm suffered and make the Atlanteans immortal (they are immune to disease and poison, they do not age, and they regenerate 1 HT per minute).

Physical enhancements may be employed to improve sense, musculature, bones, digestion, skin, or any other feature of the Atlantean body. Aspect modification, retractable claws, toxin filters, and even wings are possible. Mental enhancements include memory augmentation and computer capacities to the point of having an internal Artificial Intelligence "along for the ride." All these are generally reflected in superhuman stats for Atlantean characters.

The most important nanotech for any Atlantean is the Emergency Nanite Reserve (ENR) and Memory Preservation System. This diamond-cased sphere, often no larger than a pea, contains enough nanites, programming, and storage space to reconstruct the Atlantean completely from scratch, as long as sufficient raw material is available (anywhere but deep space). The alien even retains her memories up to the point the body or mind was destroyed.

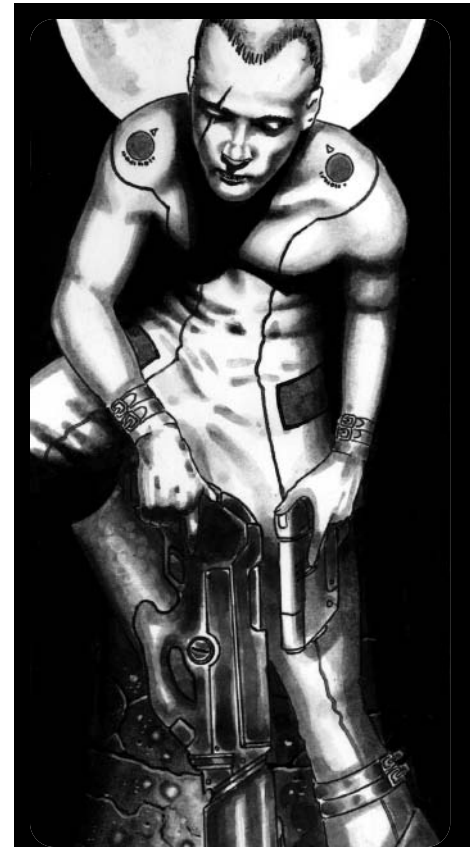
The ENR casing has PD 6 and DR 250; the nanites inside are dormant and easily crushed. It is specially shielded from electrical pulses. For pulses directed at the Atlantean generally, two successive rolls of 17 or 18 must be made to destroy the nanites. If the pulse is directed specifically at the ENR, one such roll will suffice.

SILVER SUIT (TL12)

This skin-tight reflective suit provides protection while satisfying Atlantean vanity. It can be fully sealed and will survive the rigors of space. It protects the wearer with PD 5 and DR 100, and serves as hardening to guard against electromagnetic pulses (+4 to electronic malfunction roll; critical failure is unmodified). It does not encumber the Atlantean in any way and is powered by solar energy and the Biobattery System.

SURVEILLANCE (TL13)

Power and the ability to use it effectively and subtly rely on knowledge about events, things, and people. As master manipulators, Atlanteans have devised numerous items to provide that needed intelligence. Nanite-sized cameras and other surveillance devices can be directed to enter any location silently and invisibly. They can record or transmit visual, audio, and other information. Given access to solar energy, the items can operate for as long as desired. Using these devices, a particular Atlantean may be granted any information the GM feels appropriate for the plot line.



Particle Accelerator Rifle [TL9]

This beam weapon fires streams of charged particles at nearly the speed of light. The beam is most effective in space, where there is no atmosphere to degrade and refract the particle stream. To be useful in an atmosphere, the PA rifle first fires a powerful laser at the target that creates a high-conductivity ionized path. A microsecond later, the particle beam is fired down the path before it disperses. The PA rifle is powered by the Atlantean Biobattery System. Thus, they have no ammo on the rare occasions when they are recovered by humans. It is possible to jury-rig them to a power pack, such as a car battery, with a successful Electronics (Weapons) roll at -10 for the difference in tech levels. A single shot will drain a car battery. Use the weapon stats for the Blaster Rifle (see p. B209, UT124). The ammo levels compare roughly to the "extra" energy that an Atlantean can spare from his Biobattery System. It takes 15 minutes for an Atlantean to recover that "extra" energy.



ATLANTEAN BEAMSHIP (TL 13)

Atlantean spacecraft are as individual as their builders. Given the power of nanoconstruction, the spaceship can look like anything desired. Further, nanites can reconfigure both the inside and outside almost instantaneously. An Atlantean ship always has considerable room and material for whatever configurations are desired. On the rare occasions when a spacecraft is needed for transportation around Earth, Atlanteans often shape them to resemble large Grey craft. This has been ruled to comply with the Nameless Priests' minimal intervention dictates.

The ships include Artificial Intelligence, diamond-hard hulls, pilot interface systems, particle accelerator cannons, and point-defense lasers. Again, advanced materials technology and TL13 nanotech-laced metals benefit even those items that otherwise function at a lower TL.

The craft moves using a TL12 reactionless thruster that provides both lift and propulsion. Atlantean scientists that pause long enough to think about the thruster (as opposed to allowing the AI and nanites to take care of it) call it a gravitic field generator, but it works in air, under water,

and in deep space. The generator also provides a gravity bubble to protect the ship during space flight, which is effective up to 1/150th of the speed of light. The particle exhaust from the generator appears as a thin beam of faint blue light in the atmosphere. For that reason, Atlantean ships are sometimes called beamships.

Power is always a concern for the beamship, and it comes equipped with five enormous power cells. These cells are recharged using an ultra-advanced solar panel array that covers the surface of the ship. A second array may be extended to decrease recharge time further. This is not highly useful in deep space, however. An Atlantean does not undertake space travel lightly, and when he does, he plans for exceedingly long trips. The beamship powers up its batteries, uses a portion of the power to get up to cruising speed and then drifts until it nears its destination. Mid-course changes are accomplished using small amounts of the reserve power, and generally are used to get near enough to a star to recharge the batteries. During the long years of space flight, the Atlantean remains entertained through the virtual reality of the ship's AI while her internals maintain her immortality.

Subassemblies and Body Features: Four retractable skids, one retractable solar panel, very fine hydrodynamic lines, radical streamlining. Total compartmentalization and responsive structure. TL13 living metal hull (nanites) can reconfigure ship at 1 cf. per minute.

Propulsion: TL12 gravitic field generator with 500,000 lbs. thrust (Bo, 10,000 lbs., 200 cf., 25,000 kW).

Aerostatic Lift: TL12 contra-grav generator 100,000 lbs. lift (Bo, 120 lbs., 2.4 cf., 100 kW).

Weaponry: TL9 5,000 kJ neutral particle beam, very long range, fine (reliable) construction (Bo, 156.25 lbs., 3.2 cf., 50,000 kW, Malf Ver., Type Imp., Dam 6dx24, SS 20, Acc 21, 1/2D 4,700, Max 14,100, RoF 5). Six TL9 100 kJ point-defense rainbow lasers, fine (reliable) construction (Bo, 9.8 lbs. [58.6 lbs. total], 0.2 cf. [1.2 cf. total], 1,000 kW [6,000 kW total], Malf Ver.(Crit.), Type Imp., Dam 6d, SS 12, Acc 19, 1/2D 2,200, Max 4,400, RoF 5).

Communications: TL13 sensitive gravity ripple communicator with very long range (Bo, 250 lbs., 5 cf., 0.2 kW, 500,000-mile range). TL13 radio communicator with very long range (Bo, 25 lbs., 0.5 cf., 0.1 kW, 500,000-mile range).

Sensors: TL13 PESA, 10,000-mile range (Bo, 5,000 lbs., 100 cf., Scan 35). TL13 AESA, 10,000-mile range (Bo, 3,750 lbs., 75 cf., 2,500 kW, Scan 35). TL13 active sonar, active/passive option, 39-mile range (BoF, 1,170 lbs., 23.4 cf., 97.5 kW, Scan 20). TL13 multiscanner, 1,000-mile range (Bo, 500 lbs., 10 cf., neg. kW, Scan 29). TL13 surveillance sound detector, level 20 (Bo, 0.5 lbs., 0.01 cf., TL13 astronomical instruments, 500X magnification, full stabilization gear (Bo, 62.5 lbs., 1.25 cf., neg. kW). TL9 planetary survey array (high-resolution) (Bo, 1,000 lbs., 20 cf., 5 kW).

Audio/Visual: TL13 sound system option (Bo, 5 lbs., 0.25 cf.).

Navigation: TL13 precision navigation instruments (Bo, 20 lbs., 0.4 cf., neg. kW). TL13 inertial navigation system (Bo, 10 lbs., 0.2 cf., neg. kW).

ECM: TL13 advanced radar/laser detector (Bo, 15 lbs., 0.3 cf., neg. kW). TL13 deceptive jammers, level 18 jammer rating (Bo, 2,250 lbs., 45 cf., 225 kW). TL13 TEMPEST equipment (Bo, 10 lbs., 0.2 cf., neg. kW).

Computers: TL14 compact, high capacity, sentient, robot brain macroframe (Bo, 500 lbs., 10 cf., 10 kW, Complexity 11, IQ 16, DX 13). Software: TL14 cartography software (complexity 3). TL14 computer navigation software (complexity 2). TL14 damage-control software (complexity 2, skill bonus +2). TL14 datalink software (complexity 1). TL14 gunner software (complexity 4, skill bonus +2). TL14 personality simulation software: full (complexity 5). TL14 transmission profiling software (complexity 3). TL14 database software (complexity 1, 100,000 gig). Numerous TL14 robot skills programs (12-points for IQ skills, complexity 6; 16-points for DX skills, complexity 6). TL14 holoventure software (complexity 7).

Miscellaneous: Nanoassembler (creates any item desired from element rich feed material stored on board, 1,000 lbs., 20 cf.), nanoassembler feed stored in space created by body modifications (5,000 lbs., 100 cf.).

Vehicle Controls: TL14 computerized controls with neural link interface from anywhere in the ship.

Environmental Systems: TL13 total life system supports up to 5 people via nanoassembler (Bo, 100 lbs., 5 cf., 0.5 kW). TL13 NBC kit supports up to 5 people (Bo, 25 lbs., 0.5 cf., 1.25 kW). TL12 artificial gravity unit (Bo, 2,000 lbs., 27 cf., 1,000 kW).

Safety Systems: TL12 grav compensator, 2g reduction (Bo, 2,000 lbs., 40 cf., 1,000 kW).

Power Systems: Five TL13 100,000,000 kW rechargeable power cells (Bo, 3,200 lbs. (16,000 lbs. total), 64 cf. (320 cf. total)) powers all systems at full operation for 4.64 hours. TL13 1,600 kW solar cell array on surface of ship (Bo, 1,000 lbs.) recharges power cells. TL13 3,200 kW solar cell array covering body (Bo, 1000 sf., 100 lbs.), and a retractable 10,000 sf. solar panel (Bo, 846 lbs., 17 cf. when retracted, 800 kW) recharges power cells.

Space: Access space unnecessary due to nanites. Open space to be configured as desired (942 cf.).

Volume: Body 2,000 cf. modified to 4,891 cf. (for radical streamlining, very fine hydrodynamic, submersible and retractable skids and panel), Skids 489 cf. each.

Surface Area: Body 2,000 sf., Skids 400 sf. each, Solar Panel 10,000 sf., Total 13,600 sf.

Structure: Submersible diamond-weave laced with nanites (TL13 extra-heavy, advanced, 5,400 lbs.).

Hit Points: Body 12,000, Skids 2,400, Solar Panel 200. Nanites repair 1 hit point per second.

Body armor: PD 4, DR 200 diamond surface.

Defensive Surface Features: TL13 radiation shielding (PF 100,000, 7,200 lbs.), TL13 gravitic bubble deflector field (PD up to 300, PD x 100 kW, 3,375 lbs.).

Statistics: Empty weight 63,944 lbs., Internal Payload 6,000 lbs., Loaded weight 69,949 lbs., Submerged weight 305,688 lbs., Volume 6,847 cf., Size modifier 6, HT 12.

Submerged Performance: Submerged thrust 500,000 lbs. uDrag 817. uSpeed 51 mph. uAccel 35 mph/s. uDecel 5 (23) mph/s. uMR 1. uSR 5. Draft 23.3 feet. Crush Depth 8,400 yds.

Air Performance: Stall Speed 0 mph. Aerial motive thrust 500,000 lbs. aDrag 42. aSpeed 9,449 mph. aAccel 143 mph/s. aMR 4.5. aSR 6. aDecel 18 mph/s.

Space Performance: Space thrust 500,000 lbs. sAccel 7.15 g. sAccel 143 mph/s. Turn Around 60 secs. sMR 7.15.

Playing the Atlanteans

The Atlanteans are the ultimate Illuminati—they know everything, wield incomprehensible power, live practically forever, and know it. Their activities on Earth penetrate to the highest levels, and they have little trouble installing themselves into whatever position of power they find convenient. Their misanthropic nature applies only to their own people; humans are not threatening enough to deserve such status.

An Atlantean's activities stretch the gambit of human imagination. Their plans are most often incomprehensible to humans because they are the products of either unreasonable whim or millennium-long planning. Two objectives are somewhat common: playing god, as they have for thousands of years, or trying to control or destroy the Greys through human puppets. As gods they are vain and whimsical, just as they were in the days of ancient Greece. The only difference today is that they have artificially advanced humanity's development in many ways and their games have become much more subtle. Their efforts against the Greys range from genetic experimentation to the creation of commando psi teams.

Wherever Atlanteans are involved, they always act behind the scenes, becoming personally active only in rare or critical circumstances. This is a result of a strict dictate from the Nameless Priests, the one authoritative body with any hold on Atlanteans. This policy has strong historic and traditional reasons, most of which are fully understood by the Earth-living Atlanteans because they were around when the events happened.

They would likely set up a corporation to do genetic research, for example, and perhaps give them a "competitive edge" by way of some new scientific theories, but they don't get their hands dirty by actually messing around with centrifuges and gene sequences. Any of that sort of activity will take place far in advance in their own, much better equipped, space. But they use humans for a very good reason: Humans understand, or at least can grasp, psychics, whereas the Atlanteans cannot.

RACE RELATIONS

While they are curious to learn what they can from the Saurians, Atlanteans are not anxious to let the Saurians know of their existence. Hence, they are content to take what little they can get from spies within the Black Book or Aegis. The Saurians are a known variable—they can be understood and are therefore not a threat.

If anything can truly be said to frighten an Atlantean, it is the Greys. Atlanteans have absolutely no psychic abilities. All Atlanteans are, without exception, Voids. The abilities the Greys possess are completely incomprehensible to the Atlanteans. The fact that psychic phenomena so blatantly contradict their advanced understanding of physics is something they cannot let be. Additionally, the Greys' ability to travel faster than light is a major reason behind the Atlanteans' interest in them. Some have made it their crusade to find a way to emulate or duplicate these powers, while others wish only to destroy the Greys. Many have decided to accept that the Greys are simply a race better left alone.

Usually only when Grey activities threaten to interfere with their plans (usually inadvertently) do Atlanteans directly confront them. Even then, they usually act through human agents. The Atlanteans realize that humans, despite their ignorance of many things, have a way of getting through tough situations, and their rudimentary psychic powers are often the deciding factor. In direct confrontation with Greys, Atlanteans are much less capable than Saurians. Since Atlantean technology is based on physical objects (albeit microscopic ones), the Greys more easily comprehend and deal with it.

ATLANTEAN RACIAL TEMPLATE

223 POINTS

Attributes: ST +4 [45], DX +4 [45], IQ +4 [45], HT +4 [45]

Advantages: Radio Hearing (CI64) [10], Seepage Resistance 3 [9], Unaging [15], Very Handsome/Very Beautiful [25]

Disadvantages: Callous (CI86) [-6], Fanaticism [-15], Hidebound (CI91) [-5], Megalomania [-10], Psychic Void 3 [-15]

Quirks: Fears Greys [-1], Vain [-1]

Skills: Astrogation/TL13 (Atlantean Reactionless Drive) (M/A) IQ [2]-14, Beam Weapons/TL9 (P/E) DX+2 [1]-16 (IQ mod), Biochemistry/TL13 (M/VH) IQ [8]-14, Engineer/TL13 (Nanotechnology) (M/H) IQ [4]-14, Genetics/TL13 (Genetic Engineering) (M/VH) IQ [8]-14, Physician/TL13 (M/H) IQ [4]-14, Piloting/TL13 (Atlantean Spacecraft) (P/A) DX [2]-14, Surgery/TL13 (M/VH) IQ [8]-14

Equipment: Biobattery System, Blood Surgeons, Neural Link



SAMPLE ATLANTEAN: VOETH'AM

Each Atlantean is a unique individual, with an immortal's share of experiences, learning, and quirks. Voeth'am has been many things in her life, from space explorer to xenologist (Greys) to parapsychologist. At present, she has been working in the area of eugenics. She believes the greatest threat to the Atlantean race is the Greys, whose psychic powers are wholly inaccessible and ill-understood. Voeth'am's study of human supernatural abilities has convinced her that genetic manipulation of humans is the best route to mastering Grey psychics. Recently, she was horrified to discover that the Greys are one step ahead of her and have developed metahumans. Despite her efforts, she has been unable to duplicate those beings. In desperation, she has even made contact with a group of metahumans. Relocated near Denver, Voeth'am maintains a small but heavily defended mountain base. She continues to experiment on human psychics and prepares for the day she will have a metahuman to work on. Voeth'am is playing a dangerous game. Neither Greys, Atlanteans, nor humans are anxious to see an Atlantean-metahuman cabal operating with nanotechnology and psychic powers.

Attributes: ST 18* [90], DX 20* [175], IQ 15 [60], HT 14 [45]

Advantages: Absolute Direction* [5], Absolute Timing* [5], Alertness +5* [25], Attractiveness (can be varied but is usually very beautiful)* [25], Bioelectric Shock* (CI50) [10], Doesn't Sleep* (CI53) [20], Eidetic Memory* [60], Fast Regeneration* (CI64) [50], Immunity to Disease* [10], Immunity to Poison* [15], Multimillionaire 1 (CI27) [25], Night Vision* [10], Radio Hearing (CI64) [10], Regrowth* (CI64) [40], Resurrection* (CI64) [150], Seepage Resistance 3 [9], Status 2 [0] (Wealth/Multimillionaire mod), Wealth (Filthy Rich) [50], Unaging [15]

Disadvantages: Callous (CI86) [-6], Fanaticism [-15], Hidebound (CI91) [-5], Megalomania [-10], Psychic Void 3 [-15]

Quirks: Fears Greys [-1], Talks Like Egghead [-1], Very Proud of Hair [-1]

Skills: Acrobatics (P/H) DX [4]-20, Administration (M/A) IQ+3 [2]-18 (Eidetic Memory mod), Astrogation/TL13 (Atlantean Reactionless Drive) (M/A) IQ+3 [2]-18 (Eidetic Memory mod), Beam Weapons/TL9 (Laser) (P/E) DX+2 [1]-22 (IQ mod), Beam Weapons/TL9 (Neutral Particle) (P/E) DX+2 [1]-22 (IQ mod), Biochemistry/TL13 (M/VH) IQ+2 [4]-17 (Eidetic Memory mod), Brawling (P/E) DX [1]-20, Diplomacy (M/H) IQ+2 [2]-17 (Eidetic Memory mod), Engineer/TL13 (Nanotechnology) (M/H) IQ+2 [2]-17 (Eidetic Memory mod), Genetics/TL13 (Genetic Engineering) (M/VH) IQ+2 [4]-17 (Eidetic Memory mod), Guns/TL7 (Pistol) (P/E) DX [1]-22 (IQ mod), Merchant (M/A) IQ+3 [2]-18 (Eidetic Memory mod), Physician/TL13 (M/H) IQ+2 [2]-17 (Eidetic Memory mod), Piloting/TL13 (Atlantean Spacecraft) (P/A) DX [2]-20, Savoir-Faire (M/E) IQ+2 [1]-17 (Eidetic Memory mod), Staff (P/H) DX [4]-20, Surgery/TL13 (M/VH) IQ+2 [4]-17 (Eidetic Memory mod)

Equipment: Biobattery System, Blood Surgeons, Neural Link. Between her wealth and nanoconstruction abilities, Voeth'am could have anything she can imagine.

Comments: Those abilities with the "*" designation are a result of nanotechnology enhancements. With an internal Artificial Intelligence, Voeth'am can access nearly any Mental skill at her own IQ level. This includes almost all human languages. Further, given her high DX, her Physical Skills default in the area of 14-16. With a bit of refresher practice (a month), Voeth'am could bring these skills up to level 18 if needed. The limitations imposed on all known skills are up to the GM and reflect a lack of conceptual development. For example, at Tech Level 7, Voeth'am would have an effective Armoury (Rifles and Handguns) skill level of 15. That would decrease rapidly if higher tech levels were at issue.



Atlantean Voids

All Atlanteans are *Psychic Voids* of level 3 or greater. This disconnection from the Seepage causes quirks and a certain ill ease in social situations. As many Atlanteans fancy themselves master manipulators, this social hurdle must be overcome through high social skill levels, reliance on Intimidation and other "negative" social skills, or the constant use of human pawns. Regardless of the cover used, the Atlanteans' long years on Earth have not brought them any closer to the Seepage or away from their essential Voidness.



Gna-Tall Technology

Gna-Tall technology is capable of many things, the smallest fraction of which is detailed here. Feel free to invent anything that seems appropriate for the scenario or scene. They have yet to achieve faster-than-light travel, although not for lack of trying. They certainly are more likely to discover it than the Atlanteans.

Within their capabilities are disintegration (TL15); matter-energy conversion (TL14); fusion, beams and fields of all types, and contragravity (all at TL13). Gna-Tall general science levels, including computing and communications, generally stand at Tech Level 13, but no Artificial Intelligence is available. Materials science lags slightly behind at TL12. The Gna-Tall facility with genetic manipulation is low, not due to a lack of understanding, but from religious prohibitions. Still, if pressed, the Gna-Tall can operate at TL13 in the biological and genetic arena.

SAURIANS

While Aegis has had extensive second-hand exposure to the Saurians through the NDD, its understanding of these aliens falls far short of reality. This is the NDD's most successful cover-up to date, although the Book really doesn't deserve all the credit. The Gna-Tall Saurians themselves are primarily responsible for ruthlessly eliminating evidence of their true nature, for disseminating false information, and for encouraging misperceptions. Even the NDD knows only what the Gna-Tall want it to, and with respect to matters outside technological capacity this is precious little.

Even the Saurian name is a creation of Aegis. The NDD refers to their allies by the name they provided, Gna-Tall. The Saurians are actually a species with different races. With a history of bodymorphing and significant hostilities, the separate races have developed so differently that it is sometimes difficult to see them as part of the same species. Aegis has, more out of ignorance than any real evidence, grouped many other creatures in with the Saurians. Some are different races of Saurians, some are supernatural beings, and others are mere fabrications. This has served the NDD and the Gna-Tall well, and they take advantage of this misinformation as best they can. To complicate matters further, the Gna-Tall, while a single race, have many classes. Each class is a variation on the theme, but each is physically distinct. The description in the Aegis computer is that of a warrior-technician class, which, along with the Men in Black, comprise the bulk of the Gna-Tall on the planet.

The Gna-Tall are an advance force, actually fleeing the bulk of the hostile Saurian forces that are still on their way to Earth. When they arrived in the mid-40s, the United States appeared to be the pre-eminent power. For that reason, the

Gna-Tall set up operations in North America. They realized that they cannot stand against the combined might of the other Saurians and have sought out human allies to help prepare for the coming fight. Although not without its initial problems, the Gna-Tall/NDD alliance has gotten stronger as time passes.

Three other races have expeditionary forces on Earth. The centaurlike Croll are located in the Middle East, the four-armed Kath-Yal are in Southeast Asia, and the manipulative Te-Mulys are centered in southern Africa. These races have no great love for each other, but they are vehemently opposed to the Gna-Tall. For their part, the Gna-Tall have detailed the horrific nature of the other races as they help prepare the NDD and the rest of humankind to fight them.

As Gna-Tall are the race most likely to be encountered by Aegis, they are the only ones discussed in depth here.

PHYSIOLOGY

The Saurians' true form, a reptilian, leather-skinned biped, is the basis for their name. The Gna-Tall have strict religious prohibitions against altering their natural shape. Thus, they appear as their evolutionary form dictated. Three-fingered hands, clawed fingers and toes, and lizardlike tails contrast with an expressive face that betrays their intelligence. This basic form is evident in all Gna-Tall classes, and although the variation within a class is slight, members of differing classes are readily distinguished.

CULTURE

Saurian society is generally authoritarian and violent. Saurians keep no ties to their biological parents, instead giving their loyalty to a crèche-like communal family. These families in turn group together along racial lines. Relations between races have varied from relative cooperation to all-out war. Recent Saurian history has been consumed with war. Thus, the culture of all races is based on these consuming conflicts, and all Saurians are genetically wired for combat. Existing in a constant state of tension, relieved only by the outbreak of hostilities, the Saurians are always wary of outsiders, unexpected alliances, treachery, and kindness.

As a group, the Gna-Tall are highly stratified and disciplined. They are also highly religious; dogma structures much of their lives. For Gna-Tall, religion centers around Nature. The natural order and Nature's rhythms are held sacred and are honored in rites and rituals. A good degree of the advancement in field technology can be traced to the desire to avoid buildings and other artifacts that "perverted" nature. Obviously, as the Gna-Tall progressed, the respect for Nature could not dictate all actions, but they still retain a strong belief in the sanctity of primal natural forces. This is most apparent in their refusal to develop devices or processes for the manipulation of biology and genetics.

Individually, Gna-Tall have much the same aspirations and problems as humans do. They are marked for life, much more so than humans, as belonging to one class or another, and less than a majority can claim to be content with their position. Although living in a highly structured and stratified society, individuals do partake in another level of society, the clique. Cliques are formed within and among Gna-Tall families, and though they are usually formed to escape from the politicking and barely veiled threats of the clans, they can also be the source of unrest and upheaval.

The foreign ecosystem, the imbalance in castes, the lack of respect for Nature, and the blasphemy of the Men in Black has set Gna-Tall culture on edge and undermined the mental stability of the Gna-Tall individually. Despite their technological marvels, the Gna-Tall are very uneasy about their future.

Bodymorphing Chamber

Having mastered matter-energy conversion, one of the primary applications for much of Saurian society was bodymorphing. The species had long used tattoos and other body art to distinguish groups and individuals and clarify social order. It was a simple step to reshape the body through matter-energy conversion.

For the Gna-Tall, this practice was repulsive, as a perversion of the natural order. When they arrived on Earth, however, this dictate (as with many others) had to become more flexible. In order to interact with the humans, some Gna-Tall had to accept bodymorphing into human shape. The technology and Gna-Tall understanding were not sufficient to reshape the Gna-Tall brain without destroying the subject's intelligence. The result was a human with a Gna-Tall's brain. The Gna-Tall have worked closely with the NDD to "socialize" their Men in Black to human culture, but it is a slow and fitful process.



Power

Gna-Tall devices are power-hungry to a fault. This causes little concern for the aliens, however, since they have developed TL14 total conversion power plants. These small devices create enormous amounts of power with little need for fuel. They also last forever.

For those familiar with the discussions in the Conspiracy X main rulebook, note that power devices are treated differently in GURPS Conspiracy X. The “toaster-sized” Saurian fusion power generator (see Conspiracy X, p. 200) is impossible to duplicate while remaining true to the rules of GURPS Vehicles. While Conspiracy X discusses Saurian power in terms of “fusion,” the better weight-to-power ratio in GURPS is found in a “total conversion” plant (see p. VE36). As matter-energy conversion is well within Saurian capacities, allowing them total conversion plants does not alter the mythos too much. Even with this change, however, a “toaster-sized” power generator would provide only 1,250 kW of power, far less than a “full-size terrestrial power plant” (see Conspiracy X, p. 200). Such a plant (roughly 25,000 kW in output) would be 500 lbs. and 10 cf. in GURPS. This device could fit on a truck, and would be a marvel in its itself. GMs familiar with Conspiracy X descriptions will have to decide how to handle the Saurian power generators.

Stealth

The Gna-Tall use of materials, surface textures, and coatings, and their understanding of field technology has allowed them to create a high degree of stealth capability. Against radar and other nonhuman sensory detection devices, Gna-Tall ships are mostly undetectable. Even against visual devices, the ship's Chameleon Systems render it nearly invisible.

CASTES

The principal Gna-Tall class found consorting with the NDD is the warrior-technician, who guide and teach the scientists and engineers the secrets of their technology. The Gna-Tall have their own scientist and engineer types, but the knowledge they impart to humans is so basic to the Gna-Tall that they are unnecessary in this capacity.

In their technical capabilities, the war-techs are surpassed by few humans. They are intimately familiar with their equipment and technology and are trained for making battlefield repairs under the pressure of combat. They mix intuitive leaps, methodical reasoning, and drilled knowledge with lightning-quick, almost spastic yet precise movements, making each individual a combination hardware hacker and pit crew. Their knowledge, training, and availability would make the war-techs ideally suited to training humans. The problem is that they tend to be emotionally high-strung, impatient, and prone to violence. The natural communication barriers between the allies are magnified by this, and occasional incidents arise. In general, however, the war-techs are more than adequate for their assigned task. The NDD certainly is all too willing to learn.

Gna-Tall bred and trained more toward administration, leadership, and diplomacy handle government and higher-level communications, and direct the relationship between the races. These beings and their entourages, which usually include one or more priests, take great care of their personal safety, spending the better part of their time far from the reach of mankind. When they do find it necessary to become personally involved, they simply appear without fanfare, conclude their business with expediency, and disappear. Their mode of travel is unknown, but they invariably cause some poor guard a great deal of misery when their comings and goings cannot be explained. These groups can range from an ambassador and personal guard to a small army of leaders, negotiators, scientists, warriors, or others. It is in these instances where they show the most about their society. They dress in their native garb, and the caste structure of their society is unmistakable (interestingly, they actually assign ranks to humans and it is clear when they consider themselves to be talking to an equal). Each individual, from leader to scientist to priest to warrior, is uniquely suited to its task, but they are far from being single-minded drones. Whereas each individual in a troupe will display a striking panoply of colors, textures, patterns, plates, horns, tattoos, and feathers of varied shapes and sizes, the differences in their minds can be largely attributed to their self-images and training, both of which are rooted in their classes. The larger troupes might even be mistaken for a festival, if not for their serious and deadly demeanor.



FIELD TECHNOLOGY

Gna-Tall excel at physics, particularly in the areas of fields and waves. Electromagnetism, gravity, weak and strong nuclear forces—the most advanced theories of man are but crude approximations of Gna-Tall understanding. It is as if they see a universe different from the one humans understand, and their technology is an outgrowth of this unfamiliar perspective. Gna-Tall technology is incomprehensible to most humans, and very few have even the slightest chance of understanding it.

Gna-Tall technology appears to be organic in nature, but this is a cultural choice rather than a necessity. They think more naturally in terms of extensions of their own bodies rather than separate tools. Thus, the “plasma claw” -- a relatively simple and common weapon to the Gna-Tall -- appears novel to humans because it doesn't fit into their paradigm of tools. Other Gna-Tall technology follows similar patterns, and although their hands are fully as manipulative as human hands, they are more likely to attach an instrument to their wrist or hand than to grasp it with their fingers.

Gna-Tall prefer hand-to-hand combat, as ranged weapons and mass destruction tend to cause too much collateral damage. When called for, ranged attacks are made under precise control, such as with the claw. Their modern weapons are mostly based on manipulation of subatomic fields, as are their defenses. Further, new beams and shields are constantly being devised. The defensive principle of dispersing high-velocity matter is well-understood. But these defenses do not protect against low-velocity attacks such as in hand-to-hand combat or from thrown objects.

FIELD GENERATOR

This Gna-Tall harness creates a defensive force field around the wearer. The protection is a combination of deflector field and force screen. There are three different modes to this item, and only one may be used at a time. It takes 3d seconds to shift from one mode to another.

Mode I: This mode generates a powerful field around the wearer that defends against plasma, energy, beam, and other nonprojectile weapon attacks. It provides PD 6, and DR 200.

Mode II: This field is designed to stop projectile attacks and provides the same PD and DR as Mode I.

Mode III: This is a movement option that employs contragravity fields. It allows the Gna-Tall to rise 10 yards per second, fall at any desired rate, or hover in place. It is effective within a mile of a body that produces a significant gravitational field. Mode III allows no lateral movement, and thus is generally used to complement a Gna-Tall's loping gait and natural strength. In Mode III the Gna-Tall's movement is doubled, minor obstacles and treacherous ground are ignored, and ST is tripled for purposes of jumping and lifting.

The Field Generator weighs 6 pounds and has an internal total conversion generator with an unlimited life span.

DOOMSDAY MONITOR

This belt-buckle-sized item continually monitors the Gna-Tall's body functions. If they cease, the device's timer begins. 30 seconds to 5 minutes later, a plasma charge is ignited, and anyone in contact or within 1 yard of the body takes 5d flame damage per second. Within 10 seconds, the entire body and a small area around it are entirely consumed, and the fire dissipates. The fire is so hot it acts as a disintegrator, leaving no trace behind. A triggering sequence may be given to another Gna-Tall and stored in his Doomsday Monitor. Although treated as a great honor on both sides, this is routinely done between superiors and subordinates. Any mode of the Gna-Tall Field Generator will block this signal. This device is just one of the measures taken to ensure that no Gna-Tall falls into enemy hands.

Plasma Claw

The Plasma Claw is an oversized glove shaped to appear as a claw with extended talons. It can be used unpowered (as Punch) to inflict thrust+1 cutting damage. Housed in the palm is a mini-total conversion reactor that generates plasma balls from the air around the wearer. These balls are contained in a magnetic bubble and can be manipulated by the wearer using the talons.

Operating the claw requires the Plasma Claw skill (P/A; default DX-5), and may be used in three modes:

Mode I: A slow-moving plasma ball is fired that may be controlled by the attacker. It takes 1d seconds to generate the ball and it may be held in the claw for 3d seconds. After firing, the plasma ball may be bent around corners or through openings. It takes a full second to reach the target (impacting at the end of the turn). Mode I balls may not be aimed.

Mode II: In this mode, the plasma ball is fired at high speed in a direct line. It also takes 1d seconds to generate and must be fired immediately. Mode II balls may be aimed, but the control exerted on them effectively halves their range.

Mode III: This is a defensive mode. The claw generates a small but powerful magnetic "plate" that the wearer may use to deflect Mode I and II balls. This is treated as a parry maneuver, but no penalties are imposed due to the in-flight plasma ball attack. The parry is based on Plasma Claw/2.

TL13 80kJ Plasma Claw (flamer):
Malf: Ver; Type: Spcl.; Damage: 9d; SS 12; Acc 12 (Mode I), 13 (Mode II); 1/2D: 100 (Mode I), 200 (Mode II); Max: 200 (Mode I), 400 (Mode II); Wt: 6.2 (2.2 for claw; 4 for fusion plant); RoF: 1/2; Shots: unlimited; ST: 7, Rcl: 0; Pow: 200kW

The Plasma Claw generally acts as a flamer, except it does not fire a beam of plasma. Thus, the flamer Acc (see p. V126) is not used.

GNA-TALL SCOUT

The Gna-Tall scout ship is a recent development. It is a smaller version of the mainstay of the Gna-Tall fleet, the crescent-shaped Interceptor, and is equally at home in the air and water. The ship is roughly 30 feet from side to side, and less than 15 feet from tip to tail. It has a very low profile (5 feet at most), and the single pilot stretches out almost horizontally.

This ship was built in conjunction with NDD engineers. For that reason, unlike other Gna-Tall ships, it is slightly radioactive when the cloaking shields are inactive. The craft is armed with a plasma generator cannon and a defense array that deflects and absorbs kinetic or energy damage (the damage type must be specified at the beginning of each turn). Along with its advanced detection and shielding equipment, these systems are enormously power-hungry. Fortunately, the ship has a total conversion reactor on board.

In performance, this machine far outclasses anything available to humans, even the Aurora and TD-121. It is almost twice as fast and much more maneuverable. Its defensive, cloaking, and sensor features are astounding. Only through sheer chance could a Terran ship hope to capture or destroy the scout. If pressed, it can take to the water, where no human aircraft can follow.

Subassemblies and Body Features: Two standard wings, three retractable skids, front-facing, pop turret. Submarine lines, radical streamlining, submersible.

Propulsion: Two TL13 pulse detonation (fusion air-ram) engines with total 100,000 lbs. motive thrust (Bo, 5,100 lbs. total, 102 cf. total) with total operational life of 5.00 yrs. TL13 50,000 lbs. lift contragrav generator (Bo, 35 lbs., 0.7 cf., 50 kW). TL13 9,000 kW MHD tunnel with 180,000 lbs. aquatic thrust (Bo, 9,020 lbs., 180.4 cf., 9,000 kW).

Weaponry: TL13 1,000kJ plasma generator (flamer) cannon, very long range, fine (reliable) construction (PopT, Malf. Ver., Dam 6dx19, 1/2D 3,000, Max 9,000, Acc 20, 83.33 lbs., 1.67 cf., RoF 1, Pow 5,000 kW).

Communications: TL13 neutrino communicator with short range (Bo, 2 lbs., 0.04 cf., 0.1 kW, 2,000-mile range) with scrambler.

Sensors: TL13 navigation radar, 10-mile range, no targeting option (BoF, 1.25 lbs., 0.025 cf., 2.5 kW, Scan 17). TL13 IR searchlight, 1-mile range (BoF, 15 lbs., 0.3 cf., 1 kW). TL13 surveillance sound detector, level 20 sensitivity (Bo, 0.5 lbs., 0.01 cf., neg kW). TL13 PESA, 500-mile range (BoF, 250 lbs., 5 cf., neg kW, Scan 27). TL13 active sonar, active/passive option, 30-mile range (BoF, 900 lbs., 18 cf., 75 kW, Scan 20). TL13 AESA, 1,000-mile range (BoF, 375 lbs., 7.5 cf., 250 kW, Scan 29). TL13 multiscanner, 500-mile range (Bo, 250 lbs., 5 cf., neg. kW, Scan 27). TL13 Gravscanner, 100-mile range (Bo, 1,000 lbs., 20 cf., neg. kW, Scan 23).

Navigation: TL13 precision navigation instruments (Bo, 20 lbs., 0.4 cf., 1 kW). TL13 IFF (Bo, 5 lbs., 0.1 cf., 1 kW). TL13 inertial navigation system (Bo, 10 lbs., 0.2 cf., 1 kW).

TL13 terrain following radar (Bo, 2.5 lbs., 0.025 cf., 0.25 kW). TL13 autopilot (Bo, 5 lbs., 0.1 cf., 1 kW).

ECM: TL13 advanced radar/laser detector (Bo, 15 lbs., 0.3 cf., 1 kW). TL13 distortion field jammers, level 19 jammer rating (Bo, 3,500 lbs., 70 cf., 350 kW). TL13 TEMPEST equipment (Bo, 10 lbs., 0.2 cf., neg kW).

Computers and software: TL13 minicomputer, hardened (Bo, 10 lbs., 0.2 cf., neg kW, Complexity 8). TL13 computer navigation software (complexity 2). TL13 datalink software (complexity 1). TL13 gunner software (complexity 4, skill bonus +2). TL13 routine vehicle operation software: piloting (complexity 2). TL13 database software (complexity 1, 1 gig).

Miscellaneous: TL13 self-destruct mechanism (10 lbs., 1 cf.) with remote or auto trigger.

Vehicle Controls: TL13 computerized maneuver and diving controls.

Occupancy: Short. Crew Stations: Pilot controls everything from TL13 roomy crew station, with g-seat (Bo, 40 lbs., 40 cf., DR 10). TL13 limited life system supports 1 person for 3 days (Bo, 150 lbs., 3 cf., 500 kW).

Safety Systems: TL13 crashweb (Bo, 5 lbs., 0.5 cf.). TL13 gravity web (Bo, 20 lbs., 0.4 cf., 50 kW).

Power Systems: TL14 35,000 kW total conversion reactor (Bo, 700 lbs., 14 cf.) powers all systems.

Space: Access space (294 cf.). Cargo space (Bo 3 cf.). Empty space (PoT 0.33 cf.; Wg 65 cf.).

Area: Body 1,000 sf. (1720 cf.), Turret 10 sf. (2 cf., takes up 2.4 cf. in body), Wings 150 sf. (65 cf.) each, Skids 125 sf. (88 cf.) total, Total 1,435 sf.

Structure: TL12 extra-heavy submersible frame with advanced materials (2,152.5 lbs.).

Hit Points: Body 6000, Turret 60, Wings 900 each, Skids 250 each.

Body armor: TL 12, PD 4, DR 30 advanced laminate (646 lbs.).

Surface Features: Sealed. TL12 basic emission cloaking (717.5 lbs., -8 against IR, noise, magnetic, and millimetric sensing). TL12 basic stealth (717.5 lbs., -8 against radar/ladar, employed before jamming). TL12 intruder chameleon system (215.25 lbs., -10 (-6 if moving) against being visually seen). TL13 deflector field (PD 8, 36 lbs., 2,583 kW). TL13 variable force screen field (DR 300, 861 lbs., 4,305 kW).

Statistics: Empty weight 26,880 lbs., Payload weight 400 lbs., Loaded weight 27,280 lbs., Submerged weight 121,275 lbs., Volume 1,940 cf., Size modifier +5, HT 12.

Submerged Performance: Submerged motive thrust 180,000 lbs. uDrag 250. uSpeed 54 mph. uAccel 30 mph/s. uMR 0.75. uSR 4. uDecel 15(30) mph/s. Draft 0 feet. Crush Depth 1,600 yards.

Aerial Performance: Stall Speed 0 mph. Aerial motive thrust 100,000 lbs. aDrag 32.75. aSpeed 4,785 mph. aAccel 73 mph/s. aMR 25.7. aSR 6. aDecel 103 mph/s.]



THE NDD

The Gna-Tall and the NDD are officially engaged in a technology transfer arrangement, sanctioned by both sides but not embodied in a treaty. The relationship works thus far on the strength of certain interpersonal relations between high-ranking NDD officials and Gna-Tall leaders of similar rank.

Each side believes itself to have the upper hand, but there is also a growing sense of trust between the two. The NDD gains access to high tech and struggles with alien precepts, language, and secrecy. The Gna-Tall rebuild and purport to accept biological knowledge, all the while exploiting their access to human society and knowledge unavailable without human allies.

Nearly all of the NDD/Gna-Tall technology projects occur on secret military installations scattered throughout the world. Even the smallest bit of technology is often enough to justify a whole new weapons program, since the Gna-Tall are very selective about what they convey. In the vast majority of cases, specific implementations of technology are transferred, rather than a complete understanding of the theory behind it. Thus, the NDD gains a little at a time, enough to give them an edge, but not so much that they feel they can act brazenly. In the end, this is really all they are capable of processing and utilizing. They would prefer, however, to have their choice of research programs rather than trying to turn each crumb of knowledge into a gem.

While the NDD is building upon the ideas given to them by the Gna-Tall, they are also building a military-industrial complex that, slowly but steadily, has the capability of incorporating Gna-Tall technology. More than the biological expertise that the Gna-Tall presume to trade for (which they are not so far behind, particularly in the area of DNA, and which is available for the taking from the civilian sector anyway), this is what the Gna-Tall want. They are not sure how much time they have before the main Gna-Tall fleet arrives, and they are desperately preparing themselves and the humans for it.

RACE RELATIONS

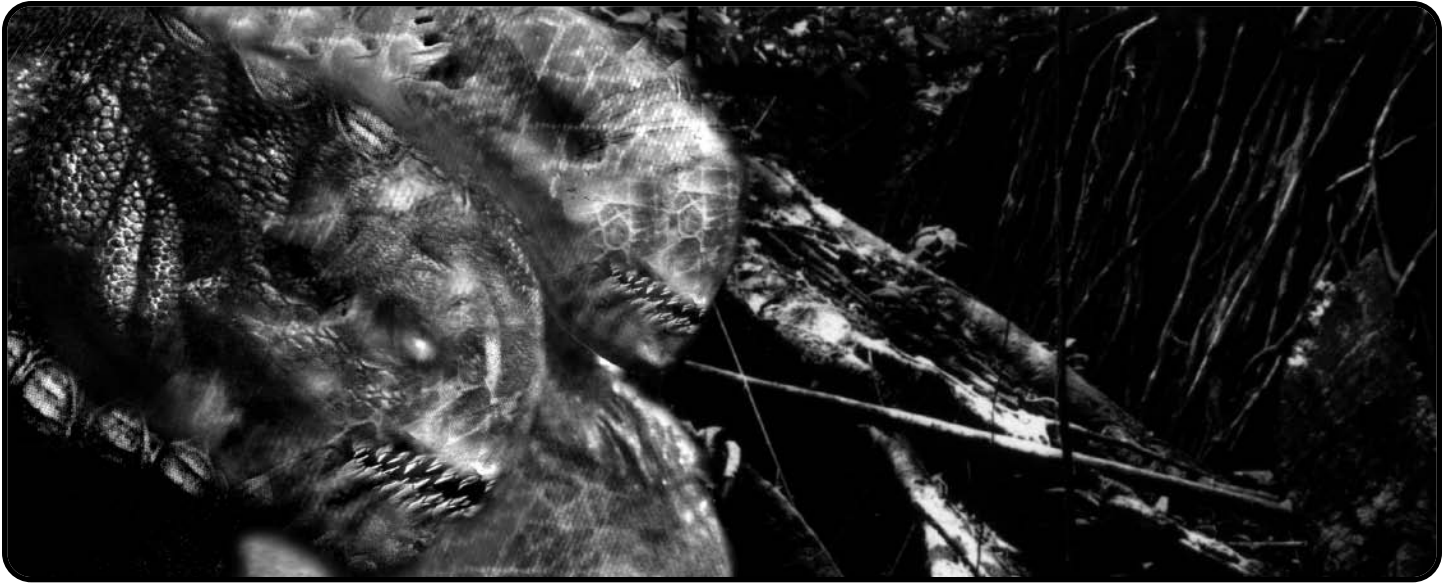
The Gna-Tall are ignorant of the existence of Atlanteans and ambivalent about the Greys. They possess no psychic abilities, so they would have great difficulty identifying Atlanteans as anything other than human. Unlike the Atlanteans, the Gna-Tall have no interest in the Greys' psychic abilities, because they never have had trouble dealing with them. The Gna-Tall easily bypass their psychic abilities with a mixture of their own natural mindset and the esoteric nature of their technology. If a Grey becomes bothersome, the Gna-Tall simply kills it. Further, any attempt to mentally influence a Gna-Tall would require that the Grey get telepathically close to a mind steeped in violence. This is overwhelmingly repulsive to the few Greys who have attempted it. As a result, all Greys keep their distance.

The Men in Black

These "men" are actually Gna-Tall—not just their minds or personalities, but their actual being. One of the reptilian aliens more impressive feats of engineering is the rebuilding of their bodies from the atomic level using matter-energy conversion technology. This procedure is both challenging for the technicians and taxing on the individual, definitely not something entered into lightly, often, or for brief periods of time. It is, however, their only way of being among humans without fear of detection. The Gna-Tall have also found that it helps in their dealings with the NDD, particularly when working with scientists and engineers. In a typically "ethnocentric" manner, the humans are much more comfortable working besides other humans. Seven-foot tall, powerfully built, reptilian aliens with sharp teeth and long tails seem to set the puny humans on edge.

When in their rebuilt, human-looking form, Gna-Tall eat, breathe, digest, and in most other ways behave as normal humans. Because their main concern is secrecy, they do not enhance their bodies physically much beyond what is normal for a human. Since they mass slightly more for their height than a man, they do have a preference for bulky, brawny physiques. The change is so complete that they could pass a normal physical without raising an eyebrow, and X-rays reveal nothing abnormal. A CAT scan would definitely get some attention, on the other hand. The main thing to remember about the Men in Black is that buried somewhere in there is a Gna-Tall mind, physically and psychologically, not a human one. While all four races on Earth employ Men in Black, the Gna-Tall do so most extensively.

Men in Black are used in almost every aspect of Gna-Tall operations, but mostly in security. They help keep the Gna-Tall presence secret. The NDD has even formed mixed groups of Gna-Tall specialists and MiBs to facilitate these security operations.



Playing the Saurians

Gna-Tall are generally merciless and devoid of most human emotion. For as long as most of them have been alive, their society has revolved around warfare. This is organized warfare, however, so they should be seen as warriors, not wanton butchers. Due to this constancy of war, they train to fight, and they all train to win. They do not kill when it is merely convenient, but they do not hesitate when it is necessary. This mindset carries over into all aspects of their society—to compromise with an inferior is to lose. A Gna-Tall would much rather kill and die than lose.

Given their history, the Gna-Tall greatly fear biological warfare and will never let one of their own fall into human hands, dead or alive. They will take extreme measures to prevent a fellow Gna-Tall from being captured, including suicide and mass destruction. To avoid problems of this nature and to protect the secret of their existence, very few ever appear in their natural form even in the most secure areas. When they do, it is because their personal attention is needed, either for overseeing or initiating research and projects. They are less reserved about the Men in Black because, except for their minds, they are entirely human anyway.

GNA-TALL RACIAL TEMPLATE

135 POINTS

Attributes: ST +5 [60], DX +3 [30], IQ +3 [30], HT +4 [45]

Advantages: Combat Reflexes [15], High Pain Threshold [10]

Disadvantages: Bad Temper [-10], Bloodlust [-10], Extreme Fanaticism (CI90) [-15], Intolerance [-10], Void 2 [-10]

SAMPLE GNA-TALL WAR-TECH

Aegis agents are highly unlikely to encounter a Gna-Tall in natural form, except through some infiltration of an NDD base. Even then, they will most commonly meet up with a war-tech.

Attributes: ST 16 [10], DX 14 [10], IQ 13 [0], HT 16 [20]

Advantages: Acute Taste and Smell +4 [8], Combat Reflexes [0], High Pain Threshold [0], Sharp Claws (CI67) [25], Status (Gna-Tall) 3 [15], Tail Striker (CI67) [5]

Disadvantages: Bad Temper [0], Bloodlust [0], Extreme Fanaticism (CI90) [0], Intolerance [0], Void 2 [0]

Quirks: Dull [-1], Proud [-1]

Skills: Camouflage (M/E) IQ+2 [4]-15, Dancing (Gna-Tall Ritual) (P/A) DX-1 [1]-13, Electronics Operation/TL13 (Communications) (M/A) IQ+2 [6]-15, Electronics Operation/TL13 (Computers) (M/A) IQ+2 [6]-15, Electronics Operation/TL13 (Force Shields) (M/A) IQ+2 [6]-15, Electronics Operation/TL13 (Matter-Energy Converters) (M/A) IQ+2 [6]-15, Electronics Operation/TL13 (Sensors) (M/A) IQ+2 [6]-15, Electronics Operation/TL13 (Weapons) (M/A) IQ+2 [6]-15, First Aid (M/E) IQ [1]-13, Gunner/TL13 (P/A) DX [2]-14, Naturalist (M/H) IQ [4]-13, Navigation (M/H) IQ [4]-13, Piloting/TL13 (Scout Ship) (P/A) DX+1 [4]-15, Plasma Claw (P/A) DX+3 [16]-17, Stealth (P/A) DX [2]-14, Survival (Jungle) (M/A) IQ [2]-13, Survival (Mountains) (M/A) IQ [2]-13, Survival (Woodlands) (M/A) IQ [2]-13, Tactics (M/H) IQ+1 [6]-14

Equipment: Doomsday Monitor, Field Generator, Multipurpose Tool Kit, Plasma Claw

Comments: Rudimentary language lessons have given the war-tech Language (U.S. English) at skill level 7.

SAMPLE GNA-TALL MAN IN BLACK

Attributes: ST 15 [0], DX 13 [0], IQ 13 [0], HT 14 [0]

Advantages: Combat Reflexes [0], High Pain Threshold [0], Status (Gna-Tall) 2 [10]

Disadvantages: Bad Temper [0], Bloodlust [0], Extreme Fanaticism (CI90) [0], Intolerance [0], Void 2 [0]

Quirks: Staid [-1], Uncongenial [-1]

Skills: Brawling (P/E) DX+2 [4]-15, Camouflage (M/E) IQ+2 [4]-15, Computer Operation/TL7 (M/E) IQ [1]-13, Dancing (Gna-Tall Ritual) (P/A) DX-1 [1]-12, Driving/TL7 (Automobile) (P/A) DX [2]-13, Electronics Operation/TL13 (Communications) (M/A) IQ+2 [6]-15, Electronics Operation/TL13 (Computers) (M/A) IQ+2 [6]-15, Electronics Operation/TL13 (Force Shields) (M/A) IQ+2 [6]-15, Electronics Operation/TL13 (Matter-Energy Converters) (M/A) IQ+2 [6]-15, Electronics Operation/TL13 (Sensors) (M/A) IQ+2 [6]-15, Electronics Operation/TL13 (Weapons) (M/A) IQ+2 [6]-15, Fast-Draw (Pistol) (P/E) DX [1]-14 (Combat Reflexes mod), First Aid (M/E) IQ [1]-13, Guns/TL7 (P/E) DX+4 [4]-17 (IQ mod), Interrogation (M/A) IQ [2]-13, Knife (P/E) DX+2 [4]-15, Language (U.S. English) (M/E) IQ [1]-12, Law (M/H) IQ+1 [6]-14, Naturalist (M/H) IQ [4]-13, Navigation (M/H) IQ [4]-13, Piloting/TL13 (Scout Ship) (P/A) DX+1 [4]-14, Plasma Claw (P/A) DX+3 [16]-16, Shadowing (M/A) IQ+1 [4]-14, Stealth (P/A) DX [2]-13, Survival (Jungle) (M/A) IQ [2]-13, Survival (Mountains) (M/A) IQ [2]-13, Survival (Woodlands) (M/A) IQ [2]-13, Tactics (M/H) IQ+1 [6]-14

Equipment: Dark Suit, Handgun, Sunglasses

SAMPLE GNA-TALL LEADER-ADMINISTRATOR

These Gna-Tall leaders come and go as they please, communicate cryptically and primarily through war-tech translators, and expect to be treated according to a strict set of protocols. For the most part, they seem more interested in their own position in Gna-Tall society, than in what's best for the race.

Attributes: ST 16 [10], DX 14 [10], IQ 13 [0], HT 16 [20]

Advantages: Acute Taste and Smell +4 [8], Combat Reflexes [0], High Pain Threshold [0], Sharp Claws (CI67) [25], Status (Gna-Tall) 3 [15], Tail Striker (CI67) [5]

Disadvantages: Bad Temper [0], Bloodlust [0], Extreme Fanaticism (CI90) [0], Intolerance [0], Void 2 [0]

Quirks: Arrogant [-1], Insecure [-1], Proud [-1]

Skills: Acting (M/A) IQ [2]-13, Accounting (M/H) IQ+1 [6]-14, Administration (M/A) IQ [2]-13, Camouflage (M/E) IQ+1 [2]-14, Computer Operation/TL13 (M/E) IQ+2 [4]-15, Dancing (Gna-Tall Ritual) (P/A) DX+1 [4]-15, Detect Lies (M/H) IQ [4]-13, Diplomacy (M/H) IQ+1 [6]-14, First Aid (M/E) IQ [1]-13, Gesture (M/E) IQ+2 [4]-15, Heraldry (Gna-Tall) (M/A) IQ+3 [8]-16, History (Gna-Tall) (M/H) IQ+2 [8]-15, History (Human) (M/H) IQ+2 [8]-15, Intelligence Analysis (M/H) IQ [4]-13, Language (U.S. English) (M/H) IQ+2 [8]-15, Law (Gna-Tall) (M/H) IQ+2 [8]-15, Law (U.S.) (M/H) IQ [4]-13, Leadership (M/A) IQ [2]-13, Naturalist (M/H) IQ+2 [8]-15, Navigation (M/H) IQ-1 [2]-12, Plasma Claw (P/A) DX+1 [4]-15, Savoir-Faire (Gna-Tall) (M/E) IQ+3 [6]-16, Stealth (P/A) DX-1 [1]-13, Survival (Jungle) (M/A) IQ-1 [1]-12, Survival (Mountains) (M/A) IQ-1 [1]-12, Survival (Woodlands) (M/A) IQ-1 [1]-12, Strategy (M/H) IQ [4]-13, Tactics (M/H) IQ+3 [10]-16, Theology (Gna-Tall) (M/H) IQ+1 [6]-14, Writing (Gna-Tall) (M/A) IQ [2]-13

Equipment: Domsday Monitor, Multi-purpose Commlink Device, Plasma Claw

The Other Saurians

Gna-Tall are but one of the Saurian races currently on Earth. The other races are ancient enemies of the Gna-Tall, and any who might ally with them.

Croll: These Saurians have transformed their bodies into centaurlike shapes. They are big, militant and aggressive.

The Croll first set up their bases in Russia, with the support of the GRU. Later, when the Soviet government collapsed, they moved to the Middle East.

The Croll view humans as "monkey boys"—a decidedly inferior race. They would like to exterminate the humans with bioengineered plagues, but until they have improved their position against the Gna-Tall, Kath-Yal and other Saurian races, they view the monkey boys as useful distractions.

Kath-Yal: These Saurians long ago adopted a two-armed body structure. Like the Croll, they felt that bodymorphing technology should be used to "improve" their race.

The Kath-Yal have something no other Saurian race has: a colony ship. Located in Southeast Asia, the Kath-Yal ship has landed enough Saurians to constitute a working society. It is a source of great pride, hope and strength for the Kath-Yal. It is a huge concern for those of the other Saurian races who know about it.

Te-Mulys: These South African-based Saurians long ago separated their society into a few rulers and a mass of slaves. Extensive bodymorphing created highly specialized workers with the physical and (usually decreased) mental capacities to match. Te-Mulys consider themselves master manipulators.

Though they are few, the Te-Mulys have infiltrated much of the world financial and economic network. They have slaves or moles in many governments and world-wide organizations. They are the subtlest and most insidious of the Saurians.

APPENDIX



C.B.F.

Converting *Conspiracy X* characters to *GURPS Conspiracy X* is a relatively simple process. The difficulties arise when trying to equate the relatively coarse nature of the *Conspiracy X* mechanics with the more precise features of *GURPS*. The following guidelines are instructive, but conversion necessarily involves some estimation and guesswork.

CONVERTING CHARACTERS

CHARACTER POINTS

As discussed in Chapter Two: Operatives, *GURPS Conspiracy X* characters are built with 175 points, 75 of which must be spent on contacts and other social features. *Conspiracy X* characters use 100 points, but gain a number of advantages that must be bought in *GURPS Conspiracy X*. These include a lower cost for high attribute levels, the Aegis Template, one level of Influence, one level each of Brawling, Driving, and Swimming, free Pulling Strings (if using the *Conspiracy X* main book rules) or additional Pulling Strings (if using the *Sub Rosa* revisions). This amounts to at least 40 points, and is usually higher depending on the exact Pulling Strings that must be duplicated in *GURPS*. Thus, *Conspiracy X* characters should translate over to *GURPS Conspiracy X* with little disparity in power or capacity; indeed, they may be overpowered. Of course, GMs are free to review the final characters and make adjustments if they seem too strong or weak.

ATTRIBUTES

The vast majority of characters in the *Conspiracy X* world have level 3 in all attributes. This is average, but the *Conspiracy X* average stretches across a broad range—from a petite 18-year-old girl to an overweight 240-pound construction worker. The table below gives a single comparative *GURPS* attribute value, for those that want a quick conversion, and a range, for those that want more options. When using the range, GMs and players should discuss the most applicable *GURPS* attribute and whether any character points should be sacrificed for the higher ranges.

<i>Conspiracy X</i> Attribute	Set <i>GURPS</i> Attribute	Ranged <i>GURPS</i> Attribute
1	7	7 or less
2	8	8
3	10	9-12
4	13	13-15
5	16	16+

Conspiracy X Strength is converted to get *GURPS* ST, and Size is converted to get HT. Agility and Reflexes are converted and averaged to get DX. Intelligence and Perception are converted and averaged to get IQ.

If Willpower is equal to Intelligence, the attribute is ignored when converting to *GURPS*. If Willpower is below Intelligence, the character suffers one level of Weak Will (see p. B37) for each level difference. If Willpower is above Intelligence, the character gains two levels of Strong Will (see p. B23) for each level difference.

If Perception is equal to Intelligence, the attribute is ignored when converting to *GURPS*. If Perception is below Intelligence, the character gains the Clueless disadvantage (see p. C187). If Perception is above Intelligence, the character gains two levels of Alertness (see p. B19) for each level difference.



Luck

GURPS has no Luck attribute. It is generally ignored, unless the *Conspiracy X* character's Bad Luck or Good Luck numbers are at the extreme ends. A Good Luck number of 3-4 translates into the 15-point Luck advantage (see p. B21). A Good Luck number of 5-6 becomes the 30-point Luck advantage. Any Bad Luck number under 11 imposes the Unluckiness disadvantage (see p. B37).

Influence

Influence level translates into an appropriate Rank advantage as described on p. 55 of this book. Influence is a bit more expensive in *Conspiracy X*, but one level is provided for free. All Ranking levels must be purchased in *GURPS Conspiracy X*.

Professions

In *Conspiracy X*, Professions, Credentials, and Departments or Infrastructures grant the ability to learn certain skills at certain levels. This is ignored when converting characters. They also provide Influence Icons/Spheres of Influence and Pulling Strings. The Sphere of Influence Patron advantage is detailed on p. 56 of this book and is simply provided to the converted character. That advantage has a point cost that depends on the level of the Influence ranking advantage, the pulling strings involved, and the capacities desired (see p. 57).

Pulling Strings should remain the same and are translated over using the lists in Chapter Two: Operatives. Some of the more obscure, specialized, or unique *Conspiracy X* Pulling Strings have not been detailed here. These should be reworked according to the rules conversions presented later and the GM's discretion.

TRAITS

Skill levels are translated using the following table.

<i>Conspiracy X</i> Skill Level	<i>GURPS</i> Skill Level
1	10
2	11
3	12
4	14
5	16+

Conspiracy X trainings translate over to the respective skills in *GURPS* at level 12.

Note that this strict conversion may result in *GURPS* skill levels that are lower than what 1/2 character point would get the character given her IQ or DX. In that case, simply raise the skill level to that minimum level.

Otherwise, skills, trainings, and other traits should be matched up with their *GURPS* equivalents. The following chart approximates equivalent character abilities for those presented in the *Conspiracy X* main rulebook.



Conspiracy X Skill

GURPS Skill

Athletics	Applicable Athletic skill
Autofire	Guns (Light Auto)
Boating	Boating or Powerboat
Brawling	Brawling
Cartography	Cartography
Computer Programming	Computer Programming
Computer Use	Computer Operation
Cryptology	Cryptanalysis and Cryptography
Cryptozoology	Cryptozoology, p. 94
Demolitions	Demolition
Diplomacy	Applicable Social skills
Disguise	Disguise
Drive	Driving
Engineering	Engineer or Electronics
Escape	Escape
First Aid	First Aid
Forensics	Forensics
Forgery	Forgery
Gun Fu	None
Gunnery	Gunner
Heavy Weapons	Gunner (choose specialty) or Guns (choose a non-auto specialty, e.g., LAW)
Humanities	Applicable Scientific skill
Hypnosis	Hypnotism
Image Interpretation	Intelligence Analysis
Language	Language
Lockpicking	Lockpicking
Martial Arts	Applicable Combat/Weapon skill
Medical	Physician
Meditation	Meditation, p. 94
Melee Weapon	Applicable Combat/Weapon skill
MHIC-EDOM	Electronics Operation (MHIC-EDOM)
Occult	Occultism
Parapsychology	Paraphysics or Psionics
Photography	Photography
Pilot	Piloting
Psychotron	Electronics Operation (Psychotronics), p. 93
Repair/Build	Armoury or Mechanic

<i>Conspiracy X Skill</i>	<i>GURPS Skill</i>
Research	Research
Ritual	Ritual Magic, p. 94
Science	Applicable Scientific skill
Shadow	Shadowing
Small Arms	Guns (choose a non-auto specialty, e.g., Pistol, Shotgun)
Stealth	Stealth
Throw	Throwing
Tracking	Tracking
UFOlogy	UFOlogy, p. 95
Video	Video Production

<i>Conspiracy X Training</i>	<i>GURPS Skill</i>
Awareness	Acute Senses advantage, Alertness, Detect Lies, or other
Biohazard Control	Hazardous Materials and NBC Warfare
Communication	Electronics Operation (Communications)
Investigation	Criminology, Interrogation, Law, Shadowing, and Streetwise
Navigation	Navigation
Politics	Politics
Parachutist	Parachuting
Rappelling	Climbing
Savoir Faire	Savoir-Faire
SCUBA Diving	Scuba
Surveillance	Electronics Operation (Sensors) and Shadowing
Survival	Survival
Swim	Swimming
Zero-Gravity Movement	Free Fall

<i>Conspiracy X Psych Profile</i>	<i>GURPS Advantage/Disadvantage</i>
Cautious (Extreme)	Careful, Edgy, or Indecisive
Code	Code of Honor
Corrupted by the Supernatural	Corrupted by the Supernatural, p. 73
Creature of Habit	Compulsive Behavior
Flashbacks	Flashbacks
Homicidal Tendencies	Bloodlust
Killer Instinct	Killer Instinct, p. 73
Impulsive (Extreme)	Impulsiveness
Multiple Personality Disorder	Split Personality
Pacifist (Extreme)	Pacifism
Paranoid Delusions (Acute)	Paranoia
Phobia (Major)	Phobias
Schizophrenia	Voices

<i>Conspiracy X Medical History</i>	<i>GURPS Advantage/Disadvantage/Skill</i>
Adrenaline Surge	Adrenaline Surge, p. 68
Ambidextrous	Ambidexterity
Atlantean Nanotech	Atlantean Nanotech, p. 187
Deep Sleeper	Deep Sleeper
Distinguishing Mark	Distinguishing Mark, p. 73
Extraordinarily Average	Extraordinarily Average, p. 68
High Metabolism	High Metabolism, p. 69
High Pain Threshold	High Pain Threshold
Light Sleeper	Light Sleeper
Low Pain Threshold	Low Pain Threshold
Physical Training	Fit
Psychic Burnout	Psychic Void, p. 73
Runner or Swimmer	Running 12 or Swimming 12; Fit or Extra Fatigue
Slow Metabolism	Slow Metabolism





Conspiracy X
Talent and Ability

GURPS
Advantage/Disadvantage/Skill

Animal Animosity	Frightens Animals
Animal Empathy	Animal Empathy
Photographic Memory	Eidetic Memory
Psychic	Appropriate Psionic Power and Skill
Psychic Link	Psilink
Psychic Sink	Psychic Sink, p. 69
Psychic Void	Psychic Void, p. 73
Quick Draw	Fast-Draw (choose specialty)
Strong ESP	Strong ESP, p. 70
Supernatural Focus	Supernatural Focus, p. 71
Time and Direction Sense	Absolute Direction and Absolute Timing

Conspiracy X
Background/Resources

GURPS
Advantage/Disadvantage

Can't Swim	No Swimming skill
Combat Experience	None
Credential Connection	Appropriate Contact (skill 12, 15+ available, always reliable) and appropriate Pulling Strings
Criminal Connection	Appropriate Contact (skill 12, 15+ available, always reliable) and appropriate Pulling Strings
Criminal Contact	Appropriate Contact (skill 12, 15+ available, always reliable)
Dead	Dead, p. 68
Disgraced	Reputation
Favor	Favor

Conspiracy X
Background/Resources

GURPS
Advantage/Disadvantage

Guardian Angel	Guardian Angel, p. 68
Haunted	Haunted, p. 73
Intelligence Contact	Appropriate Contact (skill 12, 15+ available, always reliable)
Media Connection	Appropriate Contact (skill 12, 15+ available, always reliable) and appropriate Pulling Strings
Media Contact	Appropriate Contact (skill 12, 15+ available, always reliable)
Media Leak	Front Page News Pulling String, p. 81
Military Contact	Appropriate Contact (skill 12, 15+ available, always reliable)
New Identity	Alternate Identity
No Records	Zeroed
Notoriety	Reputation
Police Connection	Appropriate Contact (skill 12, 15+ available, always reliable) and appropriate Pulling Strings
Police Contact	Appropriate Contact (skill 12, 15+ available, always reliable)
Puppet	Puppet, p. 70
Science/Research Contact	Appropriate Contact (skill 12, 15+ available, always reliable)
Severed Ties	None
Veteran	Add 10 points of skills
Wanted by the Law	Social Stigma (Outlaw)
Watched	Enemy

CONVERTING CELLS

The items from Chapter Three: Ops Center of *Conspiracy X* have been translated into *GURPS* in Chapter Three: Cells of this book. Little adjustment need be made here.

CONVERTING RULES

TEST BASICS

No comparative value exists for Difficulty Levels in *GURPS*. Difficulty Levels translate into modifiers to success rolls. The following table details rough equivalents. As usual, the GM should move the values up or down as she deems appropriate.

<i>Conspiracy X</i> Difficulty Level	<i>GURPS</i> Success Roll Modifier
1	+5
2	+2
3	0
4	-2
5	-5

VARIABLE TESTS

A Variable Test should be treated as a simple success roll with no modifier. The most prevalent Variable Test is for Willpower. This becomes a straightforward Will roll.

RESEARCH

Research in *Conspiracy X* covers a variety of subjects and areas. The Invention rules (see pp. B186, C1125) may be used when attempting to create technological items. Where a character is simply looking to expand knowledge, a roll against the applicable skill should be used. A general -10 penalty should be applied to the roll unless the GM believes a lesser or more severe penalty is appropriate. The time period between rolls is the same (one week for long-term; one day for short-term), and the number of breakthroughs necessary is the number of times the roll must succeed.

DAMAGE

Conspiracy X damage ratings translate into hit points in *GURPS*. Use the stats given for the equivalent *GURPS* weapon (there are more than enough to choose from!).

PSYCHICS

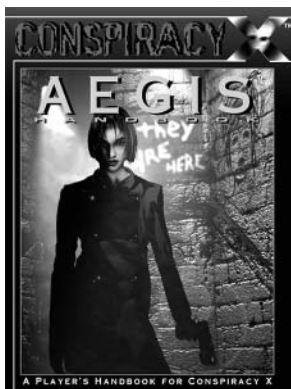
For those who are interested in a more open-ended, story-telling version of psychic powers, the original *Conspiracy X* disciplines and trainings descriptions (if using *Shadows of the Mind*) may be retained. In that case, characters should keep their Psi Point allotments and their classifications in psychic powers.

Rhine Tests may be retained exactly as is or converted over to a 3d *GURPS* mechanic. If *GURPS* success roll conversion is desired, a R1 test equals roughly skill level 7, R2 is roughly skill level 9, R3 is roughly skill level 11, and R4 is roughly skill level 13. Each 1R modifier may be represented by a +/-2 *GURPS* modifier.



CONSPIRACY X SUPPLEMENTAL MATERIAL

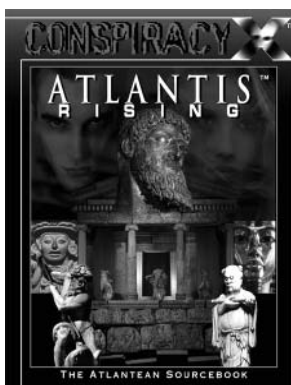
The *Conspiracy X* product line is relatively extensive and can provide a myriad of background material for a *GURPS Conspiracy X* campaign. This section provides a brief description of the available supplements.



AEGIS HANDBOOK

This players' tome details a number of character creation options that are already discussed in this book, the *Basic Set* or *Compendium I*. A few traits may provide ideas for new or revised advantages, disadvantages, or skills, but for the most part this material adds little to the comprehensive character creation options available in *GURPS* supplements.

The *Aegis Handbook* does provide a number of HERMES downloads discussing mission classifications, Aegis and the law, influence peddling, tradecraft, and potential psychological problems. It also provides nice background for most of the Professions from which Aegis recruits. From the CIA to Project MOONDUST to NASA, the *Aegis Handbook* details some history, goals, and organization of these groups.



ATLANTIS RISING: THE ATLANTEAN SOURCEBOOK

Atlantis Rising contains extensive background information on the enigmatic Atlanteans. The book presents a series of HERMES downloads containing knowledge that the characters can learn about Atlanteans. The entire history of the race and several notable personalities and their plans are described.

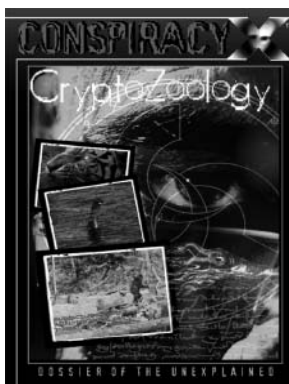
Another chapter details the marvels of Atlantean nanotechnology and equipment. Further, a displaced Atlantean group called the Forgotten is revealed. Finally, a mission bringing the cell face to face with Atlantean activities rounds out the book.



BODYGUARD OF LIES 1, 2, AND 3

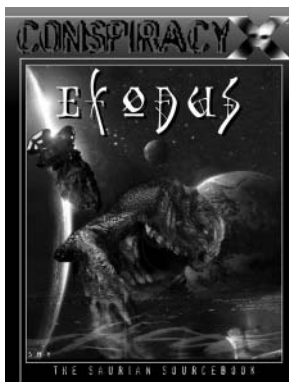
These smaller-sized supplement adventure books include expanded background material and game rules for *Conspiracy X*. For example, *BoL 1* includes Resource Point costs for all the alien technology discussed in the trio of alien books. *BoL 2* includes a short story

and a new organization to join the conspirators populating the *Conspiracy X* world. *BoL 3* reviews toxins and poisons from all over the world. The centerpiece of each book, however, is an extensive mission exploring a piece of the *Conspiracy X* world and pitting the cell against various enemies ranging from the alien to the supernatural to the cryptozoological.



CRYPTOZOOLOGY: THE DOSSIER OF THE UNEXPLAINED

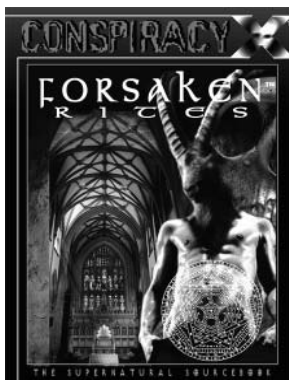
This *Conspiracy X* supplement runs through a number of cryptozoological phenomena and presents that material as color hand-outs that may be provided to players. From Bigfoot to the Loch Ness Monster to Chupacabras to the Jersey Devil and much more, *Cryptozoology* is a fascinating read as well as a useful game book. The mysterious Pilosi are introduced to the *Conspiracy X* world. These supernaturally enhanced ritualists have been around as long as humankind, and they have served as both mentors and monsters. The latter portion of *Cryptozoology* presents alternative explanations for the strange beasts discussed, allowing GMs to customize their own games and keep even those who have read the book guessing.



EXODUS: THE SAURIAN SOURCEBOOK

Exodus concerns the various Saurian races, their tumultuous past, and their shocking origin. Eight clans are covered in the historical section, and the four present on Earth today are revealed in more detail. Again, HERMES

downloads are provided for the players, and an extensive discussion of Saurian technology and spacecraft. Further, a secret sect of Saurians with access to a specialized form of magic is reviewed. The book ends with a mission allowing the cell to capture some valuable Saurian equipment.



FORSAKEN RITES: THE SUPERNATURAL SOURCEBOOK

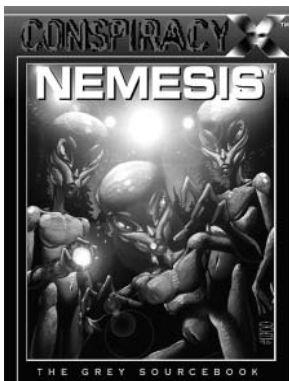
Much of the conceptual work in *Forsaken Rites* has been incorporated into this book. The supplement otherwise contains some general background on magic, a number of rituals and their ceremonies, an overview of four

different magical organizations in the *Conspiracy X* world, and a “secret” history of magic and the supernatural. The latter portions of the book expand the number of archetypes and supernatural menaces that may be used to plague Aegis characters. A mission against an evil sorcerer rounds out the book.



GAME MASTER'S SCREEN

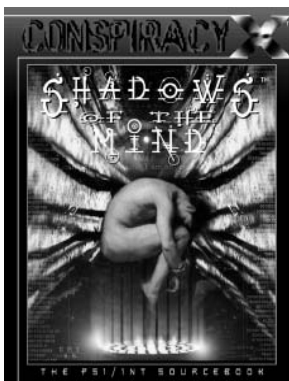
The screen portion of this supplement is of use only for the full-color renditions of the three alien races. Otherwise, the inside contains a full-scale mission embroiling the cell in an investigation into the supernatural.



NEMESIS: THE GREY SOURCEBOOK

As *Atlantis Rising* does for the Atlanteans and *Exodus* does for the Saurians, so *Nemesis* does for the Greys. Detailed history, physiology, and culture, and background on Grey lenses and other technology are presented. An extended discussion of Grey-

human (metahuman) and Grey-dolphin (Blue) hybrids reveals their genetic experiments. The mission here takes the cell into the heart of a Blue research base.

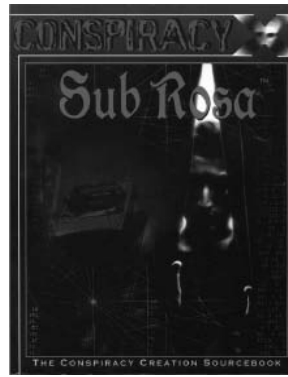


SHADOWS OF THE MIND: THE PSI/INT SOURCEBOOK

This psychic powers sourcebook presents a different look at psionics. The powers are more open and flexible, less precise and controlled than *GURPS* psionics. A different game mechanic is used—Zener cards. These five cards contain different symbols

on them: a circle, a square, a cross, a star, and three wavy lines. For those interested in a shift from the normal *GURPS* psionics rules, *Shadows of the Mind* may be used in conjunction with the psychic traits and classifications costs detailed in the main *Conspiracy X* books.

Otherwise, *Shadows of the Mind* includes historical material on the activities of CAPS and Projects MKULTRA, CYGNET, and RASPUTIN. The book also covers hypnotic techniques and a number of mind-control items ranging from drugs to implants. A review of common psychic phenomena and secrets of the *Conspiracy X* world is presented, as is a short mission against a psychic manipulator.



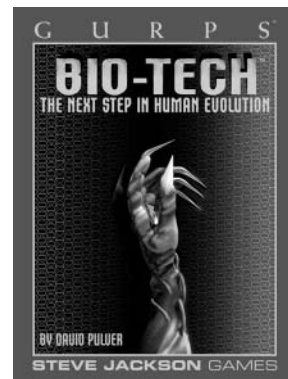
SUB ROSA: CONSPIRACY CREATION SOURCEBOOK

For the most part, *Sub Rosa* revises and expands the character creation process of *Conspiracy X*. These changes have largely been incorporated into *GURPS Conspiracy X*.

Sub Rosa may be interesting to a *GURPS Conspiracy X* GM for the comprehensive conspiracy creation system. These mechanics are not dependent upon the *Conspiracy X* game system and may be imported to *GURPS* as desired. *Sub Rosa* also reviews a number of conspiratorial organizations in the *Conspiracy X* world and provides details on their histories, make-up, plans, and organization.

GURPS SUPPLEMENTAL MATERIAL

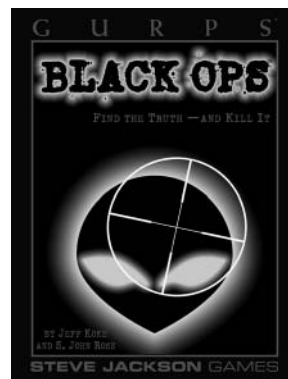
Obviously, any *GURPS* supplement is compatible with *GURPS Conspiracy X* and may be used to add depth and options to a *Conspiracy X* campaign. The following books proved useful during the writing of this book and can be easily used to expand play and story line.



BIO-TECH

This book covers the specifics and advancements of human genetic science. All three alien races are at least conversant with genetics, and the Greys and Atlanteans have mastered certain aspects of it. Even the humans push forward every day, revealing new biotech knowledge and items. *Bio-Tech* can be used to flesh out a *Conspiracy X* campaign in these areas, as well as to give details on what the aliens are up to genetically.

as well as to give details on what the aliens are up to genetically.



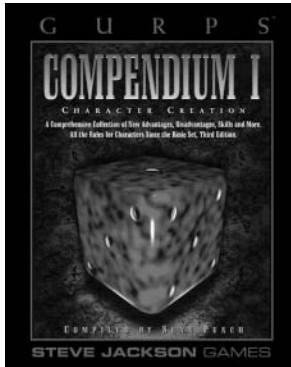
BLACK OPS

This supplement is closest in theme and subject matter to *Conspiracy X* and thus is highly useful for ideas, monsters, characters, and organizational additions to a *Conspiracy X* campaign. The major difference here is the power level of the characters—the war detailed in *Black Ops* is far beyond the capacity of normal *Conspiracy X* characters.

GMs wishing to introduce that level of play may bump up character point totals, but at these extreme levels, the

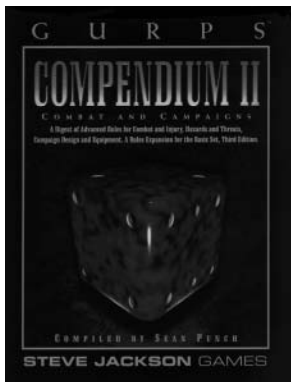
normal investigative functions of *Conspiracy X* and the advantages of the Pulling Strings are rendered almost irrelevant. Particularly nasty GMs may wish to mirror the Mind organization in the uppermost levels of the NDD, but that would have to be handled carefully so as not to decimate the Aegis player characters.

Otherwise, the tone, atmosphere, and themes of *Black Ops* are directly applicable to a *Conspiracy X* campaign. The nasties may be used as additional foes, either as creations of the Seepage or as previously undiscovered aliens. Again, the power level must be watched carefully, but a nearly unstoppable monster certainly enhances the horrific aspects of the campaign.



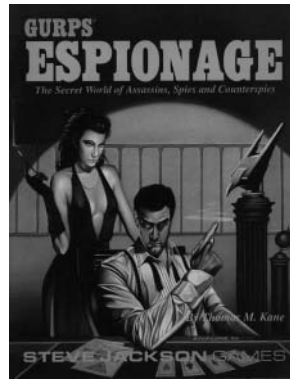
COMPENDIUM I

This character creation supplement adds invaluable support for players and GMs alike. It rounds out options available during character creation and details the specific abilities of some of the aliens. The Reinventing Inventing rules are but one feature of a tome filled with useful suggestions. The comprehensive advantage, disadvantage, and skill lists ease character creation greatly.



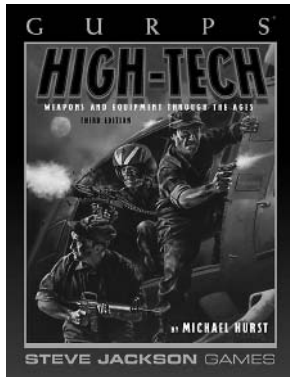
COMPENDIUM II

This GM supplement provides additional combat, mass combat, survival, injury, and campaigning rules and advice. The alien devices, computer, abstract space combat, and sleep rules can be very useful for a *Conspiracy X* campaign.



ESPIONAGE

This book provides nice background information on spy craft and technology—the staples of any good Aegis cell. The overview of worldwide intelligence organizations may give GMs ideas for involving various groups in the underground war against the aliens and supernatural menaces that plague Earth.



HIGH-TECH

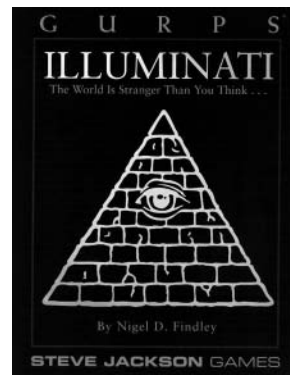
This weapons and equipment compendium is most useful in the sections covering Tech Levels 6 and 7. Heavy weapons and vehicles may be secured by those with Military Sphere of Influence Networks and could prove useful, particularly in an encounter with a group of Saurians “armed for bear.”



HORROR

GURPS Horror presents tips and hints for getting the most out of a horror campaign, and thus may be very useful in enhancing the otherworldly nature of *Conspiracy X*. The Cabal may be imported into the *Conspiracy X* background and form a powerful force for good or evil. The extensive list of supernatural foes may be used as corrupted beings or

Seepage manifestations of varying degree. Finally, the overview of modern-day horror features is directly applicable to *Conspiracy X*.



ILLUMINATI

This tongue-in-cheek look at conspiracies and intrigue is not directly applicable in a more serious and dark *Conspiracy X* campaign. Nonetheless, some of the groups and their machinations may get involved with Aegis, the aliens, or a corrupted being, and thus provide background to a mission. Further, the information on the nature and feel of conspiracies and conspirators is highly useful in giving flavor to a

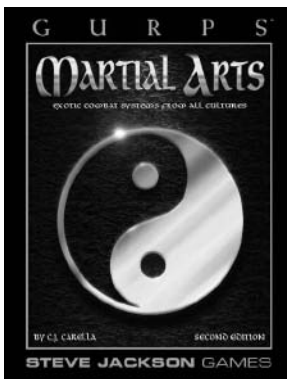
Conspiracy X campaign.



MAGIC

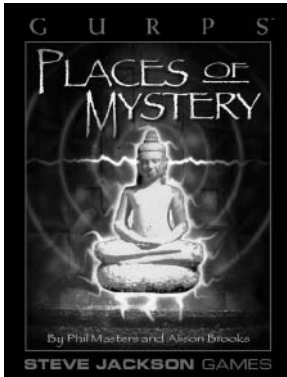
Magic in the *Basic Set* works very differently than in *GURPS Conspiracy X*. It is a much more drawn-out, circumscribed affair in *Conspiracy X* and carries the ultimate penalty of corruption. Nonetheless, ritual magic is much more extensive than is detailed in this book. When devising new ritual skills, *GURPS Magic* provides a plethora of inspirational ideas.

Alchemy and magical items can be incorporated into a *Conspiracy X* campaign and empowered by Seepage.



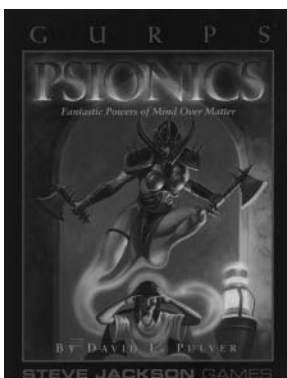
MARTIAL ARTS

The modern styles and aspects of *GURPS Martial Arts* can be readily imported into a *GURPS Conspiracy X* campaign. Indeed, where discretion and stealth are mandatory, a martial-art-trained character could prove invaluable.



PLACES OF MYSTERY

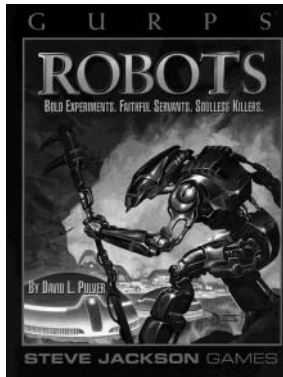
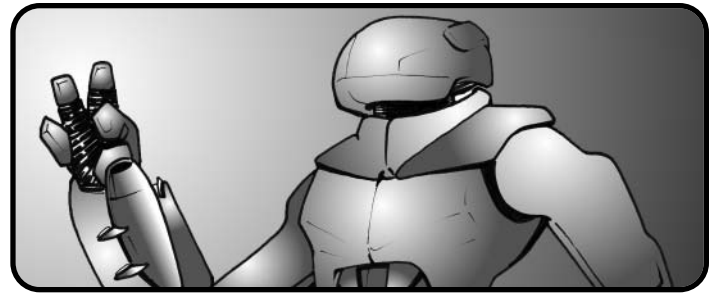
This book contains descriptions of dozens of locations perfect for conspiratorial and occult purposes—from Ayers Rock (Uluru) to Camelot. Includes complete chapters on Atlantis (and other lost lands, like Mu and Lemuria), the pyramids, and stone circles, as well as over three dozen maps of various mysterious places. Any of these places could be used as a Pool or a Locus.



PSIONICS

In *GURPS Conspiracy X*, the basic *GURPS* psionics system is modified only slightly. Thus, the psionic powers and skills detailed in *GURPS Psionics* are directly applicable to an Aegis-based campaign. Advanced psionic techniques may be known by characters or the Greys as desired by the GM. Descriptions of psychic phenomena may be brought into *Conspiracy*

X and tied to the Seepage. Psychotronic and bio-psi technology may be incorporated either as experimental human devices or as advanced Grey blends of human tech and Grey lenses. Finally, the Phoenix Project may be used as another conspiratorial group in the larger context of the *Conspiracy X* world.



ROBOTS

Advanced robots, created using the rules in this book or taken directly from the examples, may be given to Aegis, NDD, and other conspiratorial organizations on the cutting edge of science in the *Conspiracy X* world. Artificially intelligent, wondrous constructs are part of daily life for Atlanteans. Strange hybrids of tech and psychotronics are

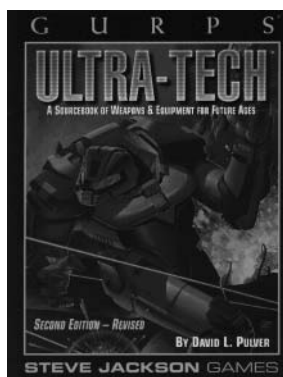
becoming more common among the Greys. The discussion of nanotechnology can be very useful for those fleshing out an Atlantean scenario, particularly in conjunction with the *Atlantis Rising* sourcebook.



SPECIAL OPS

Characters, themes, and ideas from this book may be imported directly into a *Conspiracy X* campaign. The characters are built with roughly the same number of character points and are part of the military most prized by Aegis and NDD recruiters. Indeed, a GM may want to start a *Special Ops* campaign and slowly work in the

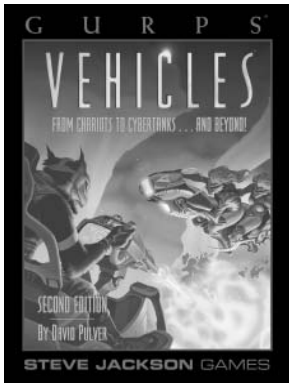
supernatural and alien aspects of *Conspiracy X*. This should keep the players on their toes.



ULTRA-TECH AND ULTRA-TECH II

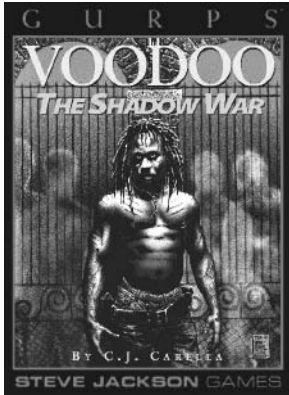
These two supplements provide a treasure trove of ideas and items to be granted to the Atlanteans, Saurians, or secret groups of advanced human scientists. Remember that general tech levels are set in *Conspiracy X*, but that these levels vary according to the sector of technology. If a GM

wants to create a Saurian using a Tech Level 9 Flamer and a Tech Level 12+ Deflector Belt, that is perfectly acceptable—that is just how Saurian technology developed.



VEHICLES

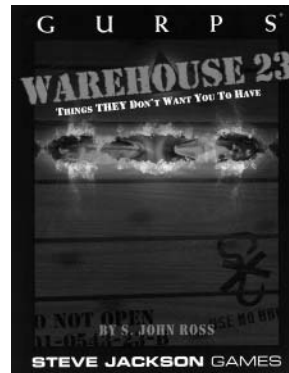
GURPS Vehicles provides all the details players and GMs need to bring any manner of vehicle into their *Conspiracy X* campaign. From cart and horse to sports car to armored bus to Atlantean spacecraft, *GURPS Vehicles* can handle it.



VOODOO

The bulk of the *GURPS Conspiracy X* magic ritual rules were derived from *GURPS Voodoo* (thanks, CJ!). As such, the magic discussions, themes, and ideas found in *Voodoo* are nearly directly applicable to a *Conspiracy X* campaign. Extended lists of ritual skills are available and can provide inspiration for devising *Conspiracy*

X rituals. Importing those rituals should prove very easy. The other material in *Voodoo* concerns modern-day conflicts and intrigues, and the organizations, characters, and personalities may be incorporated into *GURPS Conspiracy X* with little adjustment, if desired.



WAREHOUSE 23

This volume describes a hypothetical warehouse where "The Conspiracy" stores the items they don't want you to know about: UFOs and other alien tech, Martian war machines, "black helicopters," Biblical artifacts, crystal skulls, strange weapons, a cryptozoo full of strange creatures, and more.

Some of these items would be unsuitable for the *Conspiracy X* world, but many more could be imported directly to enhance the game. The warehouse could even be placed somewhere on the Ranch and form the basis for Aegis' secret collection of assets.





PROFESSION TABLE

Jobs (Required Skills and Advantages), Monthly Income# Success Roll Critical Failure

Struggling Jobs

Prison Criminal, Thief/White Collar (Crm SoI, Merchant 10+, Streetwise 12+), \$900	Worst PR	-2i/3d, arrest
Prison Criminal, Thug (Combat/Weapon skill 12+, Crm SoI, Streetwise 10+), \$800	Worst PR	-1i, 2d/4d, arrest

Average Jobs

Air Force/Navy Pilot (Acute Vision 1, Military Rank 4+, Mil SoI, Piloting 14+), \$2,200*	Piloting	-1i, 2d/LJ, 4d
Air Force/Army/Navy Technician (Electronics 12+, Mechanic 12+, Mil SoI), \$1,100*	Best PR	-1i, 2d/3d, arrest
Army Helicopter Pilot (Piloting 13+, Military Rank 2+, Mil SoI), \$1,800*	PR	-1i, 2d/6d
Army Ranger (Two Guns skills 14+, Mil SoI, Parachuting 12+, Survival 12+), \$1,400*	Worst PR	3d/6d
ATF/DEA/FBI Agent (Criminology 13+, Law SoI, Legal Enf Powers), \$3,600	PR	susp/4d, LJ
CAPS Occultist (Par SoI, Ritual Magic 14+, Unusual Background), \$2,800	IQ	2d, susp/4d, corr
CAPS/CYGNET/MKULTRA/RASPUTIN Parapsychologist (Par SoI, Paraphysics 13+, Unusual Background), \$3,500	PR	2d, susp/4d, corr
CIA/DIA Intelligence Analyst (Intelligence Analysis 12+, S&R SoI, Sec Clear 1+), \$3,800	PR	susp/LJ, arrest
CIA/DIA Officer (Int SoI, Sec Clear 1+, three Thief/Spy skills 12+), \$3,500	Worst Spy Skill	2d, susp/4d, LJ, arrest
Groom Lake Scientist/Technician (S&R SoI, Scientific skill 14+), \$1,800*	PR	-2i/-1 Inf, arrest
Groom Lake Test Pilot (Acute Vision 1, Military Rank 4+, Mil SoI, Piloting 14+), \$2,500*	PR	-1i, 2d/4d, -1 Inf
Navy SEAL (Two Guns skills 14+, Mil SoI, Scuba 12+, Survival 12+), \$1,200*	Worst PR	3d/6d
Project CYGNET/GRAYBEARD Operative (Int or Par SoI, Psi Power 12+, Unusual Background, Zeroed), \$3,000	Best Psi Skill	2d, susp/4d, Void
Project CYGNET Remote Viewer (Astral Proj or ESP 10+, Int SoI, Sec Clear 1+, Unusual Background), \$2,700	Best Psi Skill	2d, susp/4d, Void
Project MKULTRA Operative (Addiction, Int SoI, Telepathy 10+, Unusual Background, Zeroed), \$3,200	Best Psi Skill	susp/-1 Inf, 4d
Project MKULTRA Psychic (Addiction, Par SoI, Psi Power 12+, Unusual Background), \$2,800	Best Psi Skill	susp/-1 Inf, 4d
Project MOONDUST Linguist (Linguistics 14+, S&R SoI), \$2,800*	PR	-2i/-1 Inf, arrest
Project MOONDUST Ops Specialist (Two Guns skills 14+, Mil SoI, Survival 12+), \$1,700*	Worst PR	-2i/-1 Inf, arrest
Project MOONDUST Tech Specialist (Electronics 13+, Mechanic 13+, S&R SoI), \$1,900*	Best PR	-2i/-1 Inf, arrest
Project MOONDUST NAIC Scientist/Technician (S&R SoI, Scientific skill 13+), \$1,800*	PR	-2i/3d, arrest
Project MOONDUST/BLUE FLY Pilot (Acute Vision 1, Mil SoI, Piloting 14+), \$2,500*	PR	-2i/6d, -1 Inf
Project RASPUTIN Psychic Agent (Healing or Psychokinesis 10+, Par SoI, Unusual Background), \$3,000	Best Psi Skill	2d, susp/4d
Secret Service Agent (Criminology 14+, Law SoI, Legal Enf Powers, Sec Clear 1+), \$3,000	PR	2d, susp/4d, LJ
Secret Service Security Specialist (Elec Op [Sec] 12+, Int SoI, Fast Draw 12+, Legal Enf Powers, Sec Clear 2+), \$3,500	Worst PR	susp/-4i, LJ
U.S. Marshal, Deputy (Criminology 14+, Law SoI, Legal Enf Powers), \$3,500	PR	susp/LJ, arrest

Jobs (Required Skills and Advantages), Monthly Income

Success Roll Critical Failure

Comfortable Jobs

ATF/DEA/FBI Forensic Scientist (Forensics 14+, Legal Enf Powers, S&R SoI), \$4,400	PR	susp/-2i, LJ
CDC Scientist (Hazardous Materials 12+, NBC Warfare 12+, S&R SoI, Scientific skill 14+), \$6,000	Best PR	susp/4d, illness
NASA Mission Specialist (Free Fall 12+, S&R SoI, Sci skill or Piloting (Spacecraft) 14+, Vacc Suit 12+), \$5,500	IQ	2d, susp/4d, LJ
NSA Computer Scientist (Comp Prog 13+, Cryptanalysis 13+, Math 13+, S&R SoI, Sec Clear 3+), \$4,500	Worst PR	susp/LJ, arrest
NSA Officer (Elec Op (Sensors) 14+, Int SoI, Legal Enf Powers, Sec Clear 2+), \$4,800	Worst PR	susp/LJ, arrest
Political Administrator (Administration 14+, Civ SoI and another SoI), \$5,200	PR	inv/LJ
Politician (Civ SoI, Politics 14+), \$5,500 (federal), \$2,500 (local)	PR	inv/LJ

All job incomes are set at the lower end of the pay scale, but not the minimum. This represents the minimal degree of seniority required to be valuable to Aegis. Higher monthly wages, up to +\$5000, are paid to those with higher ranks.

* These military jobs have lower monthly pay than normal for their job classification, but are placed where they are as a result of the room and board subsidies provided by the armed services.

Critical Results Codes

-Xi: Loss of X month's income.

-1 Inf: The character's influence-ranking advantage is permanently lowered by 1. May be raised in course of game play (see p. B81).

Arrest: The character is arrested and charged with a crime as minor as a misdemeanor violation of regulations or as major as homicide or

treason. The GM determines the crime according to the needs of the current storyline.

Corr: The character gains the Corrupted by the Supernatural disadvantage (see p. 73).

LJ: Loss of Job.

Illness: Loss of 1HT per day for 1d days. The GM may impose a more serious debilitation.

Inv: An investigation is launched into the character's job performance. The length, intensity and results are determined by the GM.

Susp: The character is suspended from his job for 1d/2 weeks, without pay.

If there are two entries separated by a "/", use the second result only when a natural 18 is rolled.

ADVANTAGES

Name	Cost	Page
Adrenaline Surge	10 points	68
Aegis Member Template	10 points	60
Black Juice		61
Book Report		61
Corruption Treatment		61
Eyes & Ears		61
Facelift		61
Ground Zero#		61
Magic Worm#		62
New Hands#		62
Newbie#		62
Night on the Town		62
Redo#		62
Shadowmaker#		62
Street Sweep#		63
SPIDER		63
Tool Box		63
Allies/Ally Groups/Patrons	B23-24, 232	65
Basic ESP	0 points	68
Contacts	B234	65

Name	Cost	Page
Danger Sense	B20	65
Dead	10 points	68
Efficient Metabolism	16 points	68
Extraordinarily Average	10 points	68
Guardian Angel	20 points	68
High Metabolism	15 points	69
Influence-ranking	7 points/level	55
Involuntary Duty	CI77	65
Legal Enforcement Powers	10 points	66
Agency Control	5 points	66
<i>Prerequisite:</i> ATF/CIA/DEA/DIA/FBI/Marshal/Secret Service Profession.		
Asset Forfeiture	2 points	67
<i>Prerequisite:</i> DEA/Marshal Profession		
Evidence Control	2 points	67
<i>Prerequisite:</i> Law SoI or (Civ SoI)		
Police Resources	2 points	67
<i>Prerequisite:</i> Law SoI or (Civ SoI)		
Magery	Replaced	67
Magic/Psionic Resistance	Replaced	67
Psilink	5 points/level	69

ADVANTAGES (CONTINUED)

Name	Cost	Page
Psychic Sink	35 points	69
Puppet	Varies	70
Security Clearance (Government Facility)	CI29	67
<i>Prerequisite: Civ/Int/Law Sol</i>		
Security Clearance (Military Base)	CI29	67
<i>Prerequisite: Civ/Int/Mil Sol</i>		
Seepage Aptitude	15 points/1st, 10 points/2nd, 3rd	70
Seepage Resistance	3 points/level	70
<i>Prerequisite: Psychic Void</i>		
Sensitive	15/35 points	70
Sphere of Influence Network	Varies	56
Strong ESP	3 or 5 points/level	70
Supernatural Focus	10 points/level	71
<i>Prerequisite: Weirdness Magnet</i>		
Supplier	20 points	71

DISADVANTAGES

Name	Cost	Page
Compulsive Lying	B32	71
Corrupted by the Supernatural	-30 points	73
Distinguishing Mark	-1 point/level	73
Duty	B39	71
Enemy	B39	71
Frightens Animals	CI97	72
Glory Hound	B240	72
Haunted	-20 points	73
Killer Instinct	-10 points	73
Psychic Void	-5 points/level	73
Reputation	B17	72
Social Stigma (Outlaw)	B27	72
Voices	CI94-95	72
Weirdness Magnet	B239	72



SKILLS

Name	Default	Page
Biochemistry (Bio-Psi) (M/VH)	P99	93
Conspiracy Theory (M/VH)	History-4, Occultism-4	94
Cryptozoology (M/H)	Zoology-2, IQ-6	94
Electronics (Psychotronics) (M/H)	P100	93
<i>Prerequisites: Biochemistry (Bio-psi), Electronics Operation (Psychotronics), and Paraphysics</i>		
Electronics Operation (Mind Control) (M/A)	B58	93
Electronics Operation (Psychotronics) (M/A)	B58	93
Hazardous Materials (M/A)	IQ-5	94
Meditation (M/VH)	No default	94
Occultism (M/A)	B61	93
Paraphysics (M/VH)	No default	94
<i>Prerequisites: Physics and Biochemistry at 12+</i>		
Ritual Magic (M/VH)	No default; must specialize	94
Ceremonial Tradition		94
Caribbean Tradition		95
Shamanic Tradition		95
Taoist Tradition		95
UFology (M/H)	History-5, IQ-6	94
Xenobiology (M/A)	B246	93
Xenology (M/H)	B246	93

PULLING STRINGS

<i>Name</i>	<i>Cost</i>	<i>Requirements</i>	<i>Page</i>
Accomplices	2 points	Crm Sol or (Int/Law Sol)	76
Aircraft Support	2 points	Any Sol	76
Alien Technology	5 points	Groom Lake/Project MOONDUST Profession	76
Back-up	2 points	Law Sol or (Int Sol)	76
“Blanket” Wiretaps	5 points	NSA Profession or (Int Sol)	76
BLUE FLY Transport	2 points	Project MOONDUST Profession	77
CDC Labs	2 points	CDC Profession or (S&R Sol)	77
CEASEFIRE	2 points	ATF Profession or (Law Sol)	77
Cheaper Vehicles	2 points	Any Sol	77
Chemical Stores	2 points	Civ Sol or (Any Sol)	77
Chop Shops	2 points	Crm Sol or (Law Sol)	77
CIA Caches	2 points	CIA Profession or (Int Sol)	78
CIA Maps	2 points	CIA Profession or (Int Sol)	78
CIA Training Facilities	2 points	CIA Profession or (Int Sol)	78
City Hall Archives	2 points	Civ Sol or (any Sol)	78
“Codebreaker” Supercomputer	5 points	NSA Profession	78
Computer Security Database	2 points	NSA Profession or (Int/Mil Sol)	79
Corruption Camp	2 points	Par Sol	79
Corruption Treatment	2 points	CAPS Profession or (Par Sol)	79
Counterculture Friends (choose a country)	Variable	Civ Sol or (Int Sol)	79
Counterintelligence Files	2 points	FBI Profession or (Civ/Law Sol)	79
Criminal Resources	2 points	Crm Sol	80
Dangerous Toxins	2 points	CDC Profession or (S&R Sol)	80
Dangerous Virus	5 points	CDC Profession	80
DNA Database	2 points	Law Sol or (Int Sol)	80
Ear to the Ground	Variable	Civ Sol	80
Experimental Psi Drugs	2 points	Project MKULTRA Profession or (Par Sol)	81
FBI Forensic Laboratory Analysis	2 points	ATF/DEA/FBI Profession	81
Fingerprinting	2 points	ATF/DEA/FBI Profession or (Civ/Int/Law Sol)	81
Front Page News	2 points	Civ Sol or (Any Sol)	81
Funding	Varies	Any Sol	90
Grants	2 points	S&R Sol	81
Hidden Cures	5 points	CDC Profession or (S&R Sol)	82
Intel Files	2 points	Int Sol	82
Intelligence Agency Control	5 points	Int Sol	82
Laboratory/Workshop	2 points	Civ/S&R Sol or (Any Sol)	82
Law Enforcement Personnel	3 points	Marshal Profession	83
Library	1 point	Any Sol	83
Medical Support	2 points	Civ/S&R Sol or (Any Sol)	83
MHIC-EDOM	2 points	CAPS/Projects CYGNET/MKULTRA/RASPUTIN Profession	83

PULLING STRINGS (CONTINUED)

<i>Name</i>	<i>Cost</i>	<i>Requirements</i>	<i>Page</i>
Military Training Facilities	2 points	Mil SoI or (Civ SoI)	83
Mind Control Drugs	2 points	Project MKULTRA Profession or (S&R SoI)	83
Mobility	2 points	Int/Mil SoI or (Civ/Crm SoI)	84
News Archive	2 points	Civ SoI or (Int SoI)	84
NIMA Support	2 points	Mil SoI or (Civ SoI)	84
NMID Support	2 points	Mil SoI or (Civ/Int SoI)	84
No Questions Asked	2 points	NSA Profession	84
No Trace	2 points	Mil SoI or (Int SoI)	84
Occult Library	2 points	Par SoI	85
Official Agendas	2 points	Secret Service Profession or (Civ/Int SoI)	85
Personnel Tracking	2 points	Civ/Int/Law SoI or (Any SoI)	85
Pool Data	2 points	CAPS Profession or (Par SoI)	86
Press Credentials	2 points	Civ SoI or (Int SoI)	86
Project Oversight	5 points	Int SoI	86
Psi Labs	2 points	Par SoI	86
Psychotrons	5 points	Project RASPUTIN Profession or (Par SoI)	87
Quantico Training Facility	2 points	ATF/DEA/FBI Profession or (Law SoI)	87
Quarantine	2 points	CDC Profession or (S&R SoI)	87
Ranch Analysis	2 points	Groom Lake/Project MOONDUST Profession	87
Random Surveillance	2 points	FBI Profession or (Int SoI)	87
Safe House	2 points	Crm/Int/Law SoI	88
Satellite Alexis	5 points	Project RASPUTIN Profession	88
Satellite: Communications	5 points	Int/Mil SoI or (Civ/S&R SoI)	91
Satellite: Intelligence	7 points	Int/Mil SoI	92
Satellite: Standard	3 points	Civ/S&R SoI	92
Satellite: Video	8 points	Int SoI	92
Secret SDI Gun Stars	5 points	Mil SoI or (NASA Profession)	88
Sending Presidential Orders	2 points	Secret Service Profession	89
Specialized Aircraft	2 points	Air Force/Groom Lake/ Project MOONDUST Profession	89
Stopping Investigation	2 points	Civ SoI	89
Supernatural Lore	Variable	Par SoI	89
SWAT	2 points	Law SoI or (Civ SoI)	89
Translators	2 points	Par/S&R SoI	89
Vehicle Check	2 points	Any SoI	89



RITUAL SKILLS

Ritual Magic (M/VH; p. 94, 159) **No default; must specialize**

Specializations: Ceremonial, Shamanic, Taoist, Caribbean

Ritual Type (M/VH; p. 160) **Ritual Magic-6 (max 14); must specialize**

Specializations: Blessing and Curse, Divinations, Illusions, Physical, Psyche, Seepage, Somatic, Spirit

Amnesia (p. 166) **Psyche Rituals-3**

Threshold: 6 *Range:* Link *Duration:* Instant
Area: 1 target *Length:* 1 hour *Participants:* 1

Banish Spirit (p. 170) **Spirit Rituals-4**

Threshold: 2 *Range:* Ritual space *Duration:* Instant
Area: 1 target *Length:* 1 hour *Participants:* 1

Bind Spirit (p. 170) **Spirit Rituals-5**

Threshold: 2 *Range:* Ritual space *Duration:* Day
Area: Ritual space *Length:* 30 minutes *Participants:* 1

Bind Zombie (p. 166) **Psyche or Spirit Ritual Types-5**

Threshold: 6 *Range:* Ritual space *Duration:* Special
Area: 1 target *Length:* 4 hours *Participants:* 1

Blessing/Curse (p. 163) **Blessing and Curse Rituals-2**

Threshold: 1 *Range:* Ritual space *Duration:* Day
Area: 1 target *Length:* 1 minute *Participants:* 1

Call Weather (p. 165) **Physical Rituals-8**

Threshold: 12 *Range:* Special *Duration:* Special
Area: Special *Length:* 2 hours *Participants:* 5

Circle of Protection (p. 163) **Blessing and Curse Rituals-4**

Threshold: 1 *Range:* Ritual space *Duration:* Next ritual
Area: Ritual space *Length:* 5 minutes *Participants:* 1

Corruption (p. 167) **Psyche Rituals-3**

Threshold: 3 *Range:* Ritual space *Duration:* Instant
Area: 1 target *Length:* 10 minutes *Participants:* 1

Disguise (p. 164) **Illusion Rituals-3**

Threshold: 3 *Range:* Ritual space *Duration:* Day
Area: 1 target *Length:* 1 hour *Participants:* 1

Dispel Magic (p. 168) **Seepage Rituals-4**

Threshold: Varies *Range:* Ritual space *Duration:* Instant
Area: Ritual space *Length:* 1 hour *Participants:* 1

Emotional Aura (p. 167) **Psyche Rituals-5**

Threshold: 4 *Range:* Ritual space *Duration:* Day
Area: 1 target *Length:* 20 minutes *Participants:* 1

Enhance/Diminish Body (p. 169) **Somatic Rituals-4**

Threshold: 4 *Range:* Ritual space *Duration:* Day
Area: 1 target *Length:* 1 hour *Participants:* 1

Induce Cardiac Arrest (p. 169) **Somatic Rituals-7**

Threshold: 12 *Range:* Link *Duration:* Instant
Area: 1 target *Length:* 3 hours *Participants:* 3

Invisibility (p. 165) **Illusion Rituals-5**

Threshold: 4 *Range:* Ritual space *Duration:* Day
Area: 1 target *Length:* 1 hour *Participants:* 1

Major Illusion (p. 165) **Illusion Rituals-8**

Threshold: 6 *Range:* Link/Charm *Duration:* Month
Area: Special *Length:* 2 hours *Participants:* 3

Malfunction (p. 165) **Physical Rituals-4**

Threshold: 2 *Range:* Link *Duration:* Instant
Area: 1 target *Length:* 30 minutes *Participants:* 1

Oath-binding (p. 167) **Psyche Rituals-4**

Threshold: 4 *Range:* Ritual space *Duration:* Month/Instant
Area: 1 target *Length:* 1 hour *Participants:* 1

Prophecy (p. 164) **Divination Rituals-6**

Threshold: 5 *Range:* Link *Duration:* Ritual
Area: 1 target *Length:* 2 hours *Participants:* 1

Protection from Magic (p. 163) **Blessing and Curse Rituals-4**

Threshold: Varies *Range:* Ritual space *Duration:* Month
Area: 1 target *Length:* 20 minutes *Participants:* 1

Questioning (p. 164) **Divination Rituals-2**

Threshold: 1 *Range:* Ritual space *Duration:* Instant
Area: 1 target *Length:* 10 minutes *Participants:* 1

Reading the Past (p. 164) **Divination Rituals-6**

Threshold: 4 *Range:* Ritual space *Duration:* Ritual
Area: 1 target *Length:* 2 hours *Participants:* 1

RITUAL SKILLS (CONTINUED)

Repair (p. 166) Physical Rituals-5

Threshold: 3 *Range:* Ritual space *Duration:* Instant
Area: 1 target *Length:* 1 hour *Participants:* 1

Stabilize Wounds (p. 170) Somatic Rituals-3

Threshold: 2 *Range:* Ritual space *Duration:* Instant
Area: 1 target *Length:* 10 minutes *Participants:* 1

Ritual of Sacrifice (p. 168) Seepage Ritual-4

Threshold: 0 *Range:* Ritual space *Duration:* Next ritual
Area: 1 target *Length:* 20 minutes *Participants:* 1

Summon Spirit (p. 171) Spirit Rituals-4

Threshold: 7 *Range:* Ritual space *Duration:* Instant
Area: Ritual space *Length:* 3 hours *Participants:* 1

Ritual to Cure Corruption (p. 168) Seepage Ritual-8

Threshold: 3 *Range:* Ritual space *Duration:* Instant
Area: 1 target *Length:* 2 hours *Participants:* 3

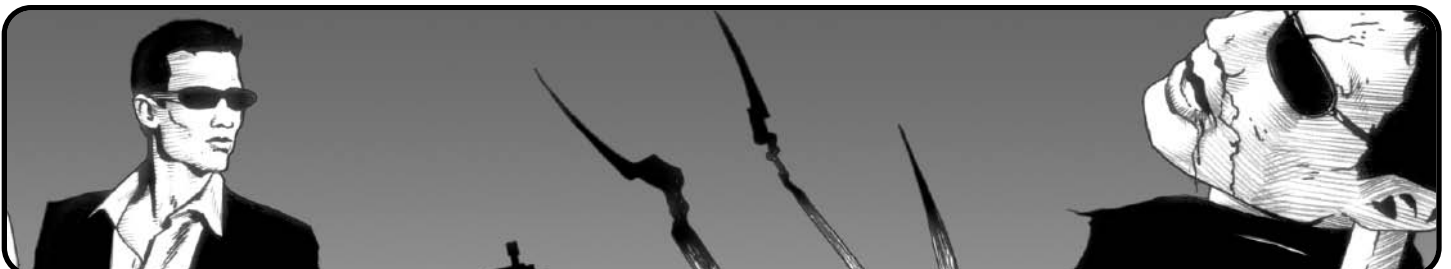
Warding Circle (p. 171) Spirit Rituals-3

Threshold: 3 *Range:* Ritual space *Duration:* Day
Area: Ritual space *Length:* 5 minutes *Participants:* 1

EQUIPMENT

LOCATIONS

			<i>Page</i>
Armored Location	+5 RP	Crn, Law, or Mil Sol	119
Bomb Shelter (5)	2 RP	Any Sol	119
<i>Restrictions:</i> No Large facilities, airstrip, helipad. Total combined maximum lab and workshop staff five or less.			
Estate (20)	5 RP	Civ, Crn, Int, or Par Sol	119
<i>Restrictions:</i> One Large facility (other than the pool and garage) and no airstrip.			
Industrial Park (16)	10 RP	Civ, Crn, Int, Mil, or S&R Sol	119
<i>Restrictions:</i> Two Large facilities.			
Military Base (20)	15 RP	Mil Sol	119
<i>Restrictions:</i> Only agents with a Military Sphere of Influence required by their Profession.			
Office Building (8)	5 RP	Civ, Crn, Int, Par, or S&R Sol	119
<i>Restrictions:</i> Due to zoning ordinances, living quarters and similar facilities must be carefully camouflaged. No airstrip or Large facilities.			
Private Residence (10)	3 RP	Any Sol	120
<i>Restrictions:</i> One Large facility; no airstrip, helipad, or other item that may be seen from the outside of the home.			
Storefront (4)	1 RP	Civ, Crn, Int, Par, or S&R Sol	120
<i>Restrictions:</i> No Large facilities, airstrips, or helipads. A single set of living quarters, one garage, and one other facility.			
Underground (16)	15 RP	Int, Mil, or S&R Sol	120
<i>Restrictions:</i> Underground hangars and garages require vehicle elevators. Airstrips cost another 5 RP to build underground with only the end of the runway open to the surface.			
Underwater (16)	15 RP	Int, Mil, or S&R Sol	120
<i>Restrictions:</i> No facilities for aircraft or vehicles incapable of submerging. Entry and egress are potentially difficult.			
Warehouse (8)	5 RP	Any Sol	120
<i>Restrictions:</i> One Large facility and no airstrip.			





STANDARD FACILITIES

			Page
Armored Facilities	+1 RP	Crn, Law, or Mil SoI	121
Auditorium	1 RP	Any SoI	121
Briefing Room (1)			
Barracks (2)	2 RP	Law or Mil SoI	121
Biohazard Suite (var)	5 RP	Mil or S&R SoI	121
Brig (2)	2 RP	Crn, Int, Law, or Mil SoI	121
Darkroom (1)	3 RP	Any SoI	121
Dive Bay (2)	1 RP	Int, Mil, or S&R SoI	121
Dormitory (1)	1 RP	Any SoI	121
Environment Chamber (1)	5 RP	S&R SoI	121
Life Support (1)	5 RP	Int or Mil SoI	122
Radar Array (1)	2 RP	Civ, Crn, Int, Law, Mil, or Par SoI	122
Storage Vault (1)	2 RP	Any SoI	122
Suite (1)	2 RP	Any SoI	122
Telecommunications Lines (1)	2 RP	Any SoI	122

COMPUTER FACILITIES

			Page
Mainframe (1)	5 RP	Any SoI	122
Personal Computer/Workstation (1)	1 RP	Any SoI	122
Supercomputer (2)	10 RP	Any SoI	122

MEDICAL FACILITIES

			Page
Field Hospital (2)	3 RP	Law, Mil, or S&R SoI	123
Hospital (4)	8 RP	Law, Mil, or S&R SoI	123
Intensive Care Unit (2)	10 RP	S&R SoI	123

TRAINING FACILITIES

			Page
Firing Range (4)	2 RP	Civ, Crn, Int, Law, or Mil SoI	123
Gym (2)	2 RP	Civ, Crn, Int, Law, or Mil SoI	123
Pool (4)	2 RP	Any SoI	123

VEHICLE FACILITIES

			Page
Airstrip (4)	8 RP	Any SoI	123
Garage (1)	1 RP	Any SoI	123
Hangar (4)	1 RP	Any SoI	124
Helipad (2)	5 RP	Civ, Crn, Int, Law, Mil or S&R SoI	124
Vehicle Elevator (2)	3 RP	Int, Mil, or S&R SoI	124

WORK FACILITIES

			Page
Additional Space (1)	+1 RP/staff	Any SoI	124
Laboratory/Workshop/Library (1)	Varies	Any SoI	124
Workspace Quality	Varies	Any SoI	124

STAFF

All staff are created according to the Ally advantage, but at 1/5th cost. Thus, a doctor Ally who cost 15 points (built with 100 points and working at Cell HQ—appearing almost all the time) would cost 3 RPs.

GUNS

			<i>Page</i>
Assault Rifle	1 RP for 5 guns and 7,500 rds	Crn, Int, Law, or Mil Sol	125
Auto Pistol	1 RP for 5 guns and 3,600 rds	Civ, Crm, Int, Law, or Mil Sol	125
Dart Pistol	1 RP for 5 guns and 500 CO ₂ drts	Civ, Int, or S&R Sol	125
Dart Rifle	1 RP for 5 guns and 500 CO ₂ drts	Civ, Int, or S&R Sol	125
Derringer	1 RP for 5 guns and 2,000 rds	Civ, Crm, or Int Sol	125
Revolver	1 RP for 10 guns and 5,000 rds	Civ, Crm, Int, Law, or Mil Sol	125
Rifle	1 RP for 5 guns and 5,000 rds	Civ, Crm, Int, Law, or Mil Sol	125
Shotgun	1 RP for 5 guns and 500 rds	Civ, Crm, Int, Law, or Mil Sol	125
Stunner, Ranged	1 RP for 5 guns	Civ, Crm, Law, Mil, or S&R Sol	126
Submachine Gun	1 RP for 5 guns and 5,000 rds	Civ, Crm, Int, or Mil Sol	126

HEAVY WEAPONS

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Flamethrower	1 RP for 1 gun and 4 fuel tanks	Mil Sol	126
Grenade Launcher	2 RPs for 5 launchers and 40 grenades	Crn, Law, or Mil Sol	126
Grenade Launcher, Underbarrel	2 RPs for 5 launchers and 50 grenades	Mil Sol	126
Grenade Launcher, Vehicular	2 RPs for 1 launcher and 50 grenades	Mil Sol	126
Machine Gun, Heavy	2 RPs for 1 gun and 5,000 rds	Mil Sol	126
Machine Gun, Light	2 RPs for 1 gun and 5,000 rds	Crn, Law, or Mil Sol	127
Minigun	2 RPs for 1 gun and 5,000 rds	Mil Sol	127
Rocket Launcher	2 RPs for 1 launcher and 50 rockets	Mil Sol	127
Rocket Launcher, Disposable	1 RP for 10 launchers	Mil Sol	127

EXPLOSIVES

			<i>Page</i>
C-4	1 RP for 250 blocks	Crn, Int, Law, or Mil Sol	128
Claymore Mine	1 RP for 10 mines	Mil Sol	128
Detonators	1 RP for 50 units	Crn, Int, Law, or Mil Sol	128
Dynamite	1 RP for 500 sticks	Civ or Mil Sol	128
Hand Grenades	1 RP for 40 grenades	Crn, Int, Law, or Mil Sol	129
Satchel Charge	1 RP for 5 units	Mil Sol	129

AMMUNITION

			<i>Page</i>
40 mm Grenades	1 RP for 50 grenades	Crn, Law, or Mil Sol	129
Armor-piercing Bullets	+1 RP to ammunition cost	Crn, Int, Law, or Mil Sol	129
Tracer Bullets	+1 RP to ammunition cost	Law or Mil Sol	130

MELEE WEAPONS

			<i>Page</i>
Baton	1 RP for 24 clubs	Any Sol	130
Chemical/Pepper Spray	1 RP for 20 canisters	Civ, Crm, Int, or Law Sol	130
Knife	1 RP for 24 knives	Any Sol	130
Stunner, Hand	1 RP for 10 guns	Any Sol	130

SURVEILLANCE EQUIPMENT

			<i>Page</i>
Audio Bugs	1 RP for 24 bugs	Civ, Crm, Int, or Law Sol	130
AV Bugs	1 RP for 12 bugs	Civ, Crm, Int, or Law Sol	130
Bug Detector	1 RP for 3 units	Any Sol	130
Camera	1 RP for 4 cameras	Any Sol	130
Headset Microphone	1 RP for 6 units	Any Sol	131
Infrared Flashlight	1 RP for 12 units	Any Sol	131
Infrared Goggles	1 RP for 10 units	Any Sol	131
Laser Eavesdropper	1 RP for 1 unit	Civ, Crm, Int, Law, or Mil Sol	131
Night-vision Goggles	1 RP for 6 units	Civ, Crm, Int, Law, or Mil Sol	132
Remote Monitor	1 RP for 6 units	Civ, Crm, Int, Law, or S&R Sol	132
Shotgun Microphone	1 RP for 2 units	Civ, Crm, Int, or Law Sol	132
Starlight Telescope	1 RP for 2 units	Any Sol	132
Tape Recorder	1 RP for 6 units	Any Sol	132
Telescope	1 RP for 4 units	Any Sol	132
Video Camera	1 RP for 3 units	Any Sol	132
Videocassette Recorder	1 RP for 6 units	Any Sol	132
Wiretap	1 RP for 12 taps	Civ, Crm, Int, or Law Sol	132
Wiretap Detector	1 RP for 5 units	Civ, Crm, Int, or Law Sol	132

INTRUSION EQUIPMENT

			<i>Page</i>
B&E Kit	1 RP for 4 kits	Civ, Crm, Int, or Law Sol	133
Electronic Lockpick	1 RP for 2 sets	Civ, Crm, Int, or Law Sol	133
Lockpick	1 RP for 5 sets	Civ, Crm, Int, or Law Sol	133
Lockpick Gun	1 RP for 4 units	Civ, Crm, or Law Sol	133

COMMUNICATIONS GEAR

			<i>Page</i>
Cellular Phone	1 RP for 6 phones	Any Sol	133
Radio, Base	2 RPs for 1 radio	Any Sol	133
Radio, Hands-free	1 RP for 12 units	Civ, Crm, Int, Law or Mil Sol	134
Radio, Personal	1 RP for 6 units	Any Sol	134
Radio, Vehicle	1 RP for 2 units	Any Sol	134
Satellite Uplink	1 RP for 1 link	Civ, Crm, Int, Law, Mil, or S&R Sol	134
Scrambler	1 RP for 4 units	Civ, Crm, Int, Law, or Mil Sol	134
Signal Jammer	1 RP for 1 unit	Civ, Crm, Int, Law, or Mil Sol	134

ELECTRONICS GEAR

			<i>Page</i>
GPS Terminal	1 RP for 5 units	Civ, Int, Mil, or S&R Sol	134
Laptop Computer	1 RP for 1 unit	Any Sol	134
Photo Recon Drone	2 RPs for 1 unit	Int or Mil Sol	135
Radar, Portable	3 RPs for 1 unit	Int, Mil, or S&R Sol	135
Telemetry Robot	2 RPs for 1 unit	Law or S&R Sol	135
Telemetry Robot, Submersible	2 RPs for 1 unit	S&R Sol	135

SOFTWARE

			<i>Page</i>
CAD/CAM	1 RP for 1 version	S&R Sol	135
Global Mapping	1 RP for 1 version	Civ, Int, Mil, or S&R Sol	136
Image Processing	1 RP for 1 version	Civ, Int, or S&R Sol	136
Science Expert System	1 RP for 1 version	Civ, Int, Mil, Par, or S&R Sol	136

SCIENTIFIC EQUIPMENT

			<i>Page</i>
Biohazard Spacesuit	2 RPs for 1 suit	S&R Sol	136
Biohazard Suit	1 RP for 25 suits	Mil or S&R Sol	136
Geiger Counter	1 RP for 12 units	Mil or S&R Sol	136
Quarantine Tent	1 RP for 1 tent	S&R Sol	136
Radbadge	1 RP for 100 badges	Mil or S&R Sol	136
Radiation Suit	1 RP for 12 suits	Mil or S&R Sol	137
Specimen Jars and Collection Tools	1 RP for 12 sets	Any Sol	137

MEDICAL EQUIPMENT

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Doctor's Bag	1 RP for 5 bags	Civ, Crm, Law, Mil, or S&R Sol	137
First Aid Kit	1 RP for 25 kits	Any Sol	137
Medic's Kit	1 RP for 10 kits	Civ, Crm, Law, Mil, or S&R Sol	137
Sodium Pentothal	1 RP for 10 vials	Int or S&R Sol	138
Tranquilizer	1 RP for 10 vials	Any Sol	138

CLOTHING AND BODY ARMOR

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Bulletproof Briefcase	1 RP for 4 units	Civ, Crm, or Intv Sol	138
Camouflage Fatigues	1 RP for 24 suits	Int, Law, or Mil Sol	138
Flak Vest	1 RP per 10 vests	Civ, Crm, Int, Law, or Mil Sol	138
Helmet	1 RP per 10 units	Int, Law, or Mil Sol	139
Kevlar Vest	1 RP per 6 units	Civ, Crm, Int, Law, or Mil Sol	139
Uniform	1 RP per 24 uniforms	Any Sol	139

COMBAT ACCESSORIES

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Briefcase MP	1 RP for 1 unit and 500 rds	Crm or Int Sol	139
Flashlight Mount	1 RP for 20 units	Civ, Crm, Int, Law, or Mil Sol	139
Folding Stock	1 RP for 10 units	Civ, Crm, Int, Law, or Mil Sol	139
Gas Mask	1 RP for 10 masks	Any Sol	139
Laser Sight	1 RP for 10 sights	Civ, Crm, Int, Law, or Mil Sol	139
Silencer	1 RP for 10 units	Crm, Int, or Mil Sol	139
Starlight Scope	1 RP for 5 sights	Civ, Crm, Int, Law, or Mil Sol	139
Telescopic Sight	1 RP for 10 sights	Civ, Crm, Int, Law, or Mil Sol	140
Tripflares	1 RP for 100 flares	Int or Mil Sol	140

RESTRAINTS

			<i>Page</i>
Handcuffs	1 RP for 12 units	Any SoI	140
Plastic Binder Strips	1 RP for 500 strips	Int or Law SoI	140
Straight Jacket	1 RP for 4 units	Int or S&R SoI	140

TOOL KITS

			<i>Page</i>
Tool Kit	2 RPs for 1 kit	Any SoI	140

HOSTILE ENVIRONMENT GEAR

			<i>Page</i>
Base Camp	1 RP for 1 camp	Any SoI	141
Climbing Gear	1 RP for 6 sets	Civ, Int, Law, Mil, or S&R, SoI	141
Cold Weather Gear	1 RP for 5 outfits	Int, Mil, or S&R SoI	141
Diving Suit	2 RPs for 1 suit	S&R SoI	141
Drysuit	1 RP for 6 suits	Int, Mil, or S&R SoI	141
Flare Gun	1 RP for 10 guns/60 flares	Any SoI	141
Flashlight	1 RP for 24 units	Any SoI	141
Oxygen Rebreather	1 RP for 1 unit	Int, Mil, or S&R SoI	141
SCUBA Gear	1 RP for 4 sets	Int, Mil, or S&R SoI	141
Survival Kit	1 RP for 10 kits	Civ, Int, Mil, or S&R SoI	141
Wetsuit	1 RP for 12 suits	Any SoI	141

STANDARD VEHICLES

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Compact Car	2 RPs for 1 vehicle	Civ or Crm SoI	142
Coupe	2 RPs for 1 vehicle	Crm or Int SoI	142
Helicopter, Observation	5 RPs for 1 vehicle	Any SoI	142
Helicopter, Passenger	5 RPs for 1 vehicle	Any SoI	142
Helicopter, Transport	5 RPs for 1 vehicle	Int, Mil, or S&R SoI	142
Hummer/SUV	3 RPs for 1 vehicle	Any SoI	142
Jet, Cargo	6 RPs for 1 vehicle	Mil or S&R SoI	142
Jet, Civilian	6 RPs for 1 vehicle	Civ or S&R SoI	142
Jet Ski	1 RP for 1 vehicle	Civ, Crm, or Law SoI	142
Minivan	3 RPs for 1 vehicle	Civ, Crm, or Int SoI	142
Motorcycle	1 RP for 1 vehicle	Any SoI	142
Pickup Truck	3 RPs for 1 vehicle	Any SoI	142
Prop Plane	5 RPs for 1 vehicle	Any SoI	143
Recreational Vehicle	4 RPs for 1 vehicle	Any SoI	143
Sedan	3 RPs for 1 vehicle	Any SoI	143
Snowmobile	1 RP for 1 vehicle	Civ, Crm, or Law SoI	143
Speed Boat	3 RPs for 1 vehicle	Civ, Crm, Int, or Law SoI	143
Sports Car	3 RPs for 1 vehicle	Civ, Crm, Int, or Law SoI	143
Truck Tractor	2 RPs for 1 vehicle	Civ, Crm, Int, Law, Mil, or S&R SoI	143
Van	3 RPs for 1 vehicle	Any SoI	143

SPECIAL VEHICLES

			<i>Page</i>
Ambulance	5 RPs for 1 vehicle	Any SoI	143
Biohazard Ambulance	7 RPs for 1 vehicle	S&R SoI	143
Fishing Trawler	7 RPs for 1 vehicle	Int or S&R SoI	143
Helicopter, Attack	7 RPs for 1 vehicle	Mil SoI	143
Jet, Fighter	7 RPs for 1 vehicle	Mil SoI	144
Jet, Jump	10 RPs for 1 vehicle	Mil SoI	144
Lab RV	12 RPs for 1 vehicle	Law or S&R SoI	144
Lab Van	7 RPs for 1 vehicle	Int, Law, or S&R SoI	144
Minisub	5 RPs for 1 vehicle	Mil or S&R SoI	144
Police Cruiser	4 RPs for 1 vehicle	Int or Law SoI	144
Security Sedan	5 RPs for 1 vehicle	Civ, Crm, or Int SoI	144
Snow Cat	3 RPs for 1 vehicle	Mil or S&R SoI	145
Surveillance Van	7 RPs for 1 vehicle	Civ, Crm, Int, or Law SoI	145
SWAT Van	7 RPs for 1 vehicle	Int, Law, or Mil SoI	145
Telephone Crane Truck	5 RPs for 1 vehicle	Civ or Int SoI	145
Zodiac	1 RP for 1 vehicle	Any SoI	145

VEHICLE ACCESSORIES

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Autonav Computer	1 RP for 1 unit	Any SoI	146
Inflatable Raft	1 RP for 4 rafts	Int, Mil, or S&R SoI	146
Infrared Spotlight	1 RP for 6 lights	Int, Mil, or S&R SoI	146
Parachute	1 RP for 6 units	Any SoI	146
Signal Flares	1 RP for 400 units	Any SoI	146
Spotlight	1 RP for 4 units	Civ, Int, Law, Mil or S&R SoI	146
Winch	1 RP for 2 winches	Civ, Int, Law, Mil or S&R SoI	146

RESTRICTED RESOURCES

			<i>Page</i>
Alien Technology	Varies	Project MOONDUST or Groom Lake Profession	147
Aurora	20 RPs for 1 Aurora III	Groom Lake Test Pilot	147
Magic Van	10 RPs for 1 vehicle	NSA Profession	147
MHIC-EDOM	5 RPs for 1 unit	CAPS or Projects CYGNET, MKULTRA, or RASPUTIN Profession	148
Mind Control Drugs	1 RP for 6 doses	Projects MKULTRA or RASPUTIN Profession	148
Psi Drugs	1 RP for 6 doses	CAPS or Projects CYGNET, MKULTRA, or RASPUTIN Profession	148
Psychotrons	Varies	CAPS or Projects CYGNET, MKULTRA, or RASPUTIN Profession	148
Special Weapons	5 RPs for 1 item	CIA, DIA, or Projects CYGNET or MKULTRA Profession	149
SR-71 Blackbird	15 RPs for 1 vehicle	Air Force Pilot or Groom Lake Test Pilot	149
Tome	5 RPs for 1 tome	CAPS Profession	149

GAME AIDS

CHARACTER CREATION SUMMARY

1. Allocate 175 points, 75 of which must be spent on contacts, Pulling Strings and other social aspects.
2. Pick Profession (see p. 54,
3. Buy Influence-ranking and Sphere of Influence Patron advantage (see p. 55-58)
4. Purchase advantages, disadvantages, skills and Pulling Strings (see p.
5. Gather gaming group to construct and purchase Cell features

BUILDING SPHERE OF INFLUENCE PATRON

1. Power: Basic informational sources and level of authority. 10 points.
2. Equipment: Grants Resource Points (see p. 117). 5 points.
3. Special Qualities: Total Pulling Strings point costs (see pp.). Cost varies.
4. Frequency of Appearance (see p. 57): How often SoI Patron may be called upon. Maximum level equals influence-ranking advantage. Cost multiplier.

<i>Advantage Level</i>	<i>Maximum Appearance Roll</i>	<i>Cost</i>
1	3	x1/4
2	6	x1/2
3	9	x1
4	12	x2
5	15	x3
6+	18	x4

5. Reliability (see p. 57-58): How much the SoI Patron may be depended upon. Comes into play when appearance roll failed.

Usually reliable: Check back in 1d days. Cost x2.

Somewhat reliable: Assistance unavailable. Cost.

Unreliable: False information or assistance. Cost/2.

PULLING STRING CRITICAL FAILURE TABLE

- | | |
|-------|---|
| 3-5 | Whatever the source of the Pulling String, it is lost and cannot be used by the character again. It may be redeveloped later through roleplaying or character-point expenditure. |
| 6-8 | The Pulling Sting is on the verge of being lost permanently. Unless the character spends three weeks "strengthening" relations with the powers that be and soothing ruffled feathers, the Pulling String is lost. The soothing process must be started within a month. Until it is finished, the Pulling String cannot be used. |
| 9-12 | A -2 penalty is applied to the Pulling String Influence roll. Even if successful, the intended results are delayed by 1d hours, 1d days, or 2d days at the GM's discretion. |
| 13-15 | The Pulling String is unavailable at this time. Another success roll may be attempted in 1d hours, 1d days, or 2d days at the GM's discretion. Such an attempt suffers a -3 penalty. |
| 16-18 | Whatever the source of the Pulling String, it is lost and cannot be used by the character again. It may be redeveloped later through roleplaying or character-point expenditure. |

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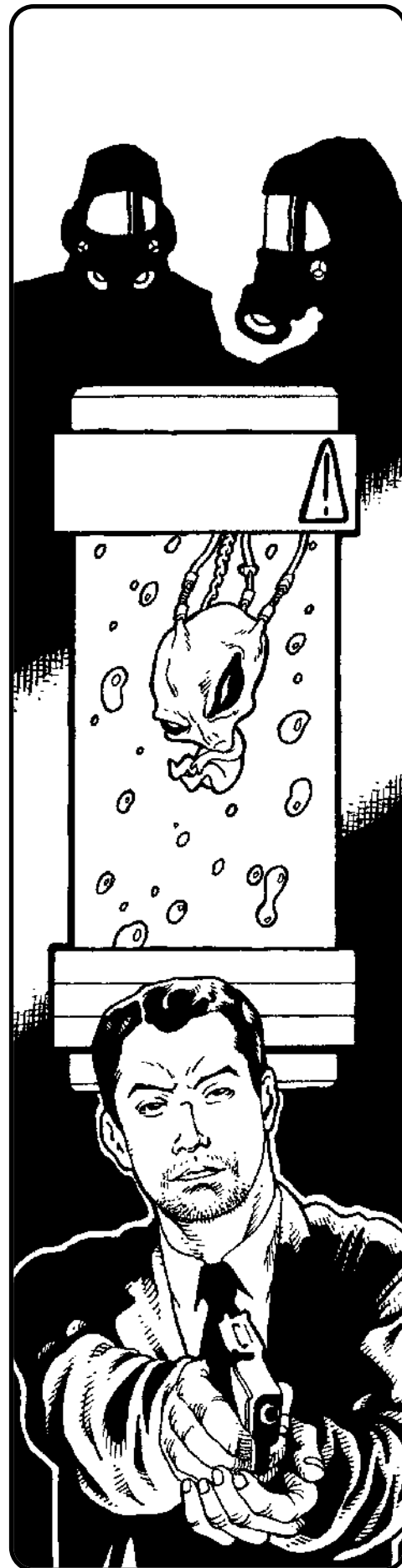
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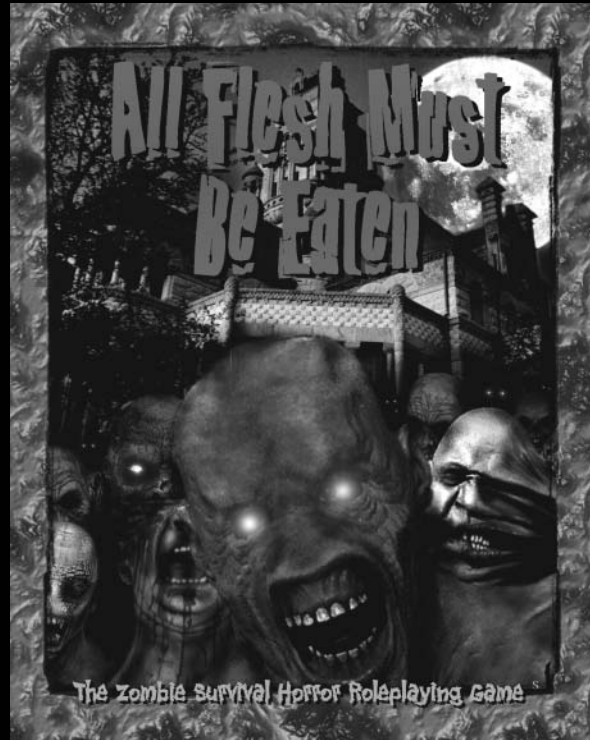
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