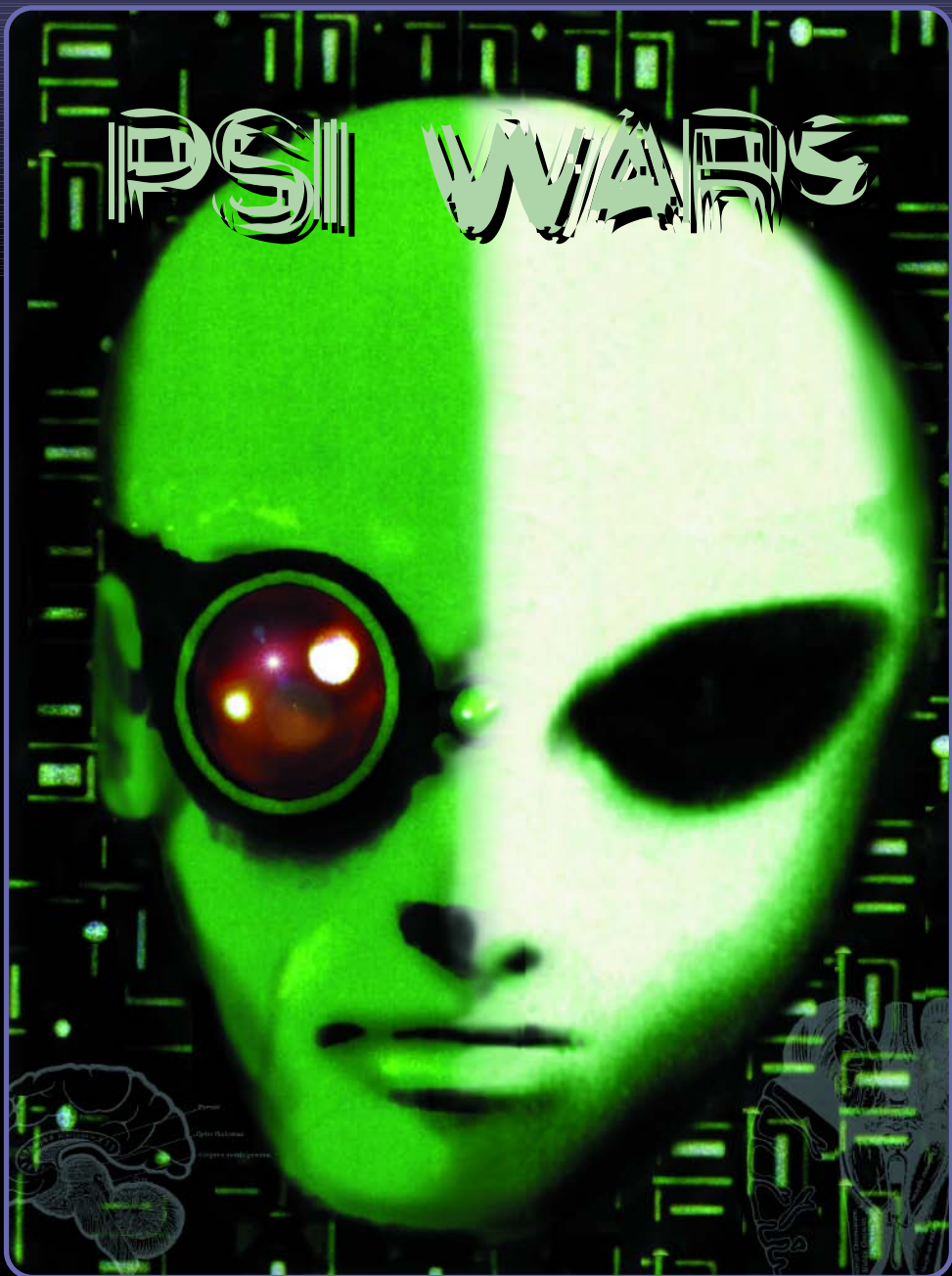


CONSPIRACY X™



BODYGUARD OF LIES 1

THE BATTLELINES HAVE BEEN DRAWN

In the time and space between slumber and waking,
a war is being waged. This war is not fought by nations
or even in the streets of our cities.

It is fought in our minds -- in that most private
place we consider sacred and untouchable.

Using nightmares as weapons, the enemy threatens
to drive the most powerful among us mad with
terrifying sights and horrific thoughts.

Such terrors are all the worse because they seem to
originate from inside our very beings.

We did not ask for this war, but we cannot shy away.
Should we lose it, we could very well lose our minds.

*Bodyguard of Lies: Psi-Wars is the first in a series of module/sourcebooks
for the Conspiracy X roleplaying game. This book includes:*

- A ready-to-run adventure pitting the agents
against a terrifying psychological menace
- New and revised weapons and vehicles stats
- New character professions, skills, trainings and traits
- New rules for hazardous materials and fear
- New uses for contacts and connections
- New Seepage-created manifestations

\$16.00 US

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BODYGUARD OF LIES

PSI WARS



“In wartime, truth is so precious that she should
always be attended by a bodyguard of lies.”

- Winston Churchill

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STUDIOS INC

INTRODUCTION

Welcome to Bodyguard of Lies: Psi-Wars, the first edition of a regular Conspiracy X sourcebook/adventure series. Each volume will feature rules additions and suggestions, new background material, game statistics and missions.

Bodyguard of Lies is intended to be a forum for Conspiracy X supporters. Send us your ideas and suggestions, Cell reports and home-made missions. We will send them through the editorial team, and publish the best in these pages. All authors will receive a byline for their submissions.

The Conspiracy X RPG line has grown significantly in the last year, and the coming year sees more than a dozen supplements in the pipeline. Still, we have a fine collection of materials that do not fit well inside the sourcebooks to come. Now, with Bodyguard of Lies, we have a place for these quality articles, and a place for Conspiracy X fans to speak and be heard.

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CONSPIRACY X™

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or via letter with a self-addressed stamped envelope.

Thanks.

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DREAMING

Dreams form an important part of almost every human culture and dream study dates back to prehistoric times. Dreams are believed by some to be metaphorical explorations of the dreamer's life, fears and hopes. Many dream analysts believe that every element in a dream has some kind of significance to the dreamer. They try to uncover these unconscious meanings to help the dreamer in his waking life.

In the past, dreams were seen as portents to the future or as ways for spirits or gods to talk to humans. The earliest known work discussing dreams and interpretations is the Egyptian Chester Beatty papyrus dating from 2000 B.C. The Greeks thought that there were different kinds of dreams and sought healing dreams by sleeping in a temple dedicated to Aesculapius, the god of healing. Later, the Romans would devise a system of dream interpretation that would remain in widespread use until Freud wrote "The Interpretation of Dreams" in 1900, which revolutionized the world's concept of consciousness. Freud believed that dreams represented repressed desires of the unconscious and mainly explored dreams within a sexual context. Carl Jung similarly saw dreams as an expression of the unconscious, but not necessarily repressed desires. Jung explored this theory through the use of archetypes or primal conceptions of the universe, which he believed are shared through the collective unconsciousness. Jung focused on dream interpretation, but instead of being a means for communications from spirits, he saw them as honest representations of our perceptions of the world and needs in life.

It was only in the 1950s that dreams became associated with the R.E.M. or Rapid Eye Movement stage of sleep, a 60 to 90 minute cycle of sleep that involve a deep sleep crucial to learning development in children and the sanity of all humans. It is currently believed that the dreaming state replenishes chemicals in the brain, keeping it healthy. Denied these chemicals, the brain deteriorates, leading to mental instability and reduced functioning.

Dreams generally are perceived in color, but tend to lack olfactory sensations. Only the last dream before waking is usually remembered and those memories tend to fade after five to ten minutes following waking, unless recorded in some manner.

When an agent sleeps, she will experience about four dreams, each lasting longer than the last, between ten and ninety minutes in duration. The first dream begins approximately ninety minutes after falling asleep.

Greys and Dreaming

Greys do not so much sleep as meditate deeply on a regular basis for about four hours a day. During this time, they merge consciousness with the rest of their gestalt. This has changed lately, however, due to the adverse affects of the Seepage, which creates havoc in Grey sleep patterns. Greys on Earth increasingly experience a phenomena which is best likened to dreaming, possibly picking up on human dreams. The dreams are damaging to the fragile Grey psyche. This is just one of the many ways the Seepage is creating psychosis among Greys.

Only Greys who have spent a significant time on Earth may learn dream-related psychic trainings and they can only learn Dream Telepathy and Dreamwalking.

Greys roll against their Meditation skill instead of Lucid Dreaming to be able to use these trainings and must be in their meditative state at the time. Precognitive Dreaming and Dream Bilocation are still not fully understood. Since Greys are used to using their psychic talents while fully conscious, the unconscious frightens them to some degree. Most Greys will not learn dream trainings because they are so disturbing, but the truly insane ones may pursue it.

LUCID DREAMS

A lucid dream is one that appears very real to the dreamer. For the most part, they take the form of a very realistic dream. Some, however, are much more. In these, the dreamer experiences the dream as he would experience life and is able to act consciously during the dream, possibly altering its course. This awareness during dreams is not uncommon and has been the subject of several studies. Some believe this lucid dreaming state is beneficial and allows the dreamer can explore his unconscious in a state of semi-consciousness, and thus learn more from the experience. Many others are skeptical that this sort of dreaming provides an benefits greater than regular dreaming. Some Eastern philosophers believe that lucid dreams are unhealthy, demonstrating anxiety levels in the dreamer so intense that even in sleep the unconscious is not permitted free reign.

NEW SKILL

LUCID DREAMING (WIL): The character is skilled at gaining control of her dreams. Any night that the character falls asleep without the use of drugs or other outside agents, she may try to use the Lucid Dreaming skill to control her dreams, succeeding with a Variable test. Only one attempt may be made per night. Successfully using this skill is required before the character can use any psychic training that requires the psychic to be dreaming (Precognitive Dreaming, Dream Bilocation or Dreamwalking). The character may also use this skill to stop someone from sending her dreams through Telepathy or a related psi-training.

The character test her Willpower against the sender's Willpower. Deep Sleepers gain +2t when using this skill, Light Sleepers and Insomniacs suffer -2t.



U N I V E R S I T Y P S Y C H I C D R E A M I N G

The majority of psychic experiences a human will have occur in or are related to dreams. Often, visions of future events are seen or thoughts are transmitted to family or loved ones hundreds of miles away. In some cases, shared dreams occur. Some believe that dreams hold the key to discovering past lives, but all agree that one draws closer to the paranormal through dreams.

Dream telepathy has long been of interest to parapsychologists, who believe dreams to be highly conducive to psychic activity. Between 1962 and 1974 experiments with dream telepathy at the Dream Laboratory of the Maimonides Medical Center resulted in significant findings. While it sometimes took a day or two for the subject to receive the target image in their dreams, their results were still significant enough to warrant further research. It was found that rapport between the subject and sender was most crucial to the success of the experiments.

While humans often express unconscious and uncontrolled use of psi while sleeping, they can learn to control their psychic powers while dreaming. They do so with the psi-trainings such as Dream Telepathy, Precognitive Dreaming, Dream Bilocation and Dreamwalking.

N E W P S I - T R A I N I N G S

The following trainings are professional only to Project Cygnet professions.

DREAM BILOCATION (CLAIRVOYANCE): Dream Bilocation requires that the character be sound asleep and in a R.E.M. state. A successful Lucid Dreaming skill test must also be made. The character may project his consciousness as if using Bilocation to travel out of his body. The agent may travel to any place or time in the universe through the astral realm and perceive events as if he were physically there. The character may use other psychic trainings as if he were physically at the location even if they are not normally allowed to be used while dreaming. The character awakens immediately after emerging from the bilocation and remembers everything that happened during his travels.

The character may travel to a place he has been to before with a successful R3 test. Visiting an unknown location is an R2 task. Extreme long distance or time travel increases the difficulty by -1 to -2R depending upon how far from the present time and location the character is traveling. Travel into the future always uses the Precognition discipline as the base, while visiting the past uses Retrocognition. Attempting to manifest physically is an R-2 Bio-PK task that costs two Psi Points. The psychic must spend one Psi Point per use of this ability, to a maximum duration of ninety minutes. The cost is doubled if the character travels in time or over extreme distances.

Dream Bilocation has a professional CP cost of 5, and a non-professional cost of 10.

DREAMWALKING (TELEPATHY): While Dream Telepathy allows the psychic to send images and messages to other people through dreams, Dreamwalking allows the psychic to actually enter other people's dreams and manipulate them while there. This training can only be used during sleep, after a successful use of the skill Lucid Dreaming.

The psychic is able to enter other people's dreams by making an R2 test and spending one Psi Point. Only targets known to the psychic can be affected and only those individuals who are asleep at the time the character makes these tests. If the target is willing, all tests are made at +1R. However, if the dreamer is unwilling, the psychic must also test her Willpower against the target's Willpower. If unsuccessful, the psychic cannot enter that subject's dreams that night, but may try again the next night. If successful, the psychic enters the dreams uncontested.

Once in another person's dreams, the psychic can alter the dreams in any way desired (R2) and even make them into nightmares (R1 + 1 Psi Point), which result in Df1 Shock tests. The psychic can make additional attempts during a dreamwalk to increase the severity of the nightmare, increasing the difficulty of the Rhine test by one per successful attempt (i.e., the first increase is to R0 + 1 Psi Point). Changes in the dreamer's dreams may only be resisted if the dreamer successfully uses the Lucid Dreaming skill against the sender's Willpower. In this case, the psychic must also make a successful contest of Willpowers for each change or nightmare attempted.

Dreamwalking has a professional cost of 5CPs, and a non-professional cost of 10CPs.



NEW CREDENTIALS

The sections below present two new Credentials for Conspiracy X campaigns. Both may give some players pause, and should be ignored if they offend anyone.

The first, Kameradenwerk/ODESSA is a historical one, with alleged ties to many government organizations. It may be used as a recruiting ground for Aegis or Black Book agents. Its Fascist overtones and unsavory past may render it better suited for use as an enemy.

KAMERADENWERK/ODESSA



Formed sometime in 1943 by a group of Nazi industrialists and officers who were concerned about their status in the event of an unsatisfactory conclusion to Hitler's war, this agency was funded by billions of dollars in gold and stolen treasures looted from the European victims of the Fuhrer's insanity. Ostensibly an escape route for Nazis who might need to hide after the war, the Kameradenwerk ('Werk) and its brother group, Organization der Ehenalige S.S. Angehöriger (ODESSA -- the Organization of Former S.S.), were soon instrumental in politics and business throughout the lower Americas. Rumors persist to the present day that several prominent Nazi scientists and businessmen were spirited away at the war's end to assist various American projects, both overt and covert. These rumors are true, but underestimate the number of Hitler's old cronies who remain active independent of any governmental control. With wide reaching financial and political pull, the Kameradenwerk is alive and well. ODESSA strongmen are ready to attack at a moment's notice. Their eventual goals are a mystery to all, and the few Aegis agents who are recruited from this group's ranks are carefully watched by the ISS.

KAMERADEN AGENT

Influence: 

Professional trainings: Awareness, Communications, Politics, Savoir Faire, Surveillance, Survival

Professional skills: Brawling, Cryptology, Diplomacy, Disguise, Engineering, Forgery, Humanities, Lockpicking, Repair/Build, Science, Shadow, Small Arms: Pistol, Stealth

ODESSA STORMTROOPER

Influence: 

Professional trainings: Awareness, Communications, Parachutist, Politics, Rappelling, Surveillance, Survival

Professional skills: Athletics, Autofire, Brawling, Demolitions, Heavy Weapons, Melee Weapon, Shadow, Small Arms: Pistol, Small Arms: Rifle, Stealth

PULLING STRINGS

Access To Illegal Funds: Because of their huge illegal assets, all members of the Kameradenwerk may lower the Difficulty Level of funding tests by 1, or may generate double the number of RPs for a single week during any Downtime period.

Manipulating Government Agencies: Given this group's unsavory reputation, no legitimate government official wants their connection to the Kameradenwerk made public. This enables members of the 'Werk to exert leverage on other groups, allowing a member of this agency to pull strings in other organizations as if her Influence were one level lower. Only valid government groups (FBI, CIA, DIA, DEA, etc.) fall prey to this pull. Other groups may also be manipulated, but only at -2 Influence. Note that any Pulling String that is listed as NA for the Pulling String trait (see Aegis Handbook) may not be used.

Network Of Safe Houses: The Kameradenwerk has a network of safe spots all over the world where its people may hide. These are all untraceable, and fully protected by the best security systems money can buy. They are virtually guarded prisons, where notorious renegade Nazis can spend their last few days in peace and solitude, comfortable in their safety from their crimes. Access to these sites is very restricted. A successful Df4 Influence test is necessary to find out the location of one, and a Df5 test is needed to actually be allowed to use it. Only six people may make use of any one facility, and the Cell had better hope that the Kameradenwerk doesn't ask too many questions. These are opulent mansions for Nazi war criminals, not flophouses for a Cell that's down on its luck.



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ORDER OF SAINT JOHN THE EVANGELIST

The second, the Order of St. John, is not based in historical record, although some have claimed that an organization of rogue priests such as the Evangines actually exists within the Catholic Church. As has been said before, Conspiracy X does not purport to be more than a fictional game, and it should not be treated as more than that.



The Catholic Church has always been, at its heart, a politically aware organization, and its ties to politics have been great throughout history. Presidents have made decisions after consulting their priests, and the people of the world have followed the call of the clergy many times. Within the Church, groups have risen to handle the affairs of the Mother Church when it was weak, or threatened.

Inside the Church today, there is such a group. Formed sometime in the Inquisition, the Order of St. John the Evangelist exists to ensure that, in this secular world, the Church is properly protected. To that end, the Order maintains a heavy interest in politics and business, and also trains its specially selected agents to do what must be done, no matter how distasteful. A pirate organization, the Order exists without the knowledge of the Pope, and its actions are not condoned by the Church or its officials.

Very few people in the world are even aware of its existence, and the Order tries very hard to ensure that this remains the case. Aegis has managed to contact some of the Order's agents, as has Black Book. The Order is highly concerned over both groups' agendas, and must some day decide which organization it supports. Until then, agents of the Order in Aegis are cooperative, and bide their time until they receive new orders. The Order trains both Templars, who handle secular concerns, and Shepherds, who deal with the darkness of the Seepage, and with the spiritual concerns of the Church. Please note that, while only men can be Priests in the Catholic Church, this organization does employ nuns in its network. All agents of the Order are ordained brothers or sisters, are typically highly fanatical and must possess the Faith trait (see *Forsaken Rites: The Supernatural Sourcebook*).

TEMPLAR

Influence: 📷

Professional trainings: Awareness, Politics, Savoir Faire, Survival

Professional skills: Athletics, Computer Use, Disguise, First Aid, Forgery, Lockpicking, Martial Arts, Medical, Meditation, Melee Weapon, Shadow, Small Arms: Pistol, Stealth

SHEPHERD

Influence: 🐑

Professional trainings: Awareness, Communications, Politics, Ritual: Banish Spirit, Ritual: Basic Blessing, Ritual: Basic Curse, Ritual: Cure Corruption, Ritual: Defuse Seepage, Ritual: Emotional Aura, Ritual: Immortality, Ritual: Prophecy, Ritual: Stabilize Wound, Savoir Faire, Surveillance, The Protective Circle

Professional skills: Computer Use, Diplomacy, Disguise, First Aid, Humanities, Medical, Meditation, Occult, Parapsychology, Research, Ritual: Ceremonial Magic, Science, Teaching

PULLING STRINGS

Brother's Work: For the good of the Order, there are many resources kept in the hands of the Church. A priest in the Order who truly needs assistance can call for that help. The Order can pull the strings of another organization if it is fortunate enough to have contacts in that group. Roll 1D for the modifier to the normal Influence test: 1 to 3= -2 Influence, 4 or 5= -1 Influence, and 6= no modifier. As an example, say a Priest of the Order needs to get a presidential order issued. This is a Df3 task in the Secret Service. The priest's influence is 4. The die roll for the modifier is a 4, so the modifier is -1. The Game Master tells the priest that he knows of a decorated Secret Service agent who is a good Catholic, and might do the Church a favor. Attempts to pull strings in other agencies may cause questions if they fail. The Game Master should determine the reaction to requests based on her knowledge of the group, and the type of request. Asking a CIA man to turn over an intelligence van might not raise questions, but trying to kill the President for "the Church" will almost certainly provoke an investigation. Note that this pulling string does not apply to outside pulling strings listed as NA in the Pulling String Trait Table (see Aegis Handbook)

Sanctuary: The priest will be able to find holy sanctuary for himself in any area where there are Catholics at a Df2, +1Df per additional person, and +1Df if they are carrying illegal objects or weapons, or seem to be engaged in business against the Church's best interests. This sanctuary is total, good for 1D days, and frequently comes with both excellent medical care and an easy escape route.

Violation Of Confessional: To the Order, the ends justify the means, and therefore the sacred sacrament of confessional can be violated if the need is great. A priest of the Order may use this to achieve the goals of the Cell, but only at great difficulty. A successful Df3 Influence test will garner information pertaining to a specific topic. A Df4 test will give information which will lead to 2D RPs (of equipment, vehicles, etc) for the current mission. This equipment must be returned after the mission is complete. A Df5 will give enough information to provide leverage over a person involved in the current affair. Note that these test Difficulty Levels also reflect the chances that information is available to Catholic priests in the Order. If no Catholics have heard of it, it won't be in confessional. The exact results and extent of information or leverage are up to the GM, but should be fairly useful.

NEW TRAITS

New Traits Table

New Trait	Value	Cost
Alien Ally	---	RP cost of item
Connection	---	see chart
Night Terrors	5	---
Pulling Strings	---	see chart

NEW TRAIT DESCRIPTIONS

ALIEN ALLY: The character has received a piece of alien technology from someone for one reason or another. An Atlantean seeking a new pawn might give him a gift. A Gna-Tall looking at improving relations with Aegis might feed the character a Saurian item. A meta-human on the run from the Greys might entrust the character to hold onto something he stole on his way out (he will call on the character for help often if the Greys get close). These, or any number of other explanations, might be used to allow any character starting access to alien technology. The player or Game Master chooses one item off the Alien Technology RP Table (see page 20) to be included in the character's starting equipment. The CP cost of this trait is equal to the RP cost of the item chosen. Unlike items purchased through the Alien Technology Credential Specific Resource, Alien Ally items are provided with a condition -- a favor is owed to the character's benefactor. This favor may be called upon again and again.



CONNECTION: The character knows someone in another organization that he can count on for help, and who can count on him for help. This allows the character to extend his influence to his connection's organization for any reason as if it were his own (no penalty). Having a connection within the character's own agency or organization grants -1Df to Influence tests within the organization. When the connection is taken, the player must choose the connection's organization from the list provided below. A connection does not grant the Influence Icon (see Contact trait), just the pulling strings of the chosen organization. The connection may also be consulted for informational purposes, as adjudicated by the Game Master. The cost varies per connection and some are not available. An agent with this trait may not take a matching Traitor trait. If this trait is used in combination with Severed Ties, the connection cost 10CPs more and does not grant the -1Df bonus.

Connection	Cost
Kameradenwerk / ODESSA (no Manipulating Gov't Agencies)	11
HHS/CDC (no Hidden Cures)	27
Order of Saint John the Evangelist (only Sanctuary)	5







NIGHT TERRORS: The character is haunted by vivid nightmares related to some horrific event in her past. These nightmares tend to strike when the character is under stress, but can manifest at any time. Every night the Game Master should roll 1D. On a 1, the character suffers nightmares that night and gains no benefits from the night's sleep, awakening disturbed and upset. If the character is trying to sleep during a highly stressful time in her life, she suffers nightmares on a 1 or 2 on 1D. For characters with the Insomnia trait (see Psi-Wars), replace the 1D roll with a -2t penalty on their Variable Willpower test roll to get to sleep. Any character not getting a good night's sleep will suffer -1t to all actions the following day. After two nights of restlessness sleep, she suffers a -2t penalty; after three nights +1Df. All penalties are eliminated once the character gets a good nights sleep.

PULLING STRINGS: An agent knowing the right person in the right spot can extend his influence outside his parent agency. Either through the use of a relative, a friend, a lover, or even blackmail, the agent can use a pulling string from another agency as if it were his own. The cost varies per pulling string and some are not available. This trait may only be used for the pulling string specified, not for informational purposes.

Pulling String	Cost
Access To Illegal Funds ("Werk)	10
Brother's Work (St. John)	NA
Hidden Cures (CDC)	NA
Manipulating Government Agencies ("Werk)	NA
Network Of Safe Houses ("Werk)	5
Sanctuary (St. John)	5
Violation Of Confessional (St. John)	NA

NEW RESOURCES TABLE

Weapon	Cost/Ammo						
Crossbow	1RP/5 units 1RP/200 units		X		X		
Mortar	1RP 1RP/40 units	X					

Vehicle	Cost						
Cadillac DeVille	4RP				X	X	X
Chevrolet Camaro	3RP		X		X	X	X
Dodge Caravan	3RP		X	X	X	X	X
Dodge Intrepid	3RP		X	X	X	X	X
Dodge Ram	3RP	X	X	X	X	X	X
Ford Explorer	4RP	X	X	X	X	X	X
Ford F-Series	3RP	X	X	X	X	X	X
Ford Ranger	2RP	X	X	X	X	X	X
Ford Taurus	3RP		X	X	X	X	X
Ford Windstar	3RP		X	X	X	X	X
Geo Tracker	2RP		X	X	X	X	X
Honda Accord	3RP		X	X	X	X	X
Honda Civic	2RP		X		X	X	X
Honda Civic del Sol	2RP		X		X	X	X
Honda Prelude	3RP		X		X	X	X
Jeep Cherokee	3RP	X	X	X	X	X	X
Jeep Wrangler	2RP	X	X	X	X	X	X
Lincoln Town Car	4RP				X	X	X
Mazda B-Series	2RP		X		X	X	X
Mazda Miata	2RP		X		X	X	X
Mazda Protégé	2RP		X		X	X	X
Oldsmobile Cutlass	3RP		X		X	X	X
Pontiac Firebird	3RP		X		X	X	X
Subaru Legacy	3RP		X		X	X	X
Toyota Camry	3RP	X	X	X	X	X	X
Toyota Celica	3RP		X		X	X	X
Toyota Corolla	2RP		X		X	X	X

Gear	Cost						
IR Laser Sight	1RP/5 units	X	X		X	X	

Credential Specific Resource	Cost	Organization
Hemi-Synch (device)	5RP/1 unit	CAPS, CAPS-Affiliated, Cygnnet, MKULTRA, Rasputin
RHIC-EDOM	15RP/1 unit	Cygnnet, MKULTRA

NEW WEAPON RESOURCE DESCRIPTIONS

MORTAR: This heavy weapon fires a 60mm grenade indirectly towards the target. The weapon often has a crew of two people; one gunner and one loader. It takes one round to reload the mortar, and it must be fired from a stationary position. If only one person fires the weapon, he must do the reloading too and the RoF is halved. The weapon has a minimum range of 45 meters and a maximum range of 1800 meters. A direct hit is very difficult. The shooter must first make a successful Df4 Heavy Weapons test. A hit means a Luck roll is necessary to determine the impact point. Good Luck means a direct hit; Neutral Luck places the shell 2D-2 meters off target; Bad Luck moves the hit 3D-1 meters off target. If the shot is a miss, the scatter range is 1Dx10 meters. On anything but a direct hit, consult the Scatter Diagram (see Chapter Four: Tradecraft, Conspiracy X main rulebook). The damage is a untamped explosion with a Blast Rating of 6.

CROSSBOW: This old-fashion weapon is used in operations where stealth is required. The crossbow is a very powerful, modern version of the medieval one. A Str3 test is needed to reload the crossbow with a mechanical winch. The crossbow is very similar to a rifle in appearance and form, and uses the Small Arms: Rifle skill. The crossbow bolts are considered armor piercing, and do Fw3 damage.

NEW VEHICLE RESOURCE DESCRIPTIONS

The Conspiracy X main rulebook provides some generic game statistics for broad classes of vehicles. For those interested in more precise makes and models of late 1990's vehicles, the following entries should be used.

CADILLAC DEVILLE: Speed:3 Handling:-1t Size:6 Crew:1 Passengers:4

CHEVROLET CAMARO: Speed:3 Handling:-- Size:5 Crew:1 Passengers:3

DODGE CARAVAN: Speed:2 Handling:-1t Size:6 Crew:1 Passengers:7

DODGE INTREPID: Speed:2 Handling:-- Size:6 Crew:1 Passengers:4

DODGE RAM: Speed:2 Handling:-1t Size:6 Crew:1 Passengers:2

FORD EXPLORER: Speed:2 Handling:-1t Size:6 Crew:1 Passengers:5
(no off-road penalties)

FORD F-SERIES: Speed:2 Handling:-1t Size:6 Crew:1 Passengers:2

FORD RANGER: Speed:2 Handling:-- Size:6 Crew:1 Passengers:1

FORD TAURUS: Speed:2 Handling:-- Size:6 Crew:1 Passengers:4

FORD WINDSTAR: Speed:2 Handling:-1t Size:6 Crew:1 Passengers:7

GEO TRACKER: Speed:2 Handling:-- Size:5 Crew:1 Passengers:3
(no off-road penalties)

HONDA ACCORD: Speed:2 Handling:+1t Size:6 Crew:1 Passengers:4

HONDA CIVIC: Speed:2 Handling:+1t Size:5 Crew:1 Passengers:4

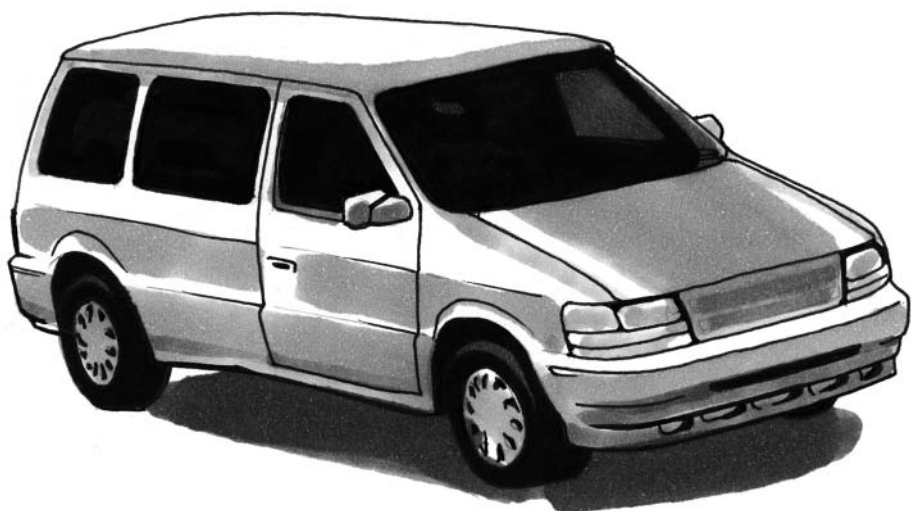
HONDA DEL SOL: Speed:2 Handling:+1t Size:5 Crew:1 Passengers:1



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- HONDA PRELUDE: Speed:3 Handling:+1t Size:5 Crew:1 Passengers:2
- JEEP CHEROKEE: Speed:2 Handling:-1t Size:6 Crew:1 Passengers:4
(no off-road penalties)
- JEEP WRANGLER: Speed:2 Handling:-- Size:5 Crew:1 Passengers:3
(no off-road penalties)
- LINCOLN TOWN CAR: Speed:3 Handling:-1t Size:6 Crew:1 Passengers:4
- MAZDA B-SERIES: Speed:2 Handling:-- Size:6 Crew:1 Passengers:1
- MAZDA MIATA: Speed:2 Handling:+1t Size:5 Crew:1 Passengers:1
- MAZDA PROTEGE: Speed:2 Handling:-- Size:5 Crew:1 Passengers:3
- OLDSMOBILE CUTLASS: Speed:2 Handling:-- Size:6 Crew:1 Passengers:4
- PONTIAC FIREBIRD: Speed:3 Handling:-- Size:5 Crew:1 Passengers:3
- SUBURU LEGACY: Speed:2 Handling:-- Size:6 Crew:1 Passengers:3
(no off-road penalty)
- TOYOTA CAMRY: Speed:2 Handling:-- Size:6 Crew:1 Passengers:4
- TOYOTA CELICA: Speed:3 Handling:+1t Size:5 Crew:1 Passengers:2
- TOYOTA COROLLA: Speed:2 Handling:+1t Size:5 Crew:1 Passengers:4



NEW GEAR RESOURCE DESCRIPTIONS

IR LASER SIGHT: This laser sight works just like a normal laser sight, except that the beam and dot are only visible to agents wearing IR goggles. This sight still gives the shooter +2t against targets within 30m. It can be mounted on any small arm.

NEW CREDENTIAL SPECIFIC RESOURCE DESCRIPTIONS

HEMI-SYNCH: Although already discussed in detail in *Shadows of the Mind: The PSI/INT Sourcebook*, this device can also be used to help people sleep. The item can be used to induce natural sleep in anyone, providing a -2Df bonus to any tests required to get to sleep, even in insomniacs.

RHIC-EDOM: Developed by the Department of Defense in the 1960s under Project Pandora, the RHIC-EDOM was actually a predecessor to the MHIC-EDOM, using radio waves instead of microwaves. This reduced its focusing ability at distances, but because it was based on well-understood principles and has a long history of design testing, it is a solid piece of equipment. Skill at using one version of these devices (RHIC-EDOM or MHIC-EDOM) can be used at one level lower for the other version.

The size of a pen-light, the RHIC-EDOM flashes a bright light when used and needs a Df2 test to be operated properly. It has a range of 20m and is tested against the target's Willpower to create one of the following effects.

Trance: The subject enters a hypnotic trance, taking no notice of anything around him, standing or sitting like a zombie. This trance lasts 1D x 10 minutes, during which any Hypnosis tests against the target gain a -1Df bonus. Pain or physical damage will break this trance.

Unconsciousness: The subject falls unconscious for 3D rounds.

Heart Attack: The subject's heart rate is suddenly increased and then stopped, requiring a Df2 Survival test. Failure results in a heart attack (Sp2, no staging).

The device can also be used to induce short-term amnesia in targets up to 5m away, requiring a Df3 RHIC-EDOM test to program properly. If successful, all within range are stunned and dazed for 1D rounds and their memories from up to three hours earlier are erased. This device, although similar to the MHIC-EDOM is cheaper and easier to produce, hence is far more common.

A Survival test checks against major shocks to the system that could result in instant death or incapacitation. These shocks are generally related to extraordinary manipulation of the mind or body resulting from the use of drugs, implants or psychic disciplines. A Survival test depends on what is being challenged. If the shock applies to the subject's mind, a Mental Survival test is made using Wil(siz). If the shock applies to the subject's body, a Somatic Survival test is made using Siz(Wil).

Success at a Survival test generally results in incapacitation for several hours. Failure generally means death. The specific results of a failed Survival test will be indicated when the test is called for.



ALTERNATE WEAPON RANGES

The new ranges presented below should replace the ranges in the Conspiracy X main rulebook and the GM's Screen. These ranges are more realistic than those listed previously. The ranges below were gathered from a number of reference books on weapons and, in certain cases, direct military experience. Weapons listings include one or two examples when possible.

Some weapons have increased range, other decreased. An example of the significant changes in heavy weapons: assault helicopters, such as the AH-64 Apache, can engage and destroy targets with a chain-gun at 2000 meters. Note that weapons firing Magnum ammunition are drastically increased in range. This is no mistake, as contest shooting with Magnum Revolvers is conducted at ranges up to 200 meters. The incredible force of this ammo, combined with the right skill or targeting equipment, gives the shooter a reasonable chance of hitting at these ranges. The rifles, especially the sniping rifle, also have drastically increased ranges. Note that these weapon ranges do not progress evenly from Point Blank to Extreme. Instead, weapons are designed to work best a certain ranges. Thus, the gaps between the optimal range brackets are much wider. No new ranges are set for grenades, as these are based on the character's strength, and completely realistic. They are listed in the table below for completeness sake. Finally, three new weapons have been included: the crossbow, the mortar, and the sniping rifle.

The following optional rule is recommended. Any character wanting to hit a target at long or extreme ranges, must be a professional marksman (at least skill level 3).

Weapon	Example	Point	Close	Effect.	Long	Ext.
Autopistol	Beretta M9	5	20	35	50	90
Hold-Out Pistol	Walther PPK	3	15	25	40	60
	Derringer	2	10	20	30	40
Revolver	Colt Cobra	5	25	50	75	100
Light Revolver	Colt Special	5	10	20	35	45
Magnum Revolver	S&W Model 29	10	50	90	125	200
Magnum Autopistol		10	50	90	125	200
	Desert Eagle					
Machine Pistol	Skorpion M10	5	15	30	50	65
Submachine Gun	MP5	5	30	75	125	150
Rifle	Enfield No.4 Mk I	15	50	200	350	500
Sniping Rifle*	M21	100	300	500	1000	1300
Elephant Gun		10	50	100	150	200
Assault Rifle	M16A2	15	90	175	400	500
Assault Carbine		5	30	75	125	150
Double Barrel Shotgun						
	Savage 311 Guardian	10	30	70	90	100
Pump Shotgun	Browning Autoriot	10	30	70	90	100
Sawed off Shotgun	20 Gauge Sawed Off 3		8	10	15	20
Automatic Shotgun	HK CAWS	10	30	70	90	100
Light Machinegun	M60	20	150	500	1000	1300
Heavy Machinegun	M2HB	10	150	700	1500	1800
Minigun		15	200	600	800	1000
Varmint Rifle		10	75	150	300	350
Frag Grenade						
	M2-Pineapple	10	20	30	40	50
Smoke Grenade						
	AN-M8 HC Smoke	10	20	30	40	50
Tear Gas Grenade		10	20	30	40	50
Incendiary Grenade						
	"Willie Peter"	10	20	30	40	50
Grenade Launcher	M79	20	60	200	350	400
Underbarrel GL	M203	15	50	150	200	250
Automatic GL		20	70	200	350	450
Rocket Launcher		50	100	200	300	350
Mortar	M19 60mm				45-1800	
Disposable RL	M72	50	100	200	300	350
Flamethrower		30	40	50	60	65
Taser		1	2	3	4	5
Can of Mace		2	-	-	-	-
Dart Rifle		10	20	50	70	75
Dart Pistol		5	10	30	40	50
Throwing Knife		2	4	6	8	10
Shuriken		2	4	8	16	18
Crossbow		15	50	100	150	175

* The shooter must be in a position for sniping. If used as an ordinary rifle, use the rifle ranges.



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PROJECT MOONDUST



ALIEN TECHNOLOGY RESOURCE POINT COSTS

The Conspiracy X main rulebook presents a couple methods to obtain alien technology. The first is the Alien Technology pulling string. With the technology detailed in the three alien sourcebooks, Game Masters should have no trouble finding something to aid the party if this pulling string is employed.

The second means to obtain alien technology is through the Alien Technology Credential Specific Resource for the Groom Dry Lake Research Facility and Project Moondust. The main rulebook suggests that the Resource Point (RP) cost is 10RPs for any piece of alien technology. With the number, scope and breadth of the alien items described in the three alien sourcebooks, a general 10RP cost is no longer appropriate. Each item requires a separate RP cost to reflect its power, rarity and usefulness. The Alien Technology RP Cost Table below provides these individual RP costs. The GM always has final say whether to include these items or their RPs, and whether they will be available to player characters in her game world and may adjust the RP cost at her discretion. Some items are not easily used by humans. Game Masters or players must provide a good explanation for a character possessing them. They also might require a specific skill or training (GM's decision) to use.

The Saurian items listed on the table are broken down by active clan (see Exodus: The Saurian Sourcebook).

ALIEN TECHNOLOGY RP COST TABLE

Atlantean Items	RPs
Assemblers	N/A
Atlantean Starships	N/A
Creations: Pet (Guard Dog)	25
Creations: Mimic	N/A
Creations: Ravager	N/A
Creations: Servant	20
Creations: Steed	20
Nanotech	CP costs (see Atlantis Rising: The Atlantean Sourcebook)
Needle: Poison	12/each
Needle: Disassembler	12/each
Needler Pistol	15
Particle Accelerator Pistol	15
Particle Accelerator Rifle	20
Railgun	25
Security Systems: Anti-Nanite Filter	15/one doorframe
Security Systems: Cohesion Application	15/covers 100 square meter surface
Security Systems: Gas Generator	24
Security Systems: Monitor Network	10/covers 100 square meters of space
Security Systems: Mutable Floors	15/3 square meters
Security Systems: Security Doors	15/one doorframe
Security Systems: User ID	12/per pad
Seed (any human item)	Item's regular RP + 10
Seed: Automobile	17
Seed: Barrier Wall	10
Seed: Breach	10
Seed: Combat Helmet	13
Seed: Comm Set	14
Seed: Computer Terminal	25
Seed: Emergency Shelter	13
Seed: Flyer	20
Seed: Gas Generator	16
Seed: Motorcycle	15
Seed: Needler Pistol (comes loaded with 5 needles)	25
Seed: Outpost	N/A
Seed: Particle Accelerator Pistol	19
Seed: Particle Accelerator Rifle	24
Seed: Railgun	29
Seed: Spy Panel	20
Seed: Solar Powered Generator	15
Smart Tools: Briefcase	8
Smart Tools: Climbing Claws	10
Smart Tools: Clothing	8/one suit, dress, or other set of clothing
Smart Tools: Furniture	7/one piece of furniture
Smart Tools: Lie Detector	12
Smart Tools: Molecular Blade	10
Smart Tools: Poison	10/dose
Smart Tools: Restraints	10
Smart Tools: Silver Suit	15



Grey Items

Grey Spacecraft

Implants

Lens: Amnesia

Lens: Communication

Lens: Levitation

Lens: Microscope

Lens: Nutrition

Lens: Paralysis

Lens: Smelting

Lens/Psychotron: Psibot Link

Psibot: Abductor

Psibot: Laborer

Psibot: Record System

Psibot: Science

Psibot: Security Guard

Psibot: Spyball

Psychotron

RP_s

N/A

N/A

18

15

10

10

13

15

20

20

N/A

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See *Shadows of the Mind: The PSI/INT Sourcebook*

Croll Items

Croll Spacecraft

Defensive Field

Drug: Empty Mind

Drug: Grace

Drug: Perseverance

Force Tube

Gas Guns

Shard Projector

Toxins: Standard Croll Poison

RP_s

N/A

20

5/dose

5/dose

5/dose

25

27

18

10/dose



Dreamspeaker Items		RP\$
Camouflage Fields		15
Railgun		25

Gna-Tall Items		RP\$
Alternating Field		22
Doomsday Monitor		15
Field Generator		18
Fusion Bomb		7/each
Fusion Bomb Launcher (bombs not included)		10
Gna-Tall Spacecraft		N/A
Plasma Claw		16
Plasma Harness		25
Pulser		10
Stinger		8
Torture Device		13

Kath-Yal Items		RP\$
Force Suit		18
Kath-Yal Spacecraft		N/A
Personal Flight Device		12
Plasma Repeater		20

Te-Mulys Items		RP\$
Data Siphon		15/1 siphon
Defensive Field		14
Doppelganger Mask		16
Energy Projector		25
Mind Stunner		14
Pressor Beam		22
Te-Mulys Spacecraft		N/A
Tracking and Listening Devices		10/1 bug



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INFORMATIONAL SOURCES

When conducting an investigation, agents may call upon sources not directly covered by the rules, such as their own superiors, contacts and connections they may have, or just about anyone they can leech information from. This section presents some guidelines for Game Masters in preparing missions. Various sources must be devised and the amount of information they impart can be determined. A mission specific example of this advanced work can be found in Psi-Wars.

Initially, Game Masters should prepare a list of subjects the characters may want information on, and a list of potential sources for this information. Sources are generally broken down by Influence Icons (each character having access to his own Influence Icon sources; Contact traits providing access to other Influence Icon sources), and by Credentials.

The Game Master should then cross reference each subject with each source, and assign a base Target Number representing the depth of knowledge possessed by that source. These are called Source Knowledge Tables.

When a character tells the Game Master that he is consulting his sources, the Game Master checks the Source Knowledge Table for a base Target Number. The player or Game Master adds the character's Influence attribute, and rolls 2D. If the roll is equal to, or less than, the modified Target Number, some information is provided. The amount of information revealed depends on the difference between the number rolled and the Target Number, as indicated in the Success Rate Table.







Success Rate Table

Difference	Information Provided
0-1	Basic description of the subject.
2-3	Basic description and some background on the subject.
4	Above, plus deeper background on the subject.
5	Above, plus current affairs of the subject.
6+	Above, plus secret agendas or links of the subject.



The Game Master is preparing a mission in which the players will be investigating some supernatural activities located in gang territory in a large city. Four gangs inhabit the area: the Blues, the Rippers, the Bones and the Homeboys. Assuming that the characters will want to meet with one or more of the gangs to discuss recent events, the Game Master creates the following Source Knowledge Tables.



Subject	Influence Icon					
						
Blues	2t	3t	4t	6t	5t	5t
Rippers	2t	3t	3t	7t	6t	4t
Bones	2t	3t	3t	5t	7t	5t
Homeboys	5t	3t	3t	6t	5t	6t

Subject	Credential/Connection			
	DEA	FBI	Police Connection	Criminal Connection
Blues	6t	5t	6t	6t
Rippers	2t	3t	7t	5t
Bones	3t	2t	8t	4t
Homeboys	3t	5t	6t	7t

The GM decides that the different gangs are associated with different activities. The Blues are drug dealers and therefore the S/R and DEA have high numbers along with all criminal and police possibilities. The Rippers are basic thugs and most have criminal records, but have not drawn much attention. Target Number concerning them are low. The Bones are basically good kids who hang out and protect one another. They also snitch for the police quite often. Their police connection Target Numbers are high. The Homeboys have recently been involved in the theft of certain military equipment. This explains why the Military, FBI, and Media know so much about them.

The GM also decides that beyond basic descriptions, background information includes their exact territories, deep background includes the names of the leaders and their hang-outs, current affairs includes all gang hang-outs, recent operations and internal tensions, secrets include the present location of important gang members, their drug and weapon stashes, and their safe houses.

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NIGHTSCREAMS:

FEAR AND INSANITY IN CONSPIRACY X

The following material expands and modifies the Fear rules presented in the Aegis Handbook.

Much of what an Aegis agent encounters in the field has been described in training classes, or has been experienced in previous missions. Other encounters, however, are far beyond the pale of reasonable explanation, and operatives who are first faced with these events can be badly frightened. To duplicate the effects of severe emotional shock and sudden fright on the agents, a new Fear test is created.

Any agent who witnesses a frightening event must roll a Willpower test against a varying Df, as determined by the GM. Some examples are given on the Shock Event Table.



Shock Event Table

Event	Difficulty Level
Massacre of innocent bystanders	Df2
Wild, obviously mad person	Df2
Getting shot	Df2
Atlantean use of nanotech (noticeable)	Df3
Grey (non-threatening)	Df3
Cryptozoological creature (non-threatening)	Df3
Ghost or paranormal event (non-threatening)	Df3
Saurian (in natural form; non-threatening)	Df3
Enraged Forsaken	Df3
Death or severe injury of comrade	Df3
An obviously dangerous, but not immediately threatening Incarnate	Df4
Grey abduction	Df4
Cryptozoological creature (threatening)	Df4
Poltergeist	Df4
Death or severe injury of good friend or loved one	Df4
Demon	Df5
Enraged Incarnate	Df5
Ghost, Poltergeist or paranormal event (threatening)	Df5
Saurian (in natural form; threatening)	Df5

The agent will continue to react without penalty if he succeeds the test.

Failure requires a 2D roll on the Shock Effects Table.



Shock Effects Table

Roll	Description	Mental Stability Points Gained
2	Annoyed	no points
3	Annoyed	+1 point
4	Disturbed	+1 point
5	Disturbed	+2 points
6	Frightened	+2 points
7	Frightened	+3 points
8	Terrified	+3 points
9	Terrified	+4 points
10	Panic Stricken	+4 points
11	Panic Stricken	+5 points
12	Horror Struck	automatic (+1 permanent point)

Annoyed: All actions incur a -1t penalty for (6-Willpower) combat rounds.

Disturbed: All actions incur a -2t penalty until the agent has calmed down.
Reroll Fear test in (9-Willpower) combat rounds. Subsequent results cannot be more serious than Disturbed.

Frightened: All actions incur a +1Df penalty until the agent has calmed down.
Reroll Fear test in (9-Willpower) combat rounds. Subsequent results cannot be more serious than Frightened.

Terrified: Agent may only act if directly confronted, and will do so at a +1Df penalty to all actions not involving self-defense. Reroll Fear test in (9-Willpower) combat rounds.

Panic Stricken: Agent is completely unable to act or flees in blind panic.
Reroll Fear test in (9-Willpower) combat rounds, or if attacked.

Horror Struck: Agent is completely unable to act or flees in blind panic.
Reroll Fear test in (9-Willpower) combat rounds, or if attacked.

Subsequent Fear tests called for by the Shock Table need not be made if the frightening event no longer exists.

All agents with the Combat Experience trait gain a -1 modifier to their rolls when faced with non-paranormal frights.

All agents with the Death Wish, Detached or Veteran traits gain a -1 modifier to all rolls.

Agents rolling on the Shock Table a second or subsequent time in the same encounter gain a -2 modifier to their rolls.

MENTAL STABILITY (MS)

Mental Stability is a measure of an agent's peace of mind. It is recorded in MS points. Each agent can safely accumulate MS points equal to three times her Wil.

MS points are gained only once in each encounter. Thus, if an agent fails more than one Fear test, and rolls more than once on the Shock Effects Table, only the worst result applies. For example, if the first roll on the Shock Effects Table was a 3 (Annoyed, +1 MS point), and the second was 8 (Terrified, +3 MS points), only the latter result (+3 MS points) would be applied.

When the MS point maximum is exceeded, all non-permanent MS points are removed and the agent must roll 1D on the Negative Psych Profile Table, adding the number of permanent MS points the agent had accumulated prior to this. The agents gains the profile that results from this die roll permanently. Any agent subject to a Horror Struck result on the Shock Effects Table, must immediately roll 2D on the Negative Psych Profile Table and gain that profile for the next 2D days. Such an agent loses all MS points accumulated to that point. A permanent MS point is gained every time the agent exceeds his maximum.

During Downtime, an agent can try remove non-permanent MS points. Each attempt is a long-term Psychology or Parapsychology project. Each breakthrough removes one non-permanent MS point. Removing permanent MS points requires two breakthroughs each, and the breakthrough must occur on successive weeks.

Negative Psych Profile Table

Roll	Trait Gained
1-3	Phobia*
(GM's discretion, or roll on the Phobia Table)	
4	Cautious*
5	Detached#
6	Jumpy#
7	Night Terrors&
8	Amnesia
	(focused around the event)@
9	Flashbacks*
10	Addiction#@
11	Schizophrenia*
12	Acute Paranoia*
13+	Clinical Depression#

* Trait detailed in Conspiracy X main rulebook

Trait detailed in the Aegis Handbook

@ Trait detailed in Shadow of the Mind: The PSI/INT Sourcebook

& Trait detailed in Bodyguard of Lies: Psi-Wars

Phobia Table

Roll	Phobia
2	Acrophobia: Fear of heights
3	Agoraphobia: Fear of open places
4	Astraphobia: Fear of thunder and lightning
5	Claustrophobia: Fear of enclosed spaces
6	Entomophobia: Fear of insects
7	Xenophobia: Fear of the unknown
8	Hematophobia: Fear of blood
9	Monophobia: Fear of being alone
10	Necrophobia: Fear of the dead
11	Scotophobia: Fear of the dark
12	Teratophobia: Fear of monsters

ADDICTION

If the character has an existing addiction, all Willpower tests related to the addiction gain a +1Df penalty. Otherwise, the character soon picks up an addiction. The actual addiction is up to the Game Master but should revolve around something the character may actually use. Alcohol may be the most common, but a DEA agent who has access to drugs might pick up something stronger. A psychic agent might get addicted to some sort of psi-drug.

PERMANENT MS POINTS

Eventually any individual that does not get treatment will have his permanent MS points reach his maximum MS points. At this point, the individual is a terribly insane and beyond help. No amount of psychological help will heal the poor man's mind. Game Masters will probably not let a character continue past this point, and Aegis certainly will have the loose cannon "retired" as soon as possible.



Morgana Welsh and her Cellmate/close friend Ajax Bram are investigating a warehouse for suspected criminal activity. They divide up, but stay in hands-free radio communication.

Morgana rounds a corner of the building and spots a Saurian in its natural form crouched behind some crates. She rolls an immediate Fear test at Df3. Morgana's Willpower is 3, and she is a Veteran, so the Df drops to 2, and she automatically succeeds. Morgana levels her auto pistol and begins to take careful aim. Suddenly, Ajax comes around the other side of the crate, and the Saurian slashes out with a Plasma Claw. Ajax gets cut bad, and goes down.

The shock of seeing her partner injured is a Df4 Fear test for Morgana. With the Veteran Df modifier, she must roll a 7 or less to succeed. She rolls a 10 and fails.

Morgana then moves to the Shock Table, where she rolls a 9. Modified to an 8 by her Veteran trait, Morgana is Terrified, and gains +3 MS points. Morgana freezes and tries to keep silent as the Saurian delivers a coup de grace to Ajax. During the subsequent few seconds, the Saurian moves off. When Morgana is able to move again, she is not required to roll another Fear test.

Several months later, Morgana has accumulated 5 more MS points. After a particularly nasty encounter, Morgana gains 3 more MS points. She is now over her Willpower times 3 threshold and gains a negative Psych trait. She rolls a 3 on the Negative Psych Profile Table, and the GM assigns her a phobia related to whatever caused Morgana's latest fright. The extra 2 MS points that Morgana gained are ignored. Starting now, Morgana has 1 permanent MS point, and subsequent Shock Effects Table results will be added on top.



MANIFESTATIONS

The following manifestations are provided as new options for creating your own Manifestation Tables. They are suitable for either Neutral, Benevolent or Malevolent sites (see *Forsaken Rites: The Supernatural Sourcebook*).

LIQUEFACTION

Often the Seepage energies present at a site warp and twist ordinary matter, causing the phenomenon known as liquefaction, or cold melting. The phenomenon rarely affects objects of great size. Most often, cutlery drawers are filled with bent spoons, knives, and forks, plastic objects melt to puddles, and pipes bend out of shape under their own weight. On a larger scale whole windows, glassware cabinets, and other objects can be reduced to a fused mess.

1SP will melt 1D small objects (Size 1). Affects mainly metal, glass and plastic, though wood and stone have been seen to liquefy on some occasions.

SPECIFIC TELEPORTATION

This is a favorite in poltergeist manifestations. Whereas Teleportation affects random objects or similarly-sized groups of objects, this phenomenon will cause small, important objects to disappear and reappear somewhere else. Sometimes there will be a prolonged space of time, up to a few days, before the object reappears, often in a place that has already been searched. Where the object has been in the meantime no one knows. Specific Teleportation has been known to mainly affect objects of personal value, and car keys.

Affects Size 1 objects only and smaller; 2SP per teleportation. The object will totally vanish for 1D days before reappearing elsewhere.

MERGE

Closely related to liquefaction, merge causes objects and even living creatures to slip temporarily into the ethereal world of the Seepage. This results in their sinking into walls, floors, chairs, tables etc., becoming fused with the solid barrier once the manifestation has ended. Once a living thing merges with a solid object or wall, it will suffer damage as flesh and internal organs mingle with stone or splinters of wood. The initial merger does Wn(1D) damage (no staging), and a further Wn1 (no staging) is suffered per hour still merged. It is a very, very difficult operation to help such a character, +2Df to any Medical rolls to extract the merged inanimate solids. When merging starts to occur, allow agents a Variable Reflex test to avoid the phasing areas.

5SP causes an circular area 5m radius to phase and merge.

ECTOPLASMIC RESIDUE/ANGEL HAIR

Ectoplasm commonly precipitates at the site of paranormal manifestations. It takes the form of a thick coating of gooey slime that evaporates over the space of minutes or hours. Taking samples is very difficult. The samples that have been secured indicate that the plasm is formed by the condensation of organic and inorganic matter from the atmosphere, combined with mostly water droplets from the air. Angel Hair often falls to the ground after UFO sightings. It consists of long, wispy threads of a substance not unlike spiders' webs. This substance also decays rapidly in air, and the few samples that survive show that it is made from a borosilicate glass.

1SP precipitates 10 liters of ectoplasm or 1000 meters worth of strands of angel hair.

GLOSSOLALIA

In this minor form of possession, spirits take control of a victim's voice and spew meaningless, or equally meaningful syllables. This is also known as speaking in tongues. Glossolalia is intended to confuse and mislead. Anyone hearing it perceives it differently. Characters often hear what they want to hear. These possessions often occur en masse.

1SP causes 1D individuals to speak in tongues for 2D rounds each. Whilst doing so all actions are at +1Df and, of course, they cannot communicate verbally.

SPONTANEOUS HUMAN COMBUSTION

This is nasty. In areas of high Seepage energy, unlucky souls can burst into flames spontaneously. The flames consume the bodies and leave little in the way of burns or scorching on their surroundings. When this manifests, everyone in the area must make a Variable Willpower check. The Game Master should randomly select one of those that fail. This victim bursts into flame, becoming On Fire in the first round and then Engulfed in Flame in the second round. Other agents may try to save the poor guy. If everyone passes their Willpower check the event does not manifest and cannot manifest for the rest of the day. Especially good after botched rituals!

6SP causes a Spontaneous Combustion.



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HAZARDOUS MATERIALS

Parental Discretion

This article contains graphic descriptions of the effects of hazardous materials on humans. Readers with weak stomachs should shy away.

INTRODUCTION

An experimental craft crashes into the desert, spilling radioactive contamination from its plutonium reactor core over a four mile area. Terrorists under the order of a corrupted Prophet attempt to bring about the final judgment by releasing two thousand milliliters of concentrated Mustard gas into a New York City reservoir. Croll agents infect a spider monkey with Ebola Zaire, which then escapes into the backyard of a preschool daycare center in Los Angeles.

These are all nightmare situations, but they could very well happen in a Conspiracy X campaign. Aegis agents routinely deal with alien artifacts, oblivious to the risks of infection by unknown viruses. Groom Lake fires missiles at alien craft, without even a thought to the radioactive elements that may be let loose by the explosion. The average Aegis operation deals with unknown hazmat on a daily basis, yet no one ever takes even the simplest precautions. Now, with these rules, the agents will be faced with a new threat, one which people have been dealing with for years.

The Game Master should feel free to ignore all these situations, and certainly should not include a hazmat concern in every mission, or even frequently. After all, the purpose of the game is to investigate the unknown, not to play disease of the week, or to send Cell members to the burn ward with radiation sickness on a regular basis. Use this stuff sparingly, and a whole new level of terror may be added to the game. Overuse it, and few characters will survive.


THE TREFOIL

There are three wings to the biohazard trefoil, and each has its own unique concerns. The easiest to deal with from a control standpoint is the chemical toxin. Radiation is more difficult to control, and the deadliest of them all is disease. In the following sections, a full explanation of both the real world threats and solutions, and the game effects of accidental exposure, will be presented in layman's terms. CDC agents, and anyone with the Biohazard Control training, will know all of this information, and be ready to use it. All other characters start the game as biohazard illiterates, and should not be handling these substances for any reason. All of the biohazard materials are like lethal animals, waiting for the agent to become inattentive for the one millisecond it can take for a fatal exposure.

CHEMICAL HAZARDS

These agents are by far the most common hazard which agents, and real people, will encounter. Literally thousands of chemicals are out there which can kill the unaware. A few examples may help to illustrate the reality of the chemical threat. All of the following are true, and this is far from a complete listing.

Up until the early 1970s, asbestos was used in the construction of insulation for new public buildings. It was placed inside the walls of schools, low rent housing, hos-



pitals, and offices. Then, in the 1980s, scientists discovered that asbestos fiber was not only a carcinogen, but also led to a condition called asbestosis in the unfortunate few who received direct airborne exposure. With asbestosis, the victim begins to have difficulty breathing, then suffers severe chest pains, followed by bleeding from the lining of the lungs. This is a result of the microscopic asbestos fibers which the victim breathes mutilating the delicate lung tissue. By this point, the victim is probably doomed. In most cases, too much damage has been done, and the victim slowly expires from massive internal hemorrhage.

Of course, as soon as the problem was discovered, the government began subsidizing companies to remove all the asbestos insulation from these buildings. The task, however, is far from complete. Asbestos removal is a multimillion dollar business at present. Each asbestos removal involves dozens of men and women in air-fed suits or breath masks, carefully tearing away layer after layer of the deadly fibers. Recent studies have shown that asbestos remains tightly wrapped does not become airborne and a threat to health. Only where the asbestos casing has been damaged must remedial efforts be made. Thus, in some cases, the government policy of encouraging removal actually created more risk of airborne contamination as well-meaning workers tore out perfectly safe asbestos casings.

Love Canal is an example of what can happen when companies generate and then lose proper control of their industrial chemicals. This canal, which ran through the back of a poverty level residential district, was used to dispose of industrial chlorides and other deadly toxic chemicals. During these years, young children frequently played in the water. Film of the canal at this time shows a soft green sludge on the water's surface. The grass and ground shrubs around the water had all withered to brittle brown stalks. On some days, when the wind shifted toward the homes, the residents had to leave, because the toxic fumes were burned their eyes. By the time the government finally acknowledged that a problem existed, untold hundreds of people had received years of exposure to toxic chemicals whose effects on the human body are still unknown. The government's Superfund program, created during the Carter administration to clean up toxic dump sites and industrial spills, now lists hundreds of sites which must be cleaned up. At least half are within a mile of human habitation.

Cardboard pressed milk cartons contain a bleaching agent which is used to make the paper white. This chemical, dioxin, is known to cause cancer, and also contributes to the occurrence of a number of birth defects in lab animals. Almost all packaging companies use dioxins, and refuse to change to other more expensive bleaching processes. When asked why they even bother to bleach the containers, companies refer to sales demographics which reveal that sales drop about 20% when the cartons aren't white. Market research reveals that consumers prefer to buy the shiny "new-looking" packages over the brown natural cartons. One of the heaviest uses for these cartons are in the Federal school lunch program. At a conservative estimate, every child in the United States will drink milk from over two thousand dioxin contaminated cartons by the time they graduate high school.

In recent years, a Japanese radical group attempted a wide scale release of sarin gas into the subway system of Tokyo. Their largely foiled efforts still killed sixteen people. American troops in the Iraqi war were very likely exposed to various military nerve gasses, although the government still refuses to acknowledge these events or provide any background documentation. In Russia, over fifty sites contain vintage



1950s chemical warfare agents. These horrific substances sit in rusting steel barrels, buried under as little as ten feet of soil. In Tblisi, a string of over 200 children have been born without a left arm, a birth defect which may be related to chemical weapons manufacturing facilities in the area. Even in our country, an unknown number of secret burial sites for nerve toxins exist -- toxins once slated to be used against the godless Communists in Europe.

All of these toxins are available for sale to the black market. The former Soviet states have been selling everything they could find to just about anyone to raise hard, foreign currency. Nerve toxins are the deadliest man-made chemical in existence, and there are at least twenty different brands. They all share certain traits: an easy cloud dispersal pattern, a short persistence (typically less than an hour), and quick lethality. Nerve agents act to inhibit the cholinesterase reactions in our body, literally starving the body to death cell by cell. Massive hemorrhage and bleeding can also result if the toxin is mixed with blistering agents such as Mustard Gas. The entire purpose is to render an enemy unable to fight within a very short time, and to hamper their attempts to give adequate medical care to the survivors. A single teaspoon of sarin gas would kill or maim every person inside a ten story office building if it was introduced into a high capacity ventilation system.

All of the above toxins are potential threats to an Aegis team. Fortunately, handling procedures for these substances are fairly simple. The first stage of dealing with any biohazard is always containment: prevent the toxin's escape to the environment, where it might kill more people or become a bigger clean-up problem. Tents and airtight containments are moved into place, and all potential exits for water or air sealed tight by tape or epoxy. Next, the toxin must be identified. Samples are taken by air or physical swipes. The samples are then tested to determine the exact chemical composition of the threat.

From here, things go one of two directions. If the chemical is an industrial substance, then the immediate level of lethality is not that high. Personnel in air and water tight suits enter the area with mops and wet vacuums to soak up and remove all the wet volume. In the event of airborne hazardous chemicals, huge industrial vacuums with high grade filters are brought in to ventilate the area, and pull the toxin into portable containment drums.

If the toxin is a military nerve gas, things get a little more tricky. The toxin must be forced to neutralize. If it is a short-life agent, then the toxin is most likely allowed to go inert on its own. Then water sprayers may be brought in to wash down anything that the cleanup team wants to keep. More likely, the area will be quarantined, and everything inside destroyed, or removed. The contaminated space will be emptied of everything, and then thoroughly washed down. The water used in the wash down is then disposed of as chemical hazardous materials. This typically means it is mixed with concrete, and then buried somewhere away from citizens.

Aegis agents will most likely become involved in the initial discovery of a toxic chemical, either because it was spilled from an area that they were investigating, or because they were attacked with it by someone suitably sadistic and insane to risk playing around with this stuff. In game terms, three types of chemical exposures are listed in the Chemical Type Table on the following page.



Chemical Type Table

Chemical	Example
Carcinogens	Dioxin, nonterrestrial chemicals
Industrial Chemicals	Love Canal, polyvinyl chlorate
Military Nerve Gas	Sarin, D9, Tabin

Agents will receive one of several kinds of exposure, all listed in the Exposure Type Table. In the real world, many different types of symptoms and effects exist for the various chemicals, but the characters are going to have enough trouble dealing with the detriments listed below. Why make their lives any more hellish?

Any agent in a biohazard suit or space suit is immune to all of the above effects. Agents carrying antidote injectors have 1D combat rounds to use them after nerve gas exposure before the onset of symptoms.

Exposure Type Table

Exposure	Effects
Acute Carcinogen (dripped on hands)	Wn2
Short-term Carcinogen (a few hours)	Wn4, Bad luck indicates the Illness trait is gained
Long-term Carcinogen (a day or more)	Wn6, Good luck indicates Illness is not gained
Splashed with Industrials	Wn(1D) per round until cleaned off
Soaked in Industrials	Sp(1D) per round until cleaned off
Breathed airborne chemicals	Sp2 per turn
Nerve Gas (homemade)	Sp4, and paralysis, Bad luck indicates death in 2D min
Military Nerve Gas	Good luck indicates Sp6 and paralysis, otherwise death in 1D min

Illness Value: 20CP

The agent is the victim of a chronic illness of some kind, from malaria to progressive cancer. Treatment is long and costly, and will frequently interfere with the character's life. Roll a luck test (-2t) each week. On a Bad Luck, the character is out of action due to a need for treatment, or because of a sudden attack.



III RADIATION HAZARDS

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This is the most feared and least understood end of the biohazard trefoil. The average citizen in the United States is entirely unaware of the true threat behind radiation, and would not understand its dangers without intensive research. Even so, with two very public reactor accidents in the last three decades, and at least four more which are not public knowledge, everyone is vastly concerned about the safety of nuclear power, and its potential dangers.

Radioactive particles cause tissue damage both by direct collision with the tissue, and by long-term genetic damage to the cells of the body. The long-term effects may take several decades to see in all but the very worst exposures, and are not well understood. At Chernobyl, an amount of radioactive material as big as a Mack truck was blown into the upper atmosphere to later fall across most of Siberian Russia. As yet, however, it is impossible to detect any significant long-term health effects in the exposed population, who received on the average doses of radiation only a few times greater than what a television set gives off during one year. The first response team at Chernobyl has suffered the only noticeable radiation effects, and their incidence of cancer is still being calculated (among those that survived the short-term damage). In any case, the game effects of low level, long-term exposure may be ignored, as the character will probably be out of play by the time anything would be seen.

Short-term exposure has been much more accurately cataloged, in part due to studies which were done on the survivors of the Hiroshima and Nagasaki tragedies. Information has also been gathered through research done illegally on American citizens and soldiers during the 1950s by the government. Entirely unethical, and performed in many cases without the subject's permission, these experiments gave conclusive evidence of the short-term effects of exposure to the human body (and also proved that the government is probably worse than this game assumes). For the purposes of the game, it is possible to divide the exposure into several distinct levels. Each is described below.

At the lowest level of exposure, up to 50 rem, the human body does not respond beyond minor blood changes, which would only be visible to a blood test. The victim will feel tired, and a little weak, and may be slightly more susceptible to infection as her white blood cells attempt to deal with what they perceive as an illness. This level of exposure is more than any human being involved with nuclear power has ever received in the United States. The agent will receive a -1t penalty to all physical tasks, which will go away after 1D days.

The next level of exposure is radiation sickness, commonly up to a 200 rem exposure. At this point, the body is trying to fight what it thinks is a bad illness, and the victim will begin to vomit, and be very susceptible to other illnesses. The agent is incapacitated, and will be unable to do much more than walk to and from her bed. This level of exposure is survivable in every case. The onset of symptoms from this level of exposure is within 1D hours, and the illness lasts 1D weeks.

Victims of exposures of up to 500 rem enter the first critical period (level one). While clinical therapy is effective, the skin lining and tissue has been horribly ravaged by the radioactive assault. The skin will begin to peel, and hemorrhaging (known as purpura) will occur along the exposed areas. Hair will fall out, and the

immune system will begin to shut down as it is overtaxed. This allows secondary infections to worsen the patient's chances of recovery. Within 1 hour of exposure, the victim is totally incapacitated, and will require blood transfusions and antibiotics to pull through. If the agent rolls bad luck, she will die of massive hemorrhage and tissue shock within 1D months. This is not preventable by any modern Earthly science. Otherwise, after the onset of the illness, the agent will be bedridden for 1D weeks. For an additional 1D months after that, the character will be at +1Df to all task rolls. Exposure to this level of radiation is often a career ending experience. Some survivors of Hiroshima were exposed to this much radiation, as were the first responders to Chernobyl.

Beyond 500 rem, and up to 1000 rem (level two), the character is probably dead. Within an hour, the agent will be nonfunctional, and probably in shock. Vomiting will occur, as will severe bleeding from all body openings, and massive secondary infections are unavoidable. The agent will lose all her hair permanently, and the outer layers of damaged skin will slough off as if the patient were severely burned (in fact, she has been at these levels). There is almost no chance of recovery. The agent must succeed in a Good Luck roll, or she will die of leukemia within a month. Even if the agent gets lucky, she will lose one from all physical stats permanently, and will be bedridden for 1D months. In order to receive this level of exposure from most earthly sources, the victim would have to directly handle radioactive materials for several hours.

Above 1000 rem (level three), the victim is doomed. Within 1D x 10 minutes, the victim will collapse with an extreme fever. Failure of the intestines leads to sudden uncontrollable diarrhea, and the whole body begins to bleed and swell. The agent must make two good luck rolls, or she will die within 2D days as the circulatory system collapses, without ever having regained consciousness. At this point, medical help is meaningless, and the doctors are just attempting to alleviate the pain. Even with survival, the character is a permanent invalid, and will never be the same again. At this level of exposure, secondary cancer is almost certain, and the agent is effectively one of the walking dead. No Game Master who wants to walk away from the game table in one piece should ever expose a player character to this level of radiation without plenty of reason, and lots of warning.

If a Game Master should ever want to show his players all the horrors of radiation exposure, he might choose to expose some hapless NPC to a source in excess of 5000 rem. The players had better see the victim pretty quick, though. Within 2D minutes of exposure, the victim will have collapsed and gone into convulsions as his central nervous system shorts out. The lungs and brain will almost explode into hemorrhage, and constant tremors will wrack the victim's body. Within 2 days, the victim's body will have expired, the victim himself having long since ceased to be anything resembling a human being. For the Game Master's information, the official policy at this level of exposure is to give the victim massive doses of sedatives to prevent them from ever regaining consciousness. There were six firefighters who received this level of exposure at Chernobyl. They all died within five hours, and their bodies were so radioactive that they were buried in lead lined coffins.

Now that the effects are clear, how is radiation controlled? To put it simply, there are three ways to control an exposure to radiation: minimize the time of exposure, maximize the distance from the exposure source, and use heavy elements to shield the source. Radiation exposure lowers exponentially as distance increases, so the



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best thing to do is stay away from the source altogether. Of course, that isn't always possible. In that case, a few inches of lead or steel, or a few feet of earth or water, will cut the exposure by a factor of ten or more.

Initial responders to the sight of a potential loss of control of radioactive material isolate the area, throwing up barriers to prevent anyone from inadvertently entering the area. For teams which must enter an area with a radioactive source, the first thing to do is determine the exact level and pattern of radiation in the area. Then precautions should be taken to ensure that the best possible shielding is in place. Sheets of lead or steel are moved into place, and, if possible, the main source of radiation will be contained in a lead lined box or vault. Next, the agents survey the area with portable radiation detectors, while wearing radiation suits, looking for any small particles of radioactive contamination that may have been spread about the site. Lastly, water or chemical detergent is used to wash down the area, and all the clean up items which are not needed are treated as radioactive material. These items are buried, just like their chemical brothers. The agents themselves will be thoroughly cleaned off, to ensure no accidental contamination of their skin occurred; a small contamination on the skin can as much as quadruple the exposure to the victim. Cleanup crews for radioactive materials are always in full body suits. While these suits do not stop the radiation, they do prevent contamination.

Aegis agents will most likely deal with radiation from one of a few sources, all related to Black Book or alien investigation sites. The probable sources would be exposure to unguarded reactors in secret labs, the discovery of radioactive materials at a crash site, or exposure to the opened internals of some piece of alien technology which uses a radioactive source for power. For each of these exposures, the initial level of exposure, and the amount of time to move up to the next higher level of exposure, is presented in the Radiation Exposure Type Chart.

Radiation Exposure Type Chart		
Exposure	Baseline	Time To New Level
Running Reactor Without Shielding	Level one	1D hours
Contaminated Crash Site	Level two	1D x 10 minutes
Open Power Source/ Reactor/Unshielded Nuclear Weapon	Level three	1D minutes

Any agent who is carrying a Geiger counter and trained in Biohazard Control will know the exposure level in any area before entering it. This will allow them to avoid any exposure that they don't want. If an agent states that they are exiting the area as soon as they discover that they are exposed to a new higher source, they will not suffer effects from the exposure to that source unless they handled it, or were contaminated (Bad Luck roll). Any agent who is contaminated with the radioactive source continues to take exposure at that level until cleaned off and decontaminated by someone trained in Biohazard Controls (even internal contamination that has been breathed or accidentally ingested can be decontaminated if caught). Agents who state that they are trying to use any available shielding or exiting to lower radiation areas will lower their base exposure level by one, and double the time to the next level for the appropriate exposure type. Agents in biohazard suits or biohazard space suits are immune to contamination, but will still take the radiation exposure appropriate for the scene. Agents in radiation suits will cut exposure by one

level. Finally, in the case of multiple sources, use the radiation exposure of the highest source, unless the higher source is only accessible in certain situations.

Note that radiation exposure is mostly cumulative over the agent's life. While some chemicals may be used to speed up the removal of radioactive contamination from the body, the overall exposure never goes away. Therefore, if an agent has been exposed to a level of radiation previously, ignore all lower exposures, and use that level as his new base exposure. Use the time to next exposure for whatever exposure level the agent is currently in, however, not the highest exposed to before.



Three Aegis agents have responded to the scene of a crashed experimental Black Book fighter, shot down over Utah's proving grounds by a Groom Lake Aurora. Doctor Wallis, a trained biohazards expert from the CDC, tells her partners Malcolm and Chris, to stay well back until she has ensured the area is safe. Grabbing a Geiger counter and putting on a radiation suit, the Doctor heads down into the wreckage. Unknown to her, her partners decide to try and help, and follow her down.

Malcolm has been previously exposed to level two radiation while working on an atomic power cell. Chris has no exposure. The Game Master knows that the area is contaminated to level two exposure, and that all three agents will be exposed as soon as they enter the area.

Doctor Wallis is wearing her rad suit, and her player tells the Game Master that she is being very careful about checking her exposure and ensuring it stays low. For her, the level two exposure is cut by one for the suit and one for her precautions, to a total of zero.

Malcolm realizes the risk, and also tells the Game Master that he's being careful, but since his baseline is two already, it doesn't do him any good. He has level two exposure already.

Chris wanders off to the side of the crash, and decides to move aside some of the rubble. He inadvertently uncovers a cracked neutron reactor, and is now exposed to level three. Realizing he may have screwed up, Chris drops the rubble back over the source, and moves back to Malcolm.

The time to the next level of exposure for all three agents is 1D x 10 minutes. The Game Master rolls for each of them, and gets ten minutes for Doctor Wallis, and forty minutes for each of her friends. The team spends about twenty minutes in the area before the Doctor realizes that her teammates are being exposed. She quickly yells at them to get out, and clears out herself. Checking her pocket dosimeter, she sees that she has level one exposure now, and knows that her friends must be much worse. By the time she cleans off and gets up to the van, Chris is feeling very sick. Within another twenty minutes, he is vomiting, and extremely ill. Malcolm is feeling sick as well, and she radios the nearest intensive care unit to get help for her friends. By the time they arrive, both Chris and Malcolm are very ill. The skin on Chris' hand where he touched the rubble has begun peeling off, and he is coughing up blood. He makes his Luck roll, and is in for a long recovery period.



III BIOLOGICAL HAZARDS

I A young scientist boards a plane in Mombasa, Kenya, returning home to Virginia from a research trip into the deep jungles of the Congo. On the flight, he begins coughing, then violently sneezing. He complains to the stewardess that his neck and back are sore, and asks for some aspirin for his headache. Continually wiping his nose, he seems miserable, and makes frequent trips to the restroom to wash his face. He seems to be burning up from fever. He has all the symptoms of a bad case of the flu. He also has all the symptoms of the onset of Ebola Zaire, one of the most lethal filoviruses ever discovered.

II Dealing with biological control problems is the hardest job that any agent will ever have to face. With chemical and radiological problems, if the agent becomes ill, there is very little chance that the medical care personnel will also be stricken. Nerve gas and industrial dioxins aren't contagious. The level four virus is, and will kill as many people as it can infect. To add to the problem, meters and detectors exist that will register the presence of toxic gas and chemicals. The only indicator of a virus is infection, whether of the human victim, or of the doctors and nurses who are fighting to save her life. Finally, it is impossible to guarantee that the virus is totally destroyed during cleanup operations. Most likely, the site of the infection will never be usable again.

III The realities of level four viruses are very grim. A single person infected with the Ebola virus could board a plane in Africa, and fly to America before the worst of her symptoms began. In this way, one infection case could cause secondary infections in hundreds of people, followed by a massive uncontrollable spread of the illness throughout the country. Biohazard specialists call this a burn. The virus finds itself a new home, and happily destroys the target population as fast as it can. Level four viruses are hostile. They are called Hot Agents, and the areas where they exist are called Hot Zones. At USAMRID and the CDC, samples of all the world's infectious diseases are kept. The Hot ones are kept in specially constructed biohazard suites. Such suites have facilities attached for the observation of infected patients (called the Slammer), and hermetically sealed coffins available for the storage of those who don't get well (these are called Submarines, a ghoulish piece of Hot Zone humor -- if you were to go into a Submarine, you'd have gone down, and aren't coming back up).

IV USAMRID has developed a three level system for measuring viruses and bacteria. Level one viruses are not generally lethal, and commonly have vaccines or cures available. Severe flu strains and the common cold are both level one viruses. Any agent exposed to these viruses will get sick within 1D days, and will suffer a -1t penalty to all actions until well. The virus will burn out in the following 1D days. Anyone coming into contact with a level one virus or personnel infected with it will catch the disease if they fail to get a Good Luck roll. The light viruses are typically the most virulent.

V Level three viruses are generally lethal, but have not become major threats to humanity. They have either low levels of virulence, or may be effectively combated by medical actions. The classic level three virus is the AIDS virus. It is extremely slow in its burn, taking dozens of years to kill its victims. Further, the disease can only travel through direct skin contact. Thus, its vector prevents it from really nuking humanity. If the AIDS virus ever become airborne, it would probably be reclassified to level four.

Anyone catching a level three virus is probably dead without medical help. The symptoms will appear within 1D days, and the victim will be totally incapacitated for 1D x 1D weeks, with whatever symptoms the Game Master chooses to inflict on her. At the end of this time, the agent must roll a Df4 Size roll, lowered to Df3 with medical attention. Failing this roll means that the agent has died of the illness. With success, the healing period will last at least 1D weeks long, in which the agent is +1Df to all tasks. Anyone exposed to a level three hot agent will need to roll a Luck roll. On Bad Luck, the agent is infected.

The level four viruses are the stuff of major nightmares -- hot agents which are so deadly that the CDC has only a small number of people actually qualified to work with them. Level four viruses are efficient killers (50 to 90 percent lethality), for which there is no known cure. Fortunately, they are typically very difficult to catch. Almost every level four agent can only be caught by direct blood contact, or by direct transmission through some kind of intimate personal contact. The most famous of these viruses are the Ebola strains, a set of extremely dangerous Hot Agents which belong to the very rare filovirus family. Their effects are so hideous that they lead to a shock factor in anyone not familiar with their effects. Untrained personnel have been known to panic, or become physically ill inside their space suits, all from the sheer terror of being in the midst of the Hot Zone.

Ebola Zaire is the most deadly of the filoviruses. Contracted only through the exchange of bodily fluids, Ebola Zaire is 90% lethal. From the initial exposure, the victim has a 1D/2-day long breather. During this time, he feels increasingly nasty flu-like symptoms: headache, coughing, back aches, and nausea. The victim is now a carrier of one of the most hostile organisms known. He's a walking viral invasion.

Within the next 1D days, the nasty symptoms begin. First, the virus finds its way to the eyes, where it begins to incubate. The eyes become bloodshot, and swollen. The virus also goes into the victim's intestines, where the explosive chain of lethal transmission begins. The victim begins to have extreme cramps, and uncontrollable bloody diarrhea. The virus will begin breeding in the lining of the lungs. To better promote the spread of the virus, the victim is forced into heavy sneezing and choking, and huge quantities of mucus begin to flow from the victim's nose. A fever develops, raising the body temperature to in excess of 104 degrees, and the brain begins to cook. Strangely, the victim remains somewhat functional, and can move about. The personality, however, begins to fragment as the virus kills the forebrain, lowering the victim to the simplest of decision-making processes. Doctors have reported violent behavior in this stage, and fits of sudden dementia, as victims insist that they are fine, and attempt to go home. Finally, the victim begins to bleed internally, and his lungs and intestines fill with blood. This phenomenon, called first spacing, signals the beginning of the end.

At the second spacing, the victim collapses, violently expelling black blood and mucus from every body opening. Tremors begin to shoot through the body, and the brain shuts down, as the person basically dies in stages. Any cut or abrasion in the skin bleeds freely, and the skin turns a horrendous purple. The body literally starts to liquefy on the inside, as the internal organs are baked by the fever. The lining of the skin turns to jelly, and the outer levels of skin begin peeling. Doctors who have been unfortunate enough to see a victim in this stage of Ebola have likened the sight to massive radiation exposure. In Hot Zone slang, the victim has Gone Down, or is Crashing and Bleeding Out. The victim has 1D x 4 hours until the final stage. At this



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point, the agent is allowed two luck rolls, both of which must come up good luck. If the agent fails either of these rolls, he is going on to the third stage, and is effectively dead. Otherwise, the agent will heal slowly over the course of 1D months, bedridden and in great pain. All of the agent's hair will be gone, but might grow back. A host of other minor health problems will follow, as in the Illness trait.

In the final stage, called third spacing, the victim ceases to function as a human being. The autonomous functions of breathing and choking will continue for some time, but the body is busily turning to a pasty mass of Ebola virus. The victim begins bleeding into the skin surface and literally dripping blood from every surface of the body. Over the course of 1D hours, the victim will slowly, and very messily, expire. Everything that has touched the victim is Hot, and the walls and floor of the room are covered in black blood. The virus has probably infected several of the medical personnel, and is burning in them at the time that they proclaim the previous host legally dead. While the exact symptomology of level four hot agents varies from virus to virus, they are all equally gruesome, and the times above can be used to duplicate whatever symptoms the Game Master chooses to inflict on the victim.

The scary part is that these diseases have actually been found, not only in Africa, but here in the United States. In the most famous case, near Reston, Virginia, a house filled with monkeys bound for experimental labs around the country was hit with a strain of Ebola which burnt through the building over the course of two months. It killed dozens of monkeys, and may even have gone airborne, but never made the break to humans. The strain, Ebola Reston, broke again in Texas in 1996, and may still be burning in the wild. Other level four viruses have actually killed humans in the country within the last five years. Cases of necrotizing virus were responsible for deaths in Georgia and elsewhere in the states.

To control a Hot Agent, total environmental containment is practiced. The area is sealed to the outside, and a Hot Zone established inside, where only Rahall bio-hazard space suits are safe. A gray zone for decontaminating suits, and for entering, is established in the entrance of the Hot Zone. The site will then be Nuked: everything inside will be cleaned thoroughly with heavy acid detergents and bleaches. Anything alive that isn't a human being is euthanized, and then packaged for transfer to special incinerators at USAMRID or the CDC. All humans are transferred in special quarantine stretchers to the Slammers, underground at USAMRID, Maryland, where they are observed for a minimum of a month to ensure that they do not break with the virus. In the meantime, the area is chemically poisoned with an extremely toxic cleanser, cooked off into the atmosphere of the site. This will continue for several days, until every living thing in the site is dead. Even so, there is no way to guarantee that the site is free of microorganisms. The site is left sealed or abandoned in most cases. At the monkey house at Reston, the Army moved out and returned the building to the owners after literally boiling the air inside with sterilizers, but no one has ever reoccupied the site.

Catching a level four agent is fortunately very hard. Without direct contact with the victim or her blood, it is not possible to catch most filoviruses. If the agent comes in contact with the blood, or with the victim's body, then the Game Master should impose a Luck roll. The agent catches the virus on Bad Luck if she had only a slight exposure. If she had extreme exposure (injected with Hot blood, days of rendering medical aid without protection), Good Luck is needed to avoid infection. Anyone

trained in Biohazard Control may wear a space suit, and is then totally immune to the virus. Still, gray zone must be used to clean up before exiting to a clean area, or she runs the risk of spreading the illness. Game Masters are encouraged to be very careful using level four viruses, as they will most likely kill characters not suitably trained and prepared for the exposure. It is much more likely that an Aegis cell will respond to a crash site, or to an alien site, and be forced to deal with alien viruses which might have unknown effects on their victims. In these cases, the prudent Cell will assume that they are dealing with level four viruses until they know they for certain otherwise. Very few viruses are species jumpers (i.e., the flu virus for humans is very different from the similar viruses for dogs, or for Grays). Unfortunately, level four viruses tend to break into new vectors and populations.

A final note on working with deadly biohazards: the average person who has never worked in a Hot Zone must roll a Df3 Fear test; Df4 if the effects of the particular biohazard can be seen in the area. In the event the agent panics, his response will always be to attempt to evacuate the area as fast as possible, sometimes even endangering himself. This is a real life effect, witnessed in several different cases. The terror of direct experience with these biohazards cannot be over-emphasized.

AUTHOR'S NOTE

I am a Navy nuclear power plant operator, trained in hazardous materials control. In my general experience, most people are both more and less concerned about hazardous materials than they should be. This end of the threat chain is very real, and I felt that a good treatment of the realities behind the various substances in the Big Three would add a new dimension to the threat value in the unknown. Also, it empowers the CDC operatives, since they'll be the best trained guys to handle this stuff. I can assure you that the numbers which I have used are as real as I am authorized to print, and carefully researched. And yes, this article is meant to be scary and thought-provoking

HIDDEN CURES PULLING STRING

CDC agents should get the Hidden Cures Pulling String added to their profiles.

HIDDEN CURES: While Black Book has attempted to quash the truth behind the origins and cures of many level four biohazards, agents of the CDC have discovered several effective treatment protocols. The cures are kept in special vaults deep inside USAMRID. An agent from the CDC may attempt to get her hands on one of these cures, at the price of potentially stirring up trouble for herself in the future. Getting just a single vial is Df5 Influence test, with no chance of getting another vial for three months. The cures are panimmunity factors: they will work on most level four biohazards, but are hideously difficult to manufacture without major labwork and months of development time. A single dose will stop the progress of any illness unless the patient rolls Bad Luck. In that case, the panimmunity factor fails, and the patient is on his own. A single vial of the panimmunity factor would be worth a fortune, and, if it became public that the agent or her cell 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.



PsiWars

A MISSION into the MIND

WRITTEN BY JUSTIN SCHMID







W DREAM WAR

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In the time and space between slumber and waking, a war is being fought. This war is not fought by nations or even in the streets of our cities. It is fought in our minds -- in that most private place we consider sacred and untouchable. Using nightmares as weapons, the enemy threatens to drive us all mad with terrifying sights and horrific thoughts. Such terrors are all the worse because they do not seem to originate from an outside point, but from one inside our very beings. We did not ask for this war, but we cannot shy away from it. Should we lose this war of thought, we could very well lose our minds.

Welcome to Psi-Wars, an extended Conspiracy X mission into the depths of the mind, and the machinations of aliens bent on the destruction of humanity. Players should stop reading now to preserve the secrets and excitement of the mission.

W CHAPTER SUMMARY

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Chapter One: Introduction presents introductory comments, a chapter summary and a synopsis of the adventure. The synopsis outlines the background of entire mission in one place for ease of understanding. While Game Masters should read through the entire module before running it, this section provides a basic overview of the goal of the mission and what has gone before.

Chapter Two: Catalyst describes the events that draw the agents into the adventure. Opening scenes and continuing afflictions are detailed. The agents soon realize that ignoring the warning signs gets more dangerous as more time passes.

Chapter Three: Investigation presents all the information characters may uncover through pulling strings, sources, research and legwork. The information is organized in a series of bulletins about each aspect of the mission, rather than a set pattern of encounters. The Game Master is expected to determine what particular information is uncovered depending on the particular path and success of the characters' investigation. Summaries of the groups involved are located in this chapter, providing the Game Master with background information on their actions and motives should the characters interact with them.

Chapter Four: Conflict & Obstacles lists a series of possible events and encounters that the Game Master can use at any time or certain prescribed times to impede or aid the agents. These events and encounters do not always relate to the adventure. Others are only loosely tied to the plot. This is the Game Master's chance to throw in red herrings should the characters be advancing too quickly.

Chapter Five: Climax & Resolution is a combined section since the climax of the adventure generally leads to the resolution. The climactic event is designed to spark the characters toward dramatic resolution of the situation. While the event may differ slightly from group to group, it will typically involve the same basic elements. Resolution also describes the probable results depending upon the agents' actions and successes.

Chapter Six: Supplemental Investigations reveals a series of further adventures that could transform this adventure into a full-fledged campaign. Allowing characters to explore related topics and events, and interweaving plot threads suggested in *Nemesis* and *Shadows of the Mind*, greatly extends the adventure.

HOW TO USE PSI-WARS

Psi-Wars exposes a Grey plot to undermine psychics everywhere. The insidious attack threatens to neutralize significant numbers of psychics and greatly weaken humanity's resistance to Grey operations. The background material presented in *Shadows of the Mind: The PSI/INT Sourcebook* and *Nemesis: The Greys Sourcebook* are needed to play this module. The *Aegis Handbook* is useful, but not necessary to run this adventure.

Psi-Wars is a free-form adventure designed for intermediate players and Game Masters. No pre-programmed linear sequence of events must be followed for the characters to reach the climax. Instead, this adventure is broken into numerous sections of information that may be explored and examined in any order. In all, these sections form a ready-to-run adventure for your Conspiracy X campaign.

Aegis Cells participating in this mission should have a wide range of skills, trainings and traits. At least one character must have some classification in a psychic discipline, preferably a information gathering type of ability. If no such character exists, the Game Master should assign one of the characters the Latent Clairvoyance ability. This should not cost the character CPs, or Downtime development. It is merely a devise for hooking the Cell into the adventure. The Game Master need not inform the character of her new-found ability, simply trigger the Clairvoyance abilities at various points before the mission starts, or just after the mission begins. Raising a player's paranoia, and making them feel as if things were slightly out of control is one of the central tenets of the Conspiracy X RPG.

If this adventure is to be run with a group of newly generated characters, Game Masters should take the players and characters slowly through the mission devoting the whole first session to the initial encounters. The chosen psychic's disturbing visions should be a minor disturbance at first, growing to unbearable levels only in later game sessions. This allows the players to get to know the Conspiracy X universe and game system a bit better before plunging their characters into a major war. If the players are also inexperienced, Game Masters will likely have to be generous with information that sources can provide and tone down the conflicts and obstacles encountered. Don't make the mission too easy, but don't waste them on their first time out either.



SYNOPSIS

As the millennium approaches, the Greys have noticed an increasing concentration of psychic activity originating from the Earth. While not as disturbing as the Static that first brought the little blue-green planet to their attention, they are now worried that humans might relatively soon attain a level of psychic prowess comparable to their own. This would pose a very real threat to their continued operations on the Earth. In addition, the increase in remote viewing around the world has jeopardized numerous operations, and forced many gestalts to devote more resources to patrolling the "astral plane." These new developments are simply unbearable. The Greys struggled to devise effective responses and countermeasures.

In the last decade, a new initiative was proposed based on investigations stemming back to the mid-1970s. A Grey gestalt, known to the Black Books as Phoenix, had long sponsored abductions of psychic humans for study. They noticed a tendency on the part of the humans to suffer from more extreme nightmares more frequently than normal humans did. Monitoring these night terrors was disturbing, but it gave the Greys an insight into the human psyche and its vulnerabilities. Job, a member of the Phoenix gestalt and the original Grey prisoner, decided to launch an operation to use these nightmares against the human psychics, driving them insane through dreams. Although the other Greys of his gestalt disliked this plan, Job's extensive contacts with humans has severely unbalanced him (at least from a Grey perspective) and he became psychotically obsessed with the destruction of human psychics. Job's strength of will and mind resulted in the domination of the other member of Phoenix, and soon they were all psychically projecting nightmarish visions upon the few test psychics they were observing. The project was a complete success. The targets were universally disturbed -- three ceased all psychic activity and another died by his own hands within a few weeks. Job felt vindicated. He now had a way of stopping psychics, permanently.

Job then brought the nightmare plan to the Grey communal mind on Earth in the mid-1990's. As he expected, he encountered real opposition. Many felt that kind of contact with the human mind would no doubt exacerbate the Greys' mental deterioration. The resulting debate consumed the Greys and curtailed Grey operations for almost two weeks. At that time, the two sides began dominating borderline individuals. Job realized that it would probably take months to dominate all those opposed to him, and he could not be sure he would be successful. Job decided to abandon the old ways. He gathered his allies and broke contact with the communal mind. The nightmare plan would go forward, with or without consensus among the Greys. This unprecedented break with tradition created the first true schism in the Greys, and further evidenced the debilitating effect of Seepage. Many on both sides were horrified by this development, and more than a few took their lives rather than live under the new order.

Job began his operation slowly and carefully. He knew that the human psychic agencies would quickly figure out what was happening if the Greys began assaulting their agents immediately, so disabling operations held back until a sizable number of psychic agents were uncovered. His forces began watching for psychics who remote viewed Grey craft and operations, and began keeping records of these individuals. Spyballs were dispatched to track them. Within a year, many of the world's top remote viewers became known to the Greys. Monitoring programs

were established on these psychics, including most of those at CYGNET. For remote viewers, it is difficult to avoid being drawn to UFOs or psychically active beings. Once these are discovered, many found it impossible not to satisfy their curiosity and investigate just a little, despite Aegis' constant warnings against such actions. Also during this time, many other types of psychics were located and marked for extermination. Essentially, anyone with psychic abilities who came in contact with a Grey from Job's group either psychically or physically was listed and a monitoring program was established.

Once he was satisfied that a significant number of psychics has been discerned, Job instructed his forces to begin nightmare projects. In the last year, the Greys have conducted an all-out assault on the minds of human psychics. Already, losses among psychics have reached epidemic levels, forcing the government to abandon many of its secret projects and Aegis Prime to concentrate efforts on detecting the cause for this sudden increase in mental breakdowns. Many psychics have been permanently disabled either through suicide or mental incapacitation. For their part, the Greys actively involved in this project have suffered badly from the strain of dealing with human psyches. The project has achieved extraordinary results and it shows promise for the future, but its toll on the Greys themselves has been high.

While disclosure of this plague of psychosis remains a secret within the government and Aegis, word is slowly leaking through the psychic community that something strange is happening. People are beginning to go missing with increasing frequency and everyone knows someone that had to be put away or died under mysterious circumstances. Fear is spreading, but still Aegis has no clue what is really happening and until they know for sure, no meaningful actions can be taken.

On a different but related front, the Greys have continued their efforts at repopulating the world with hybrids. They scored a major success a few years past when they managed to infiltrate the genetic research project MKOMEGA, which they have since altered into a meta-human breeding program. Aegis has not been oblivious to these infiltrators, and has charged MKULTRA and ISS with the task of rooting them out and discovering the source. Agents within MKULTRA suspect a number of MKOMEGA subprojects, but are only investigating them at a distance for now, fearing that direct action could spook the unidentified moles, or worse, damage loyal agents.

The characters enter this adventure in the midst of these terrible events, forced into it when one of their number is targeted by a Grey nightmare projector. The psychic begins to suffer from horrific visions and to question his mental stability. The Cell finds only silence when it contacts its superiors, and soon realize they must find the answer themselves. The situation is critical, a single error could get them killed by either side. Worse, failure could mean the decimation of human psychic forces. The Cell has no choice but to succeed.



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THE HOOK

Herbert Lawry is an old coot who lives on a subsistence farm up in the hills nearby the Cell's base of operations. He travels into the nearest small town for supplies once a month. During his last visit (a few days ago), Lawry described a disc-shaped saucer that streaked overhead silently and landed near Hag's Lip, an outcropping of rock a mile or so from his farm. Lawry claims to have approached the landing spot and seen the mostly demolished craft. Most of the locals dismissed it as Lawry's eccentricity but someone passed the story on. Through their contacts, local fringe group news reports or their own experience, the characters receive word of Lawry's discover. The tale should not be presented in a way that the characters are certain of its veracity, but they should be encouraged to investigate.

After talking to townsfolk, and Lawry, the group should arrive in the area of the downed saucer. As they approach, a large saucer rises silently from behind a hill with a smaller partially destroyed ship hovering slightly below and behind it. It appears as if the larger craft is somehow towing the smaller one. The UFO tandem halts for a few moments as it nears the party. One of the Cell members present feels as if someone were watching them from very close, almost under her skin. A warm sensation passes over his body. The Cell should be given the chance to act. They may try to stop the craft -- they may even have a rocket launcher handy. Whatever they try will not succeed (although the Game Master should not make that too obvious). The saucers streak off and disappear.

Once at the crash site, the party will find traces of metal, psychic coral and Grey blood. The latter two items should be secured and analyzed, or delivered to an Aegis via dead letter drop. If the team performs its own analysis, the craft was a Grey scout ship. More details can be discerned from *Nemesis: The Grey Sourcebook*.

Rather than visiting the site in person, one of the Cell members might chose to remote view it (specifics of remote viewing sessions may be found in *Shadows of the Mind: The PSI/INT Sourcebook*). If so, the character experiences a strong feeling of being watched after the second question or stage of exploration of the site. He also feels a sudden warm sensation pass over his body. Trying to locate the source of these feelings is an R-3 Clairvoyance task. If successful, the psychic notices a large UFO hovering high above her at the site. The flying UFO, as well as the downed craft, quickly vanish as they teleport away.

On the first failed test by the psychic, the Greys begin their psychic assault, using Psi-Interception to alter the character's vision. The character suddenly sees a bloody corpse among the wreckage and as he gets closer, it looks like a face-down human. As he watches, it suddenly moves a little and turns its head to look straight at the character. The face is that of the character's. The character must make a Df4 Shock test. The psychic investigation ends if the character fails this test. Otherwise, he may continue to investigate, experiencing periodic visions of his own death in a fiery crash (more of the Grey's alteration of the character's perceptions).

Sample Coordinate Remote Viewing Session for Downed UFO

Stage 1: A smooth circle that the viewer soon feels must be scratched out or scribbled over.

Stage 2: Grey, smooth, hot, burning, cold. Als: Beautiful, destruction. Els: Fear, confusion.

Stage 3: A black spot in the middle of brown and green, a big expanse of brown and green, high and cold, , on a hill or mountain, the spot is small but long, like a crash site.

Stage 4: It is a crashed plane, hit the side of and hill or mountain, but there's no people, it's something else, a balloon, no . . . a UFO.

Stage 5: The UFO is completely destroyed, impacted on the side of the large hill or small mountain, there are no survivors, but there were beings inside. There is no one else around the crash site, it's in the mountains near the Cell's current location.

Stage 6: The agent can ask for details from the Game Master about the site at this point. Remember that it hit at about 500mph, so there is little left. Note to the player that he may now use retrocognition or precognition to further explore the site. Retrocognition shows that five shadowy beings inside the craft were flying along when all of a sudden one became possessed by some outside force and aimed the craft for the Earth. A few seconds later it hit. Precognition shows no one finding the site, or if you want, Moondust agents looking it over.

Stage 7: The character is certain that the craft was a Grey vessel.

Little else will result from investigation into the downed UFO. Most pieces have been removed and teleported away. The crash site shows that the vessel appears to have hit at a very high velocity. Retrocognition will show that the Grey scout ship had three inhabitants and was cruising very fast over the nearby hills. Suddenly, one of the Greys stiffened and the craft plunged downward plowing into the hill. The Greys were killed instantly and the craft was shredded. The larger Abductor ship showed a few hours before the characters arrived and spend a long time gathering the Grey bodies and the downed craft's pieces.

THE MARKED CHARACTER

However the crash scene plays out, the Game Master should subject one character to a feeling of being watched, and then a warm sensation all over the body. The chosen character should be psychic if possible, but must at least not be a Void, Psink or Psychic Burnout. If the character did not already have psychic abilities (other than normal ESP and Strong ESP), the Game Master should secretly assign the character a Latent classification psychic discipline, most likely clairvoyance.

Over the next couple of days, two things will happen to the marked character. If she did not previously have psychic capacity, and was secretly assigned Latent Clairvoyance, she begins to experience random and uncontrolled manifestations of her newfound power. This should be very disturbing.

Even more disturbing will be the dreams and visions that appear more and more frequently. Whether using previously held psychic abilities, or experiences random outbursts of new powers, the character will find that terrifying visions appear and interrupt his concentration. Also, horrid nightmares plague the character's sleep. These terrors are the result of one of Job's Greys using psi-interception and dreamwalking to try to drive the character insane.

If the character wishes, she may try to shield her thoughts to get rid of the visions and hallucinations. This involves a test of wills. Depending upon your needs at a particular point in the adventure, the Willpower of the other Greys (4) or Job's (5) can be used. If Job is projecting at that time, indicate that the character feels a particularly strong entity is affecting him.

SPYBALL

The Greys quickly send a spyball to track the marked psychic. This spyball follows the character wherever he goes, able to move at speeds up to 300kph. Only 25cm (10 inches) in diameter, it is difficult to see, requiring a Df5 Perception test when outside (since it can hover at a fair distance out of sight), and Df3 when indoors. Once spotted, the spyball may be attacked. It has an Agility of 4 and a Size ranged attack modifier of +1Df. It will attempt to dodge any attack. Then, it will retreat to a safe location before resuming its tracking at a later time. If the characters manage to destroy or elude it, they escape the Grey's visions and nightmares for a little while. The Greys know who characters are, however, so a new spyball will reacquire the characters in 1D/2 days, +1 day if the character moves at least 1km from his last location, +2 days if he moves more than 30km and +3 days over 100km.

Spyball

Size 1 AR 3

Charge: 4 points Psychokinesis, 4 points Clairvoyance

Training: Levitation

Movement: Floating

(Vehicular Speed 3/Handling --, or Agility 4)

For more information, consult *Typical Psibots, Lenses and Psychotrons*, *Nemesis: The Grey Sourcebook*.

ELISA'S PLIGHT

Soon after the terrors begin, the characters notice an odd article in their local newspaper about a child. The author suggests that the child senses other people's dreams, which are terrifying nightmares. The doctors believe she is doing this psychically, but of course no definitive proof exists.

Girl Sends Thoughts Through Dreams

Baltimore — A young girl undergoing dream analysis at the American Somnabulatory Research Center (ASRC) in Baltimore, Maryland may be a boon for scientists claiming the existence of psychic powers. Whatever its merit, the evidence is causing a stir in even the most skeptical of minds.

Elisa Brook, 7, suffered from night terrors much of her life before undergoing treatment in the dream clinic of the Baltimore hospital. The girl would awaken her parents at night with stories of being attacked by monstrous creatures that came to her in her dreams.

Dr. Terrence Young, a dream researcher at the ASRC, says that 9% of children suffer from a condition called night terrors, which resemble nightmares, but are much more vivid and intense. This disability may even lead to bed wetting and other related problems. While psychiatric help is normally the doctor's best advice, researchers at the Center have experimented with "psychically entering" other people's dreams and helping them combat these night terrors. While critics maintain this is impossible, the Center cites a 78% recovery rates among its patients.

Little Elisa appears to be an exception. She does not benefit at all from the treatment, and this may be because she is receiving the nightmares from an outside source. While Dr. Young refuses to speculate, he did indicate that her dreams indicated a source other than herself. Experiments are currently underway to determine whether she is in fact dreaming another's dreams. If someone could be located who is experiencing similar dreams, Dr. Young suggests that this may lead to evidence of psychic transference of thought through dreams, a focus of research within the Center for the last 20 years.

The Committee for the Scientific Investigation of Claims of the Paranormal's brother organization, the Skeptic's Association of America, is investigating the Center's findings. Paul Hollinger, an SAA spokesperson, believes that Elisa is merely experiencing a condition called "unconscious thought bias," a very normal and natural psychological phenomena. This condition leads Elisa to pick up on cues from the researchers and these influence the descriptions that she gives of her nightmares. Dr. Young refuses to say that Mr. Hollinger is wrong, but he urges all to await the results of further tests.

To make the article more pointed, the Game Master may wish to insert a paragraph between the last two paragraphs. In it, the reporter describes one of Elisa's dreams. It should closely resemble one of the chosen character's terrors.



THE GAME IS AFOOT

Once these twin opening events have been detailed, the characters are free to pursue any kind of investigation. Chapter Three: Investigation reveals the various paths the Cell can take.

If the party is reluctant to investigate young Elisa, the Game Master may want to give the players a bit of a push. Vary the degree of terrors depending upon the group's eagerness to investigate. If they do not seem interested in learning more about the girl, intensify them.

THE PSI-TERRORS

Throughout the adventure, one or more of the characters will suffer from terrifying visions and nightmares, resulting in possible grave psychological damage. The terrors will start with the marked character but may move to other characters as well. The Greys slowly spread their activities from the marked character to all those who come into close contact with her. The terrors have two manifestations: psi-terrors that arise when the character uses psychic abilities, and night terrors that disturb the character's sleep.

DAY TERRORS

Whenever the character uses clairvoyance, precognition, retrocognition, telepathy or related trainings, he may suffer terrifying visions. The Game Master should roll 1D. On a 1 to 3, the character may use his ability without difficulty. If the roll is 4 to 6, the Greys send a terrifying vision. Roll 1D on the nearby Day Terrors Table, adding +1 per failed Fear test that the character has already suffered. ESP abilities and physical psychic disciplines are less affected. When these are used, roll 1D. On a 6 only, the psychic rolls on the Day Terrors Table. Add +1 per previously failed Fear test.



Day Terrors Table

1-3	No Effect: The character may use his ability with no effect.
4-6	Haunting Feeling: The character experiences a strange feeling that something terribly wrong is going to happen. The character must make a Df1 Fear test.
7-8	Nightmarish Visions: The character falls unconscious for a few minutes and suffers a Level 1 night terror as discussed in the Night Terrors section later in this chapter. The character must make a Df2 Fear test.
9-10	Chilling Thoughts: The character sees a quick vision of someone close to her dying nearby. Then, she gets a chilling desire to kill those around her, similar to Level 2 night terrors detailed below. The character must make a Df3 Fear test.
11-12	Voices in your Head: The character hears voices in his head telling him to kill someone in particular. These are followed by a nightmarish vision similar to Level 3 night terrors as found below. The character must make a Df4 Fear test.
13+	The Terrors: The character views some nightmarish vision of herself and her Cell. They might be massacring people they are trying to save, or liquid creatures might emerge from their ears leaving them to die in agony. These visions (like Level 4 night terrors below) repeat from now on whenever the character uses any of the mental psychic abilities. The character must make a Df5 Fear test.

Job and his fellow Greys are using psi-interception training to create these nightmarish visions. They can intercept telepathic projections, as well as see astral projections from individuals using bilocation (R4 due to their Greater Telepathic classification). They are able to track the psychic back to his source (R2), or alter the agent's perceptions while he is bilocating, remote viewing or using clairvoyance (R3), changing it into terrifying visions. Remember that a +1R is imposed per Psi Point spent by the Greys, assuring that success of most tests.

Non-Player Character Psi Use

When the Game Master is running non-player character psychics, performing a Rhine test every time that a character tries to use a psychic ability is very burdensome. Instead, the Game Master will most often just assume the power works. If success or failure is important and not assured, the following method may be used.

The Game Master determines what the Df of the character's Rhine test would be, taking into account the training being used, the classification of the psychic ability and any other relevant modifiers. Find the total value on the following table to determine the chance of success.

While this table does not adequately represent the percentage chance of guessing the cards, it does work in general. It is also faster.

Total	Roll
R0 or less	Automatic failure
R1	Succeeds on a roll of 4 or less on 2D
R2	Succeeds on a roll of 6 or less on 2D
R3	Succeeds on a roll of 7 or less on 2D
R4	Succeeds on a roll of 9 or less on 2D
R5	Automatic success

The psychic may make a perception test against the Willpower of the Greys (4 normally, 5 for Job) to detect this intervention, but only if the agent states that he is trying to detect some kind of interference. If the character is successful, he detects an outside agency and tests his Willpower test against the Grey's Willpower to avoid making a Fear test. If successful, the visions vanish and the character may use his psychic ability once without difficulty.


NIGHT TERRORS

Night terrors are especially vivid nightmares causing intense fear and agitation, usually found in children. Members of the Cell experience them as realistic hallucinations of horrific things happening to them and their loved ones. These dreams are actually part of the agent's own dreams, altered by a Grey or meta-human using the dreamwalking psi-training (see the new rules portion of this supplement).

While the initial night terrors will focus primarily on the psychic. The Greys soon learn (via remote viewing or spyball) who the psychic's Cellmates are. Every night of the adventure, use a D6 to randomly determine which agent is affected. If there are less than six agents, give the psychic the greatest chance of being affected. If there is more than one psychic, give preference to those with informational powers (clairvoyance, precognition, retrocognition, telepathy or related trainings), but don't completely ignore the others.

In a group of four agents, the following odds might be used to determine who experiences the night terrors.

1: Agent A, 2: Agent B, 3: Agent C, 4-6: The Psychic



When a night terror strikes, use the following suggestions to describe the character's dreams. The nightmares are rated in five levels of severity. The Game Master should increase the current level suffered by one for each major discovery the characters make in the mission (such as finding a new lead or uncovering evidence of the Grey activities), or when they are failing to make any breakthroughs (as a form of negative reinforcement). The Game Master should make an effort to incorporate elements from the nightmares into the character's psychic efforts throughout the adventure. For example, if the night terrors have concentrated on terrible deaths among the character's family, when he attempts to use precognition while awake, instead he sees his family being killed by aliens.

There are three different nightmare styles that can be used by Game Masters, either on different psychics within the Cell or at different times. They are tradition, personal, and exotic. Try to select a night terror style that is most likely to disturb the player of the character and modify it so it appears particularly unsettling. Remember that the goal of the Greys is to use the humans' violent minds against them to drive the psychics insane and/or to make them fear using their psychic abilities. Since the character is receiving this information subconsciously, it is filtered through her own experience and thoughts. This makes it extremely personal and likely to include details that no one else could possibly know. This is what makes the whole thing that much more disturbing -- the character is not sure that an outside force is acting on them.

LEVEL 1 NIGHT TERRORS

This level of nightmare is ideal for beginning the adventure. For each, the character awakens at the end with a start and finds it difficult, but not impossible to get back to sleep. These nightmares should be disturbing, but almost familiar in their nightmarish roots. They will be relatively easy to dismiss as nothing. Following these nightmares, the character must make a Df1 Fear test.

TRADITIONAL: The character is looking for someone, but cannot find them anywhere. Finally, he opens a door, and almost falls into an open space. As he clings to the door frame, a voice in his head tells him to use his powers to save himself. Remarkably, he is able to fly using his powers and easily flies up into the air. Suddenly he wonders how he's doing this wonderful thing, and falls.

PERSONAL: The character's dreams are filled with anxiety and fear all night long about someone coming to get her and her family. She awakens several times throughout the night with a sense that something is very wrong, but cannot tell what. If she tries to use her psychic powers in her dream, she sees her family in terrible danger, but cannot tell why.

EXOTIC: The character wakes up in the middle of the night to a strange sound. As he investigates, he finds no one around at all. If he tries to use his psychic powers, he senses them all underneath him, but they don't appear to be in the basement. Instead, they start coming up through the ground as undead, pulling the character down with them. At this point, the character wakes up with a shout.

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LEVEL 2 NIGHT TERRORS

Ideally, the night after the characters meet with Elisa, begin Level 2 nightmares. These dreams leave the awakened character with the shakes, and it takes several hours to get back to sleep. These kinds of nightmares will be disturbing, possibly a little worrisome, but not debilitating. The character must make a Df2 Fear test.

TRADITIONAL: The character senses something coming after her in her dreams, but cannot see who. She tries to run, but is on a slippery surface and cannot get away. She awakens just as the thing reaches her.

PERSONAL: The character wanders through his home, seeing his family sleeping peacefully in their beds. Suddenly, a bright light shines in through the window. Soldiers dressed in black burst through every window and door, shooting everything and everyone. The character manages to escape initially while his family is torn to pieces by gunfire. Finally, they catch him and kill him.

EXOTIC: The character wakes up in the morning as usual, and progresses through her investigation with all of the other player characters. Allow them to carry on as usual, but as the character talks to a contact, tell her that she is overcome by a tremendous urge to kill. Tell her that she suddenly wishes her contact dead and the poor soul clutches his chest and drops to the ground. The character suddenly starts killing everyone around her. Then, she wakes up.

LEVEL 3 NIGHT TERRORS

When the characters seem stifled, appear to be losing interest or are making too much progress, increase the level of nightmares. This level of nightmare is the turning point, when they start to get downright nasty. The Greys at this point have decided that the characters are a direct threat and must they step up their efforts at neutralization. Alternatively, if things seem to be well in hand, the Greys are simply carrying their experiment through the next stage. The character will generally awaken screaming and not be able to sleep again that night. He must make a Df4 Willpower test to go to sleep the following night. If the character already has sleeping problems (like the Insomnia trait), he suffers a +1Df penalty to the Willpower test for sleeping the next night. The character must also make a Df3 Fear test.

TRADITIONAL: Very simply, the character awakens and finds that she cannot talk to anyone. When she tries to, people point to their heads as if they use telepathy. If the character tries to think thoughts, a piercing pain is felt and the character feels like crying. She catches her image in a nearby mirror, and finds that blood is dripping from her eyes, ears and nose.

PERSONAL: The character awakens to find himself covered in blood. Turning over, he finds his closest family member/friend/lover lying next to him. As he tries to awaken, he finds that he cannot. Game Masters should try their best to make it seem that the character is awake, using other characters as well. Make up some excuse for the dead person being in bed with the character and then have the police show up. Put the character through a tense interrogation and have the police bring the character down to the morgue where they pull out a slab. Pulling back the sheet, the character sees the face of someone he really did kill (or the above person if this character never killed before) who turns to look at the character and mouths the word, "Why?" Then, the character wakes up.

EXOTIC: In this case, the character seems to have an out-of-body experience where she travels through the astral realm. Ensure that this event seems like an actual OBE and not a dream. Allow the character even to explore a little, and make everything seem peaceful and pleasant. Then, just when she's ready to stop, have her hover over her body and sense a strange presence in it. As she tries to get in, she finds that she cannot. She watches it get up and meet with the other characters. As she keeps trying to get back, some dark spirits with red glowing eyes arise from the ground and drag her down into it.

Insomnia

The character has trouble getting to sleep at night. She typically suffers from sleepless nights, making her grouchy and distracted. Every night, the agent must make a Variable Willpower test to get a good night's sleep. If she does not, she suffers -1t to all actions the following day. After two nights of restlessness, she suffers a -2t penalty; after three nights, +1Df. The character gains a +2t bonus to getting a good night's rest per night after the second night without sleep. All bonuses are eliminated once the character gets a good night's rest.



LEVEL 4 NIGHT TERRORS

At this point, the character should be going quite mad. The nightmares abate a little since the character most likely is unable to sleep. This is good as far as the Greys are concerned, since sleep deprivation weakens the character and makes him more likely to go insane. At this point, the Greys will likely concentrate on using the character's psychic powers to further attack his sanity. When the character does sleep, Level 4 nightmares are particularly bad because the character sleeps through the night, seemingly peacefully. In fact, he suffers horrific nightmares from which he cannot awaken. When he does wake up the following morning, he gets no benefits from the sleep and gains the Insomnia trait. This trait vanishes when the Grey's ability to interfere with the character's mind is stopped. In addition, the character must make a Df4 Fear test.

TRADITIONAL: Take the player aside and describe his dream, which is a review of the previous day, seen from a bird's eye vantage. Describe the day as it happened, but then note that he sees the other characters doing strange things, like talking into small receivers and giving small smiles to one another when the character talked about his dreams or visions. Build a sense of paranoia that the other characters are in fact working against the character. In this case, the character sleeps deeply and long throughout the night, but awakens very anxious and nervous.

PERSONAL: This time, the dream is a repeat of the Level 2 personal dream, where the character finds herself in her home and sees her loved ones sleeping. This time however, they wake up and look at her and ask, "Why are you doing this to us?" Then the soldiers in black burst in and repeat the massacre almost detail for detail. The character awakens the following day feeling depressed and helpless.

EXOTIC: The character knows he is in a dream. He finds himself in a featureless room looking over a table with a Cellmate strapped to it. A smaller tray next to the table contains all manner of scalpels and medical instruments. The character finds himself compelled to torture the Cellmate thoroughly and cannot awaken until the cellmate's body is completely torn apart.

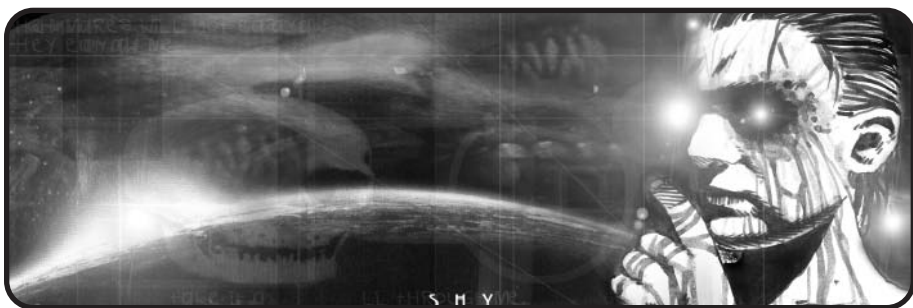
LEVEL 5 NIGHT TERRORS

The character will reach Level 5 the night before the climax of the adventure. This occurs even if she resists using her psychic abilities and does not sleep. At this stage, the Greys abduct her and put her through a real nightmare of probing and experimentation as they study the effects of their efforts.

That night, tell the character that she is suddenly awakened by a feeling of dread. She's not sure if she's dreaming or not. The Game Master should make sure that the reality of the situation is questionable. Three Greys suddenly appear in her room out of the darkness. They wave certain featureless devices at her, and the character finds herself paralyzed. Everything goes black. The next thing the character knows, she is inside some sort of silvery room with no doors, windows or edges to the walls. The character is strapped to a raised platform in the middle and finds that she cannot move at all. The Greys probe and poke her body all over. A little drill drops down between her eyes, drilling through her skull as the character is conscious. She blacks out again. She awakens screaming hysterically and cowering in a fetal position, not sure whether this was a dream or real. The character must make a Df5 Fear test. Depending upon the character's mental state before this, she may or may not be permanently damaged from the experience.

If the character undergoes a physical exam, nothing out of the ordinary turns up. X-rays of her head and a Medical 3 test will reveal a small device just above her nose. This is a monitor implant described in *Nemesis: The Grey Sourcebook*. This is the only evidence that the character vanished.

Although it is highly unlikely that a Cell will take precautionary measures, they will be ineffective. If the Cell thinks of it, they might place video cameras in the character's bedroom. In this case, they see only static after a few hours, as if the camera mysteriously shorted out during the night. If the characters post a watch on the sleeper, the watch wakes up in the morning remembering nothing. The abductee is returned to another room in the building. The Greys are watching the entire facility through remote viewing, so they know what is happening and want to further confuse the characters.



OVERVIEW

For the most part, this chapter reviews the background, history and current actions of the various groups and places that may turn up during the character's investigation. The Cell's investigation may take many routes depending on what they chose to look into, and when. For that reason, the following sections are not presented in any particular order. The Game Master should read through the whole chapter and at least familiarize herself with the location of each subject's information. This will allow her to move from one subject to another smoothly as the party's investigation develops.

The first few sections of this chapter address general investigative methods, including how the party gets information from its sources. Psychic information gathering is also covered.

The remainder of the chapter focuses on specific subjects. Each subject section is devoted to a separate person, group or place, and is presented in a special format. The initial Description paragraph reveals material available from anyone who has any familiarity with the subject. The subsequent paragraphs detail less commonly available information in order of its secrecy. After Description comes Background, Deep Background, Current Affairs and Secrets. Each section is rounded out by a list of key Personnel, and a Location description. Some of the sections include maps.

INFORMATION LEVELS

The material presented in the subject sections can be garnered from those the party meets during its investigations. Some of it may also be learned from the Cell's contacts and connections. Game Masters should encourage their players to consult their sources about the various subjects they uncover. This is easiest way to build a critical mass of knowledge, and bring the current crisis to a conclusion.

Depending on the character's sources, and a special Influence test, a certain amount of information will be learned. This level of information is ranked by a number from one to five. The nearby Information Level Description Table indicates what each number ranking means.

Information Level Description Table

Level	Information Conveyed
1	Basic description of subject
2	Basic description and background of subject
3	Above, plus deep background on the subject
4	Above, plus current affairs at the subject
5	Above, plus secrets of the subject

SOURCES

The types of sources the characters can consult are nearly unlimited. Those with knowledge helpful to this mission are more limited. The Source Knowledge Tables list those that might help.

The most basic level of contacts a character possesses derive from his Influence Icon. The Icon represents a group of people specializing in that area (Military, Intelligence, etc.) that the character relies on primarily when requisitioning equipment. These sources may be consulted for informational purposes, as well. Through the various Contact traits (Military, Police, Intelligence, etc.), a character may have access to more than one Influence Icon source.

The second level of contacts held by players stem from their own Credential, any Credential Connection traits they enjoy, and either the Hacker or UFO Group Connection. These people may also be questioned about a variety of subjects. Credentials or Connections that do not appear on the Source Knowledge Tables have no useful information regarding the subjects listed.

The Source Knowledge Tables also list those subjects that may be raised by agents. While almost every relevant subject has been detailed, players may ask about unlisted subjects. Some unlisted subjects (such as the Pheonix gestalt, Sibyl Systems and Elisa) are relatively unknown and require direct investigation by the characters. Despite the lack of source information about these subjects, the standard presentation is maintained in their individual sections to aid the Game Master in deciding what information to reveal given the players' action. For other subjects, Game Masters may decide no information can be obtained, or may wish to devise their own tables. The specifics of this section, and the general guidelines presented earlier in this book, should be considered when devising new table entries.

When a character indicates that he wants to consult one of his sources, the Game Master asks about the subject and the source. If the agent is part of, or has a connection to, any of the Credentials listed in the Source Knowledge Tables, the Game Master uses that column. Otherwise, the character's Influence Icon sources, or those provided by a different Icon Contact trait, are used. Depending on the source and the subject, the Source Knowledge Table lists a base Target Number revealing the general level of knowledge about that subject that the source knows.

Source Knowledge Tables

Influence Icons

Subject	Mil	Int	S/R	Crim	Pol	Med
ASRC	5t*	5t	6t	2t	2t	6t
Directorate X	4t	4t	3t	3t	2t	3t
Lionheart	3t	6t	3t	2t	2t	4t
MKOMEGA	3t	4t	3t	2t	2t	3t
MKULTRA	4t	5t	4t	3t	2t	4t
Psi-Terrors	4t	4t	5t	2t	2t	3t
Right Choice	3t	6t	3t	2t	2t	5t
Sibyl Systems	6t	5t	4t	2t	2t	5t

* if the character is a member of the Navy use 6t

Credentials/Connections				
Subject	CAPS	CAPS^	CIA	CYGNET
ASRC	6t	6t	6t	7t
Directorate X	3t	3t	5t	5t
Lionheart	3t	3t	5t	3t
MKOMEGA	3t	3t	4t	3t
MKULTRA	4t	3t	5t	6t
Psi-Terrors	5t	5t	4t	5t
Right Choice	3t	3t	5t	3t
Sibyl Systems	3t	3t	5t	3t

^ CAPS-Affiliated (see Shadows of the Mind)

Credentials/Connections				
Subject	DIA	MKULTRA	NSA	Rasputin
ASRC	5t	6t	5t	5t
Directorate X	4t	4t	4t	6t
Lionheart	3t	3t	5t	3t
MKOMEGA	3t	5t	3t	3t
MKULTRA	4t	8t	5t	6t
Psi-Terrors	3t	5t	3t	6t
Right Choice	3t	3t	5t	3t
Sibyl Systems	6t	3t	5t	3t

Connections		
Subject	Hacker#	UFO Group
ASRC	6t	5t
Directorate X	3t	4t
Lionheart	5t	3t
MKOMEGA	3t	3t
MKULTRA	5t	5t
Psi-Terrors	3t	5t
Right Choice	5t	5t
Sibyl Systems	5t	5t

+1t for Master Hacker Connection trait

This base Target Number is increased by the character's Influence attribute. The player then rolls 2D. If she rolls over the Target Number, the source has no useful information on the subject. If she rolls equal to, or under the Target Number, some material is uncovered. The depth and breadth of that information, as measured in Information Levels, depends on how successful the roll was. The Success Rate Table gives the details.

Success Rate Table

Success	Information Provided
0-1	Information Level 1
2-3	Information Level 2
4	Information Level 3
5	Information Level 4
6+	Information Level 5



Jane Reynolds, an intelligence officer in the Air Force with an Influence of 3, checks her contacts for information about the ASRC. The Air Force is not listed as a Credential on the Sources Knowledge Tables, so Reynolds must use her Influence Icon sources. Cross-checking the Intelligence Influence Icon and ASRC, the Game Master finds a Target Number of 6. Reynolds adds her Influence for a final Target Number of 9. She rolls a 5, 4 points better than she needed. Reynolds is told a description, background information, and deep background at ASRC.

PSYCHIC INVESTIGATIONS

Characters will most likely get much of their information through sources or investigating on their own. Psychic investigations are another means of gathering data. Unfortunately, given the Grey assault on the psyche of any Cell psychic, this route is fraught with danger. Nevertheless, using psychic powers may be the group's best chance for learning the nature of the menace they are facing. The next few paragraphs detail the kind of information that might be gathered using psychic abilities.

ABILITIES

ESP: Most ESP tests can only confirm or deny the character's suspicions. They must present a hypothesis before learning more about the subject at hand. ESP is best used in narrowing down fruitful leads, such as determining whether a particular individual is directly related to the psychic visions and nightmares. Read Aura can be extremely helpful since hybrids and Greys have no aura.

BIO-PK: A smart psychics will use this ability to help control his powers and try to limit outside influence. Trance can be very helpful in boosting the psychic's abilities. Should he realize that he has gone insane, it could be the only solution for preventing him from physically harming himself and his teammates.

CLAIRVOYANCE: Straight use of clairvoyance is likely to yield the same kind of information as gained from ESP, mainly confirmation of the character's pre-existing suspicions. This power could be used to identify the likely source of the terrors.

EMPATHY: When dealing with the various characters in this adventure, Empathy will be very useful in learning the true natures of the many hybrids encountered (meta-humans have no aura). This should be of interest to the characters, since they will be dealing with so many people without auras.

PRECOGNITION: This power is troubling since it could give the psychic information about the future that could bypass investigative steps and lead straight to the mission climax. Game Masters should be careful to answer questions precisely and keep in mind that psi powers are weakest when dealing with future events. A Game Master might lead the party to believe they will all die horrible deaths, since that is the likely event should the Greys not be stopped. Along the same lines, answers should be useful, but cryptic. For example, if a character used precognition to ask what the source of the nightmares was, answer that they originate from the psychic realm. Given a more precise question of where in the psychic realm, the GM could answer that they originate from beings. This kind of question and answer process can be continued until the character has exhausted her power without revealing mission-spoiling information. GMs should not err in the opposition direction, either. Psi powers are expensive and should give the characters some edge, or useful information.

RETROCOGNITION: Characters cannot use this power to learn more about the nightmares since they do not exist in time in any concrete sense. They could learn what happened to a facility after the Directorate X agents passed through, or find out about the past of Elisa.

TELEPATHY: Using normal telepathy to find out who is sending the nightmares and visions will not work since the source is unknown to the characters. This power could be used to retransmit the nightmares to another psychic, although this would probably not be of benefit to the characters.

TRAININGS

BILOCATION: This is one of the most useful techniques that a psychic could use in this adventure. The character could roam the astral plane and search for the source of the mental anguish. It is also the training which is most vulnerable to Grey sendings since they are manipulating the astral realm when they create the visions. Therefore, all Shock tests suffer a +2Df penalty while Bilocating. Once the Grey psychic attacks have begun, the character can try to find their source through Bilocating. This is an R-1 task, unless the character has some specific clue (like a general location or psychic contact with the Greys). In the latter case, the Game Master should decrease the Rhine test Difficulty Level. Once the Greys are located, the character can investigate them relatively easily, but is vulnerable to psi-terrors and other psychic attacks from the Greys.

BIO-ENERGETICS: This power can be used to soothe disturbed individuals, but not the psychic herself. So used, it can remove one Mental Stability point, with a successful R3 test, per use. Only one use can be attempted per day.

CHANNELING: See Clairvoyance.



COORDINATE REMOTE VIEWING: This ability will turn up a great deal of information assuming the remote viewer has a target. The information retrieved is likely to be images of the current operation of a facility or activities of the targeted individual. Should the characters seek out the source of their afflictions, they will be drawn to the Grey's abductor ship, which leads to more psi-terrors.

DIVINATION: See Precognition.

DOWSING: This training is not likely to work well in this adventure unless characters are looking for underground networks below the Sibyl Systems compound.

DREAM TELEPATHY: A highly useful talent for this mission, this ability allows the characters to monitor Elisa's dreams (R-1) and learn that it is Greys who are in the background watching over the dreams. They could also use it to send peaceful dreams to her (R2), allowing her to sleep better. The same method may be used to ease the plight of other psychics who are badly afflicted by the nightmares.

EXTENDED REMOTE VIEWING: See Bilocation.

PSYCHOMETRY: See Retrocognition.

PRECOGNITIVE DREAMS: See Precognition.

PSI-INTERCEPTION: This useful power could detect that the psi-terrors are originating from a psychic source (R2). Once this is done, the psychic may try to learn more about the sending, finding that it is a psychic construct sent to work within the victim's mind to elicit terror and shock related to violence and psychic power use (R0). The psychic could also try to block the signal (R-2) or trace it back to its source (R-2), which would lead the character to the Greys. This might lead to a psychic battle.

PSI-WARFARE: Although this is the ability that the Greys are using against the characters, knowing that is not going to save them. Further, using it will be difficult as they must identify a specific target.

REMOTE INFLUENCE: Once again, the characters must identify a target and locate it before they can use this ability. However, it may be used to learn more from the hybrids involved in this adventure. Due to their susceptibility to Domination, remote influencers gain a +1R bonus when targeting them.

SCRYING: See Clairvoyance.

TELEHYPNOTISM: See Remote Influence.



SUBJECTS OF INVESTIGATION

AMERICAN SOMNAMBULATORY RESEARCH CENTER

DESCRIPTION: The American Somnambulatory Research Center (ASRC) in Dover, Delaware assumed the lead in the field of dream research when the Maimonides Medical Center redirected its efforts elsewhere in the early 1980s. The ASRC is renown throughout the United States and the world for its dream and sleep deprivation studies.

BACKGROUND: The ASRC is a federally recognized research clinic that conducts government and private research on sleep and dreaming. While some interesting research focuses on psychic dreaming, the major programs at the facility concentrate on sleep deprivation and understanding the mechanism of sleep. The complex covers ten acres of land just outside of Dover, Delaware. Of the four buildings that make up the complex, two are used for research projects, one for administration and one houses the researchers. Because the ASRC does some government research, its security system is good: armed guards patrol the grounds.

The ASRC specializes in dream therapy for abductees who find this a safe place to rest and recuperate. The staff also conduct psychic dream research, experimenting with telepathic sending through dreams, precognitive abilities and even contacting one another through dreams.

DEEP BACKGROUND: The majority of the ASRC's funding comes from the government. The remainder derives from private sources, which many suspect are front for the intelligence community. The ASRC's sleep deprivation and hypnosis research explains the government connection. Their work on psychic dreaming could also be getting funding from these black sources, but this is unknown. On the other hand, they have become increasingly vocal about their discoveries of late, and this does not mesh with an intelligence sponsor.

Some believe that the facility is actually doing research into mind control through dreams. The fact that UFO abductees tend to show up at ASRC also raises the possibility of a connection between the two. In any case, the psychic research that goes on in public view can't possibly be their real work because it was all done years ago at the Maimonides Center.

CURRENT ACTIVITIES: The center is currently studying dream deprivation and ways of dealing with it. They boast a very successful dream therapy center and sleep clinic with a very high success rate. Their research focuses on communication through dreams. Their most famous recent case involves Elisa Brook.

Paul Hollinger of the Skeptic's Association of America is currently investigating Elisa at the facility. He was given a room in the residence and is interviewing her at length despite her reluctance to talk to him. His has learned that she does not understand what the dreams are or why they are occurring. Hollinger suspects one of the doctors is influencing her in some non-psychic manner.

The Director of Research, Dr. Young, does not like Hollinger's presence, but puts up with it. He has had some of his top psychics try to find who is sending Elisa these dreams or where she's getting them, but her mind is sealed tight and they cannot get in. He honestly wants to help her, but would also like to learn how she "eavesdrops" on dreams so that he can employ the technique.

SECRETS: A secret section of the ASRC is currently studying the effect of extended dream deprivation among Naval volunteers. These experiments are rumored to be terminal, but this is just speculation. They are also testing drugs which are rumored to artificially create the chemicals released during dreams, allowing agents to work for days without sleep and suffer no ill effects.

The psychic research that is going on is far beyond mere telepathic sending. They are working on remote viewing through dreams as well as remote influencing while in a dream state. So far, they've had a great deal of success. Doctor Young is involved with the dream influencing project secretly, but is not in any way influencing Elisa and will not even admit to knowing about it.

Security at the center is very lax as much of the work going on is not secretive in the least. However, the top floor of the research building is secured against public access. The elevator will not open onto that floor without a special key. A pair of armed marines are stationed at every entrance to the floor. Only authorized personnel are allowed there.

LOCATION: The ASRC is located on a large 10-acre pastoral plot. It is carefully maintained, and is filled with gardens, trees and chip trails. The four main buildings include an administrative building (two stories), a residence (three floors), a treatment center (two stories) and a laboratory building (four stories). The top floor of the lab is dedicated to the Naval experiments. The buildings in general have Df2 locks on the exterior doors and Df1 locks on interior doors. The facilities devoted to Naval experiments have Df3 electronic locks, and armed marine guards.

PERSONNEL: Over a hundred administrative, research and scientific staff work at the Center. Only a handful are involved in secretive research. About twenty patients live at the facility at any one time. Nearly forty test subjects come and go throughout the week.

Characters from the Project Rasputin Credential have a chance (1 in 6) of recognizing Paul Hollinger. If they do recognize him, Game Masters should tell them that Paul seems familiar. Later, when it is most opportune for the plot (perhaps just as Paul is about to kill Elisa), they remember him as Polikov Hospitalier, a Russian psychic double-agent who was wanted for a massacre of Soviet psychics.



Dr. Terrence Young

Str 3
Siz 3
Agl 3
Ref 3
Int 3
Will 3
Per 4

Luck 2/12

Skills

Brawling 1 Computer Use 2
Drive: Auto 2 First Aid 2 Humanities:
Philosophy 2 Hypnosis 2 Medical:
General Practice 2 Lucid Dreaming 4
Meditation 1 Parapsychology 4
Research 3 Science: Psychology 2
Teaching 2

Training

Awareness: Detect Lies Surveillance

Psychic Abilities

Lesser Empathy Lesser Telepathy

Traits

Academic Outcast Cautious
Connection: Navy Good Listener

Psi-Trainings

Dream Telepathy

Background: Doctor Young started out working at the Maimonides Medical Center where he distinguished himself as a premier researcher in psi-dreaming. However, in 1980 he suffered a blow to his career when it was discovered that the recording microphones in the sleep chambers could be used to transmit sound as well and accusations that his people were feeding patients information spread quickly. Although he himself was not aware that the equipment could be used in such a way, his reputation was ruined. He has worked in relative obscurity since, and enjoys that. These days, he is careful to ensure all work is double-checked to ensure that there is no possibility of tampering. He has worked long and hard to become Director of Research at the ASRC, and head of the Navy's top secret dream-deprivation research.

Marine Guards

All attributes 3 Luck 2/12

Skills

Autofire 3 Brawling 3 Drive: Auto 2 First Aid 2 Gunnery 2
Heavy Weapons 2 Small Arms: Pistol 3 Small Arms: Rifle 3 Stealth 3

Trainings

Communications Parachuting
Rappelling

Traits

Combat Experience
Physical Training



Paul Hollinger

Str 3
Siz 3
Agl 3
Ref 3
Int 3
Will 3
Per 4
Luck 2/12

Skills

Brawling 1 Computer Use 2
Disguise 1 Drive: Auto 1 Escape 2
Forensics 2 Hypnosis 2
Language: English/Russian 3
Lockpicking 2 Martial Arts 2
Occult 1 Parapsychology 1 Research 1
Science: Physics 4 Shadow 2
Small Arms: Pistol 3 Stealth 3
UFOlogy 2 Video 1

Training

Awareness: Detect Lies
Awareness: Psychic Activity Surveillance

Traits

Animal Animosity Connection: Skeptics Association Conspiracy Buff
Grey/Human Hybrid: Weak Psi Killer Instinct Notoriety: Russia
Physical Training Psychic Burn-out Watched: Greys

Equipment

Hold out Pistol 2 clips Knife Video Camera 6 cassettes 6 Audio bugs
Lockpick gun Bulletproof Briefcase: Auto Pistol w/Laser Sight & Silencer
4 clips Hand Grenade: Stun Cellular phone w/scrambler Laptop Computer
Tranquilizer (1 vial w/hypo) 2 sets of Handcuffs Sports Car

Background: Paul Hollinger is a short, stocky balding man who seems always in a foul mood. While trying to infiltrate a Soviet psi-warfare research center back in the 80s, he tripped some kind of psychic detection system. Drawn to his location, another psychic hit him with some kind of experimental mental attack, causing so much feedback that Hollinger's psychic abilities were forever destroyed. While he still works for the Greys, he's angry at the world. He has found a place as a rogue meta-human locator and assassin. He takes great joy in killing renegade meta-humans.

In conversation, Hollinger seems to know all about the various conspiracies and discounts them all. In reality, he is constantly on the lookout for new leads to possible meta-human traitors. Hollinger is at the ASRC to investigate Elisa, who he suspects is a meta-human. Over the course of the character's investigation, he will show up regularly. He always attempts to explain how something seemingly paranormal could be explained through physics. When Hollinger finally decides that Elisa is a meta-human, he will not kill her outright. He has worked to hard to develop an identity that allows him access to conspiracy and psi-related facilities. He will try to kill her secretly, using the arsenal in his briefcase to escape if need be. He is a dangerous foe.

DIRECTORATE X

DESCRIPTION: Directorate X, also known as the Tenth Directorate, was one of the most secret branches of the KGB. To this day, most former agents insist there never was a Directorate X and that if there ever was, it has long since vanished. Some report that it was involved in black operations in the United States, which explains its heavy security. Others claim it was connected to the Soviet's psychic research program, which ended with the fall of the Union in 1989.


BACKGROUND: Directorate X was founded in 1979 by a government directive to study and try to communicate with extraterrestrials visiting the Earth. With a significant but hidden annual budget, Directorate X gathered the country's top scientists under its wing, lending Western analysts to believe they were in fact engaged in a very high priority mission. Even crack Spesnaz troops were assigned to the Directorate. Since the fall of the Soviet Union, no one has had direct contact with them, and most believe they have disbanded.

DEEP BACKGROUND: Dir X, as some know it, may have been formed to communicate with aliens, but this was soon changed to a seek and destroy mission. The agents within this directorate carried out these orders on several occasions according to government reports. In one instance, an underwater UFO was discovered and destroyed by a special alien-hunting submarine.

Initial reports indicated that they set up vast bases in Siberia, far from any civilization. These bases were abandoned in the mid-1980s, when they grew paranoid of alien infiltration in the government. At that time, all official records of the directorate vanished. Some eyewitness reports suggest that they became mobile, working from airplanes and ships, although nothing definite was ever recorded. All of their agents went underground using false identities, making their tracking impossible. Following the collapse of the Soviet Union, any chance of locating them vanished forever. They are now presumed to operate world-wide on their own.

CURRENT ACTIVITIES: Directorate X is alive and well, using arms sales to various shady governments as a source of funding. They own a fleet of former KGB fishing vessels equipped with top-of-the-line surveillance and defense suites. An air force consisting of several interceptor fighters and a dozen heavy cargo planes is employed as multiple bases of operations. For refueling, they typically stop in at various Russian bases and use their mind-control devices to erase any memory of their presence.

They are continuing their fight, but have split their forces and sent a significant group to the United States where they believe they will find aid in their mission. Still, they do not trust Aegis or Black Book, and they take what aid they can without compromising their own security, or revealing too much about their activities. Aegis is aware of their existence and continues to try to make contact. So far, Directorate X has been incredibly difficult to get a hold of, and always refuse any sort of meetings.



SECRETS: The Directorate knows more about the Greys than any other organization in the world, including the Black Book and Aegis. They have captured several dozen Greys over the course of their existence, psychically explored Greyworld as well as several Grey spacecraft and bases, and even managed to destroy a Grey base on Earth. They still do not know why the Greys want to destroy humanity, but they know that is the Greys' goal and that the Greys are using hybrids to replace humans. They are very adept at identifying meta-humans, and at killing them.

Currently, a section is in the United States investigating the Greys' infiltration of the MKOMEGA project. Their goal is to kill all subjects and operatives from that project. The Greys have tried using the visions and nightmares against Directorate members, but the Directorate is very good at concealing themselves from psychic detection, so the effort is never prolonged enough to be successful. Worse still, the Directorate once managed to find a Grey gestalt that was sending the visions and killed every last one of them. The Greys understandably are scared of the Directorate and avoid it all costs.

LOCATION: The agents are currently based out of a warehouse in Baltimore equipped with a brig, killing house, telecommunications lines and a mainframe. This warehouse is protected by significant security measures including Df4 locks on the outside doors, motion sensors and infrared cameras. In addition, incendiary explosives are arranged throughout the framework of the building, detonated automatically by two failed attempts to hack the mainframe (which can only be accessed from inside the warehouse since it is not otherwise connected to the telecommunications lines) or by radio detonator that the agents carry with them. Such a detonation would destroy the warehouse and everything inside.

PERSONNEL: There is a single cadre of six Directorate X agents currently investigating the Lionheart Orphanage. They are using the identities of an FBI special investigations team, looking into allegations of child abuse at the orphanage. While they are not certain that Lionheart is more than it seems, they are using their psychic abilities to look for any psychic emanations.

Dir X Operatives

Str 3
Siz 3
Agl 3
Ref 3
Int 3
Will 4
Per 3
Luck 2/12

Psychic Abilities

Greater Telepathy
Greater Clairvoyance
Lesser Precognition

Psi-Trainings

Bilocation Coordinate Remote Viewing
Psi-Interception Psi-Warfare
Remote Influence

Skills

Autofire 3 Computer Use 3
Demolitions 1 Disguise 2 Escape 2
First Aid 2 Hypnosis 3
Language: English 2 Lockpicking 2
Martial Arts 3 Melee Weapon: Knife 2
Psychotron 3 Research 2
Small Arms: Pistol 3
Small Arms: Rifle 3 Stealth 4
UFOlogy 3 Visualization 2

Training

Awareness: Psychic Activity
Communication Mind Control
Surveillance

Traits

Cautious Paranoid Delusions
Health Problems
Prejudice: Severe against Greys
and meta-humans
Shadow

Equipment

(as FBI Agents, each)

Auto Pistol 4 clips Hold-out Pistol 2 clips Lockpick Gun
Cellular Phone w/Scrambler Flashlight Handcuffs

(as Assault team, each)

Sub-Machine Gun w/Silencer IR Laser Sight & Folding Stock 6 Clips
Auto Pistol w/Silencer & IR Laser Sight 4 Clips
Hold-out Pistol 2 Clips 2 Fragmentation Grenades 2 Stun Grenades
Knife IR Goggles Lockpick Gun B&E Kit Hands-free Radio w/Scrambler
First Aid Kit Camouflage Fatigues Flak Vest Helmet

Vehicles

SWAT Van Surveillance Van 3 Compact Cars

ELISA BROOK

DESCRIPTION: Elisa is a ten-year old Caucasian girl. She is constantly tired and on the verge of falling asleep as her body suffers from sleep deprivation. Elisa seems very irritable and dislikes talking to anyone, preferring to play alone with her toys. Characters must make Df3 Willpower test to get her to answer each question they ask.

BACKGROUND: Elisa is very disturbed by terrible nightmares almost every night, of varying intensity. Typically she wakes up in the middle of the night very frightened and cries for much of the rest of the night. As a result, she was, until recently, very sleep deprived. Elisa is currently a patient at the American Somnabulatory Research Center and is given strong sedatives to help her sleep without dreaming. This is not a healthy solution, however, as her sleep deprivation has been replaced by dream deprivation. Unless the Center can find a solution, she may suffer some sort of brain damage from such extended deprivation.

Her dreams typically involve bad men hurting other people while she watches. Precise descriptions of them will bear a remarkable resemblance to the nightmares from the Night Terrors section, up to one level higher than the agents have currently experienced. She does not know who the people in her dreams are, although there is a 1 in 6 chance that she recognizes the psychic character in the group from her dreams. She can sometimes dream nice dreams, "listening" to the dreams of people around her. In addition, she sees other monsters watching the dreams, small gray men with big black eyes that can't see her.

Characters skilled in Hypnosis will have the best luck in getting information out of Elisa. In particular, regression to the dreams will work best to find out what she is dreaming and the particular elements in her dreams.

Details of the Hypnosis skills may be found in Shadows in the Mind: The PSI/INT Sourcebook. The characters might also use hypnosis to plant the post-hypnotic suggestion that she try to block out the nightmares, giving her a good chance of sleeping comfortably.

DEEP BACKGROUND: Elisa's parents, Margery and Wallace Brook, were both abducted when they were young and continued to be for several years. They have not been abducted in over fifteen years, however. They are members of the Intruder's Survivor's Association, the ISA, an alien abduction support group. They fear that Elisa is being abducted, but will not talk about it unless the characters bring up the subject. They will not volunteer the information, but Elisa was adopted as Margery lost the ability to have children during one of her abductions. She was adopted through the Right Choice adoption agency. The parents have no idea who the real parents might be.

The doctors are astounded by Elisa's abilities, as she is a very strong psychic, but appears only to be able to sense dreams. She cannot send them or perform any telepathic sending. Doctor Terrence Young, Elisa's physician, believes that she is a strong empath and that she may be receiving other people's dreams since none of the people in her dreams are known to her. He does not know whose dreams she is

picking up or why alien-like beings appear in them, but thinks finding them may be the key to Elisa's recovery. If the characters come forward with their information about nightmares, this could be a turning point in Elisa's condition.

CURRENT ACTIVITIES: The doctors are keeping Elisa on medication to prevent her from dreaming, but they know it will cause her definite harm if they continue it for too long. In the meantime, they are trying to send powerful dreams to her on some nights to overwhelm the nightmares she suffers from, but have had little success. Every so often, Elisa is able to sleep peacefully, but these nights have become increasingly rare and the nightmares are increasing in intensity. Currently, she is highly unstable because the clinic has been drugging her to help her sleep without nightmares. This dreamless sleep has resulted in some psychological damage.

SECRETS: Elisa has very strong and unique empathic abilities. She dreams other people's dreams when she goes sleep. She is particularly sensitive to Grey sendings and unwittingly tapped into their nightmare transmissions starting just a few months ago. Elisa has picked up on both the Cell's nightmares, as well as those of other agents the Greys are attacking. For this reason, she might recognize the character, and will definitely if allowed to dream while sleeping in the same city as the affected character does. The Greys are completely unaware of her though, having lost track of Elisa's parents when a ship was destroyed by Directorate X agents operating in the U.S. seven years ago. If the psychic character does much remote viewing of Elisa or telepathic reading, the Greys may be able to intercept and detect it, putting Elisa in danger. They would certainly abduct her and possibly kill her after finding out that she exists.



**Elisa
Brook**

Str 2
Siz 2
Agl 3
Ref 2
Int 4
Will 3
Per 4
Luck 3/12

Skills

Hobby: Playing 4 Lucid Dreaming 2

Traits

Grey/Human Hybrid: Pseudo-Focus
Drug Intolerance

Psychic Abilities

Lesser Clairvoyance Greater Empathy
Lesser Telepathy

Psi-Trainings

Dream Telepathy

Margery and Wallace Brook

All attributes 3 Luck 2/12

Background: Margery is a real estate agent and Wallace is a teacher at a local college. None of their skills or trainings are particularly relevant to this adventure. They do not know what plagues Elisa, and their only concern is protecting their only daughter from harm. Neither have implants.

LIONHEART ORPHANAGE

DESCRIPTION: The Lionheart Orphanage records report that it was founded in 1983 in Richmond, Virginia. The entire installation was moved in 1990 to Baltimore, Maryland. The orphanage is registered as a privately-owned and run facility, owned by the Lionheart Corporation.

BACKGROUND: The Lionheart Orphanage places all of its children through the Right Choice adoption agency. The orphanage listed no children in residence between 1987 and 1991. At that point, it gained over thirty babies few in a few months. It continues to gain new groups of babies every year or so, placing most of them within six months through Right Choice. They have a large number of twins and triplets.

The Lionheart facility is simply incredible, with state of the art monitoring systems and a very skilled care staff. All the babies appear to be very well cared for, and appear to be very healthy.

DEEP BACKGROUND: While the infants from the orphanage show diverse ethnic backgrounds, they are uniformly very healthy babies with no major health concerns. Orphanage records indicate that the babies come from teenage parents in the area, but the hospitals in the region do not report the kind of numbers that the orphanage claim to result from such births. The orphanage does not keep records of the true parents' names or any identifying information.

Lionheart was originally founded as a front company by MKOMEGA to provide a cover background for the genetically engineered children. It never really existed as the children were raised at the secret MKOMEGA facility in Virginia.

CURRENT ACTIVITIES: The orphanage continues to gain thirty or so babies every year and place them within six months. The administrators believe the operation is a success since no one has yet caught on to the inordinate amount of children that pass through the place.

SECRETS: All of the children in the orphanage are genetically-engineered hybrids created by MKOMEGA personnel operating out of the Sibyl Systems facility. The children are brought to the orphanage after their first month of life to be raised and ultimately placed in society.

The facility is administrated by Grey meta-humans, and used to infiltrate hybrids into all aspects of human society. When the Grey meta-humans assumed control of MKOMEGA, they decided the Lionheart paper cover was too risky. They arranged the purchase of a failed orphanage in Washington, Sunshine Estates, moved it north, and renamed it. This created a separate place to raise the children away from Sibyl Systems, which owns the Lionheart company through a holding company called Rhyming Diversified.

PERSONNEL: There are five meta-human caregivers who live on site, and ten non-hybrid workers who work there during normal business hours. Brian McBain is the current president of the company and lives on site in one of the master bedrooms. There are thirty hybrid infants in the nursery and ten hybrid children between the ages of 3 and 6 living in the upstairs bedrooms.



Brian McBain

Str 3

Siz 3

Agl 3

Ref 3

Int 3

Will 4

Per 3

Luck 2/12

Psychic Abilities

Greater Bio-PK

Lesser Clairvoyance

Greater Psychokinesis

Greater Telepathy

Psi-Trainings

Micro-PK

Remote Influence

Skills

Brawling 1 Computer Use 3

Drive: Auto 1 First Aid 2 Hypnosis 2

Meditation 3 Psychotron 2 Research 3

Science: Psychology 3

Small Arms: Pistol 2 UFOlogy 2

Training

Awareness: Psychic Activity

Lens Tuning Savoir Faire

Traits

Detached Disgraced

Drug Addict: Cocaine

Grey/Human Hybrid: Drug intolerance

High Metabolism Jumpy Paranoid

Equipment


Hypo w/4 doses of Tranquilizer

several doses of Cocaine

Taser Cellular Phone

First Aid Kit

Background: Brian started out a brilliant agent for the Greys, becoming a high placed infiltrator at a very important corporation. The fast life proved too much for him and he quickly developed a cocaine addiction, which rendered him useless to the Greys who needed a reliable agent. He was removed from the mission and came to administer the Lionheart agency, a major demotion. Now he watches over the child care workers longing for his glorious past and hating every minute of his life. He cannot wait for a chance to prove himself, but he fears that it will never come.



LOCATION: The Lionheart Orphanage is found in a red brick two-story building with a basement. Exterior doors have Df3 locks and both doors and windows are linked to a silent alarm which sounds in the security office. Interior doors in the building are only Df2 to lockpick. Video cameras watch over shaded areas, feeding into the security office which is always manned by a meta-human security guard (use Sibyl Systems guards as template, but this one is only armed with a pistol). Another guard patrols the facility. The guards exchange stations every two hours. The security guards will most likely alert police if they detect intruders, trying to protect the children at all costs.

Security Station: One security guard sits in this room watching the three monitors which rotate between the various cameras in the facility. A successful Df2 Stealth test is required to avoid being spotted by the guard while in shaded areas of the map. This room contains no secret information.

Offices: These offices are locked at night and contain information on the most recent adoptions. They reveal placement with a diverse cross-section of parents with regard to ethnicity and geographic location. Almost all are well-off or wealthy. Most have government jobs at various levels, or influential jobs in other sectors.

Files Room: This room is always locked and contains all information on adoptions from the orphanage, but show no information on the children's true parents.

Nursery: There are thirty infants about eight months old in the nursery. A caregiver is on duty in this room at all times monitoring the babies. This caregiver is unarmed and a non-combatant, but is aware of the children's true natures.

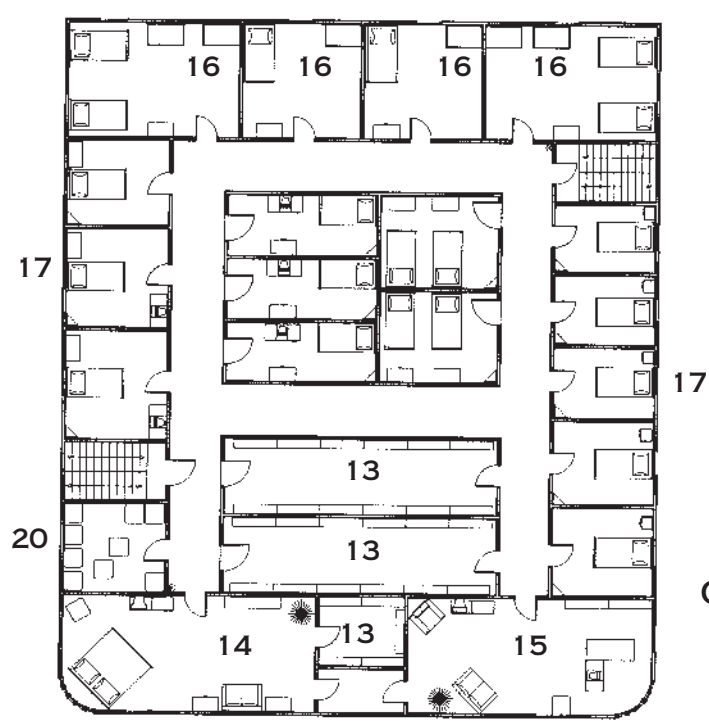
Bedrooms: The bedrooms have a 2 in 6 chance of containing a child 3-6 years old. The two caregiver's rooms to the north contain four very young children between 1 and 2 years old, each with a caregiver sleeping in the room.

Master Bedroom & Office: This luxurious bedroom is home to Brian, where he can be found at night. His office is quite large and contains a great deal of information linking the orphanage to Sibyl Systems.

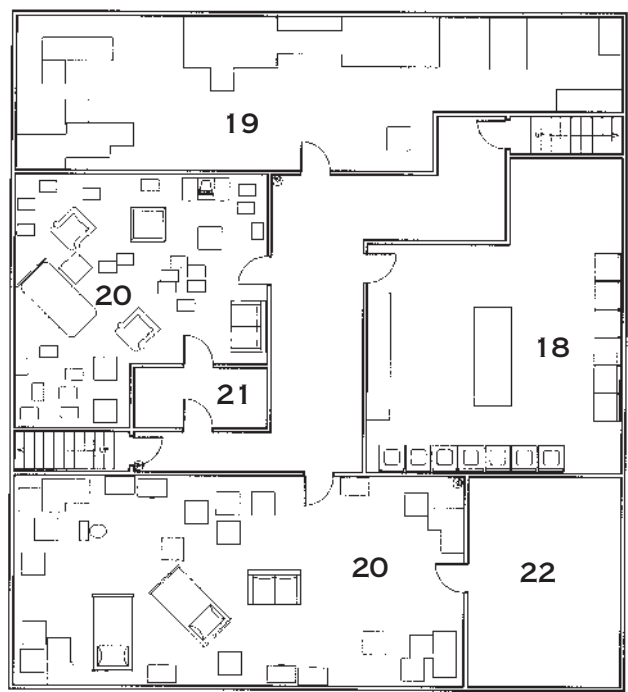
Storage Rooms: These rooms are filled with old furniture and junk, making visibility very limited and movement difficult. The southern storage room only has junk filling the entranceway, beyond it there is comfortable furniture as if this were a meeting room. A camera watches over the room and has a clear view of that door and everything around it.

Teleport Room: This room was built especially for the Greys to be able to teleport in and out of the building, but is very rarely used. The room is entirely empty and swept clean every few days. Otherwise it is featureless.

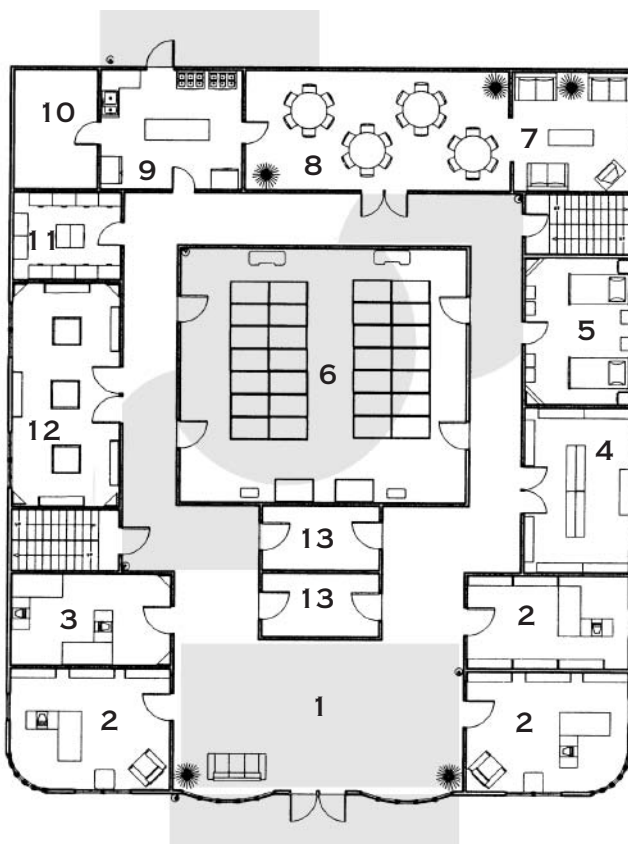
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LIONHEART
ORPHANAGE
SECOND
FLOOR



LIONHEART
ORPHANAGE
BASEMENT



LIONHEART ORPHANAGE GROUND FLOOR

- | | |
|--------------------|------------------------|
| 1 RECEPTION | 12 PLAY ROOM |
| 2 OFFICE | 13 BATHROOM |
| 3 SECURITY STATION | 14 MASTER BEDROOM |
| 4 LIBRARY | 15 MAIN OFFICE |
| 5 SICK ROOM | 16 CAREGIVER'S BEDROOM |
| 6 NURSERY | 17 BEDROOM |
| 7 LOUNGE | 18 LAUNDRY |
| 8 CAFETERIA | 19 BOILER ROOM |
| 9 KITCHEN | 20 STORAGE ROOM |
| 10 FOOD STORAGE | 21 LOCKERS |
| 11 FILE ROOM | 22 TELEPORT ROOM |

PHEONIX GESTALT GREYS

DESCRIPTION: A gestalt of Greys are working to destabilize psychics across the United States.

BACKGROUND: The gestalt code-named Phoenix by the Black Book launched an operation a few months ago to drive psychics insane. This project followed a series of experiments in shocking psychics in the Soviet Union throughout the 1970s and 1980s. The Greys are suffering from differing stages of insanity as a result of the experiments, but are still active, carrying their work to a new level.

DEEP BACKGROUND: The Phoenix gestalt was one of the first to arrive on Earth long ago. These Greys have experienced the longest exposure to humans and human thought and as a result, are quite mad. The leader, known as Job by Black Book, is the worst among them. He also the most powerful psychic and a genius. He was a primary mover in the plan to develop the Sibyl Systems operation, and has worked hard at spreading the company throughout the world. Although Greys do not normally have leaders, Job has emerged as a powerful Grey on Earth and dominates much of the activities of those in his splinter group. Back on Greyworld, he is considered completely insane and psychic connections to him and his followers were long ago cut.

Those who oppose Job have come to suffer from his latest insanity, homicidal tendencies. He recently dominated the pilot of an scout craft whose gestalt was actively opposing him, and slammed the UFO into a mountainside killing all inside. Such activities are unheard of among Greys and have resulted in a tremendous fear of this rogue in their midst. Despite the unprecedented changes Job has sponsored in Grey society, he is undeniably achieving results. The nightmare program has already resulted in over a dozen psychics dying or being incapacitated..

CURRENT ACTIVITIES: The Phoenix gestalt is based out of the underground portion of the Sibyl Systems compound. They have an abductor ship hidden within a lake on the compound. They are entirely devoted to locating psychics and destroying them. Job continues to dominate other gestalts and work them into his war effort. Opposing Greys are hoping that someone else eliminates him and may just help the characters if they attempt to destroy Sibyl Systems.

SECRETS: Job was in fact the first Grey captured by humans. The horrors of this experience scarred him forever. A brilliant leader, he now hates humans passionately and would like to mount an all-out war, but realizes that few of his fellow Greys could never join him in such a violent venture. In the meantime, he hopes a psychic war may just lead them to understand that a physical war also is needed. Since creating the rift in Grey society, Job makes a habit of flaunting Grey traditions. He has even taken to training meta-humans in Domination.

LOCATION: The Pheonix gestalt lives in an underground habitat at the Sybil Systems complex in rural Maryland.

PERSONNEL: There are five Greys in the Phoenix Gestalt. Job is only one who stands above his peers.



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12



Phoenix Greys

Str 2
Siz 2
Agl 3
Ref 3
Int 3
Will 4
Per 3
Luck 2/12

Psychic Abilities

Greater Bio-PK
Greater Clairvoyance
Greater Psychokinesis
Greater Telepathy

Skills

Computer Programming 3 Computer Use 3
Hypnosis 3 Lens Breeding 3 Medical 3
Meditation 4 Operation 2
Pilot: Grey Saucer 4 Psibot Programming 3
Psychotron 3 Research 2
Science: Biology 3 Science: Genetics 3

Trainings

Awareness: Psychic Use
Grey Ship Tuning Lens Tuning

Traits

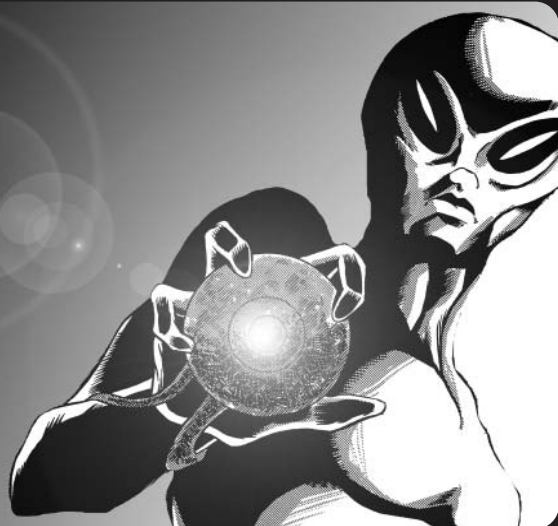
Psychic Link: Gestalt
Paranoia Schizophrenia

Equipment

Paralysis Lens

Psi-Trainings

Bilocation Domination Dream Telepathy Dreamwalking
Jinx Psi-Interception Remote Influence Teleport



Job

Str 2
Siz 2
Agl 3
Ref 4
Int 5
Will 5
Per 3
Luck 6/12

Psychic Abilities

Greater Bio-PK
Greater Clairvoyance
Greater Psychokinesis
Greater Telepathy

Skills

Brawling 2 Computer Programming 3
Computer Use 3 Diplomacy 3 Hypnosis 3
Lens Breeding 3 Medical 3 Meditation 4
Occult 4 Pilot: Grey Saucer 4
Psibot Operation 2 Psibot Programming 4
Psychotron 4 Research 4 Science: Biology
Genetics 3 Stealth 5

Trainings

Awareness: Psychic Use, Grey Ship Tuning,
Lens Tuning, Politics

Traits

Homicidal Tendencies Maverick
Paranoia Psychic Link: Gestalt
Schizophrenia Severed Ties

Equipment

Paralysis Lens

Psi-Trainings

Bilocation Domination Dreamwalking Dream Telepathy Jinx
Psi-Interception Remote Cardiac Manipulation
Remote Influence Teleportation

PSI-TERRORS

DESCRIPTION: Many psychics are now suffering from terrifying visions and nightmares that appear to focus around their powers and cause grave harm. Some believe this to be a warning that these powers are dangerous and should not be used. Others feel that some outside agency or intelligence is behind this.

BACKGROUND: The psi-terrors are something that seem to afflict all psychics at one point or another. Called the Deceivers by some, they appear to be outside spirits that are intent upon driving the psychic insane by feeding her false and disturbing visions. They do not normally invade dreams, but have been known to. While all psychics suffer from psi-terrors on occasion, it is normally a rare occurrence.

DEEP BACKGROUND: In the Soviet Union during the 1970s and 1980s, a number of top psychics suffered very bad psi-terrors, including nightmares in their sleep. They all had to be either locked away in asylums or killed. Some even killed themselves to make the visions stop. This was a serious hindrance to Project Rasputin, but thankfully ended in the mid-1980s for no particular reason. Soviet parapsychologists were baffled about it and could not understand what it might have been.

CURRENT ACTIVITIES: The psi-terrors are currently afflicting psychics within all of the top psi-agencies, including Projects MKULTRA, Cygnet, Rasputin and Graybeard. Private agency psychics are not suffering as badly, leading some to believe that this is a conscious assault on the strongest psychics to destroy them.

SECRETS: The psi-terrors are in fact originating from the Greys who want to drive America's top psychics insane to eliminate them from the competition. They located the psychics through watching for agents to remote view their craft.

PROJECT MKOMEGA

DESCRIPTION: This project was founded in 1983 under MKULTRA's control to develop genetically advanced warriors for the new millennium. The project was official discontinued in the 1990s.

BACKGROUND: In the 1960s, Project MKULTRA engaged in genetic engineering experiments that concentrated on creating perfect humans, mentally and physically. All of the subjects wound up insane, and had to be destroyed. After a brief hiatus, Project MKOMEGA began as a new attempt to build super soldiers, learning from the previous project's failings.

DEEP BACKGROUND: The project was financed by MKULTRA and all of its researchers were ex-MKULTRA, but MKOMEGA kept to itself and confined itself to a top secret facility in rural Virginia. The children created through the project were raised in orphanages throughout the United States, and tracked through implants behind their ears. Some were placed with families through Right Choice, an adoption agency front created for MKOMEGA.

MKOMEGA scientists created only two generations of subjects, wanting to watch their development before developing new DNA patterns. As a result, the project and its charges were largely forgotten since neither of the two generations would reach maturity until after the new millennium.

CURRENT ACTIVITIES: No one really knows what MKOMEGA is currently up to. Most presume they are quietly watching over their children, seeing how they turn out. The fact that their secret facilities were abandoned three years ago does not seem to disturb anyone. Everyone just assumes that since they are not doing any genetic research and only observing, they have no need for it.

SECRETS: MKOMEGA is still very much alive, but in 1987 was seized in a bureaucratic coup by the Black Book. The coup was in fact engineered by meta-human Black Book members working under Grey direction. Having discovered this genetic research facility through one of their plants in Aegis, they decided to use it to their advantage. Once all of the scientists were either dominated or replaced by other meta-humans, the facility became a breeding center for genetically engineered hybrids. In other words, these hybrids are stronger and smarter than others, but luckily, they didn't start producing them until 1988, so the oldest ones are no more than ten years old. Elisa Brook is one of these children, one of twenty first created by the Greys.

In 1993, the Greys decided that their scheme might be uncovered by other government agencies, so they abandoned the Virginia facilities and moved their work to the Sibyl Systems base nearby. While this move was in secret, almost all of the essential researchers at the MKOMEGA facility handed in resignations within a two week period. Their tax forms indicate that they were all hired at Sibyl Systems within the month where they all currently work.

**Dr. Vince
Gatsby**

Str 3
Siz 3
Agl 3
Ref 3
Int 4
Will 3
Per 4
Luck 2/12

Skills

Computer Use 2
Science: Genetic Engineering 4
Medical: Genetics 4
Research 4

Traits

Abductee Aged
Curious Driven
Limp Puppet
Watched

PERSONNEL: There are no longer any personnel who work officially for MKOMEGA. However, Aegis maintains personnel lists from before the project vanished, including Doctor Vince Gatsby.

BACKGROUND: Doctor Gatsby lives off-base from the Sibyl Systems operation and is listed as a scientist who worked on MKOMEGA before its move. He was in fact abducted before it moved and dominated by meta-humans into going along the with Greys' plan. This conversion was not too difficult as the meta-humans promised and delivered the opportunity to move the bounadries of genetic science. As the lead genetic engineer, he knows very well that he has combined alien and human genes to create a new super-race of hybrids. Despite his apparent enthusiasm, he is watched closely by the meta-humans and Greys for any thoughts of turning against them. After several years, they have granted him more freedoms and let him live in a house away from the facility.

If the characters want to learn more about MKOMEGA, Gatsby is their best bet, as he is in the records, still alive and easily accessible. These days, he is resigned to his life in the service of the aliens, whom he has seen on several occasions. He could be the characters' biggest lead, but the Greys keep close tabs on him, and if they detect him telling secrets, they will send out a meta-human hit team.

LOCATION: The MKOMEGA facility is found on a large sixty-acre, heavily forested property, consisting of three outbuildings which contain markings indicating they are Department of Agriculture buildings. Inside the otherwise unremarkable offices and laboratories are elevators leading down into a substantial four level underground genetic research facility. The lower levels are accessed by inserting a special key in a hidden panel in the elevator (Df4 to lockpick). However, all paperwork, equipment and samples are gone, and everything is covered in a thick layer of dust. No one has been there in a few years.

PROJECT MKULTRA

DESCRIPTION: This project was formed in 1953 by the CIA to study mind control techniques. It was renamed MKSEARCH in 1964 and shut down completely in 1972. Scientists experimented with hypnosis, drugs and electronics for the purpose of controlling people's minds.

BACKGROUND: MKULTRA studied LSD extensively in an attempt to use it to alter people's thinking. It also engaged in work with biological and chemical weapons for intelligence purposes. Although officially few projects were successful, the project did yield an incredible array of drugs that could be used to disorient enemy agents and aid in interrogation as well as a number of electromagnetic devices that can be used to create specific brain wave patterns. There was also a psychic element to the project, although this was not overly successful.

DEEP BACKGROUND: The project was never really shut down, it just went further underground. Many of the subprojects MKULTRA explored were highly successful, but kept secret from the public, including the development of a device that could be used to alter people's thinking and destroy their memories, called the MHIC-EDOM. Their psychic development program was also very successful in creating drugs which enhanced psi-use.

CURRENT ACTIVITIES: MKULTRA agents work for a parent agency, which is not the CIA. Of late, they have been particularly focused on detection of abductees. These abductees are identified, kidnapped and experimented on to learn more about alien techniques. Memory screens are used to make the subject believe he was just abducted again by the aliens.

The organization is also currently hindered by strange psi-terrors afflicting their psychics. Very few are unaffected and already a handful have become so psychologically devastated that they killed themselves. Most are so unstable at this point that they are getting little useful intelligence out of them. MKULTRA superiors suspect that an enemy organization is trying to destroy their psychics through terrifying visions, but they do not know who or why.

SECRETS: Currently, MKULTRA agents are investigating Project MKOMEGA, which they believe has somehow been infiltrated by enemy agents. They are trying to track down MKOMEGA scientists and the children they created to learn more before moving to a terminal response.

PERSONNEL: There is a single cadre of MKULTRA operatives investigating MKOMEGA. They have already been to the former base and found it deserted. Now, after some work, they learned about Sibyl Systems and are keeping a watch on it. They have noticed strange shipments to the Lionheart Orphanage, which two agents are keeping under surveillance. All of these operatives have MKULTRA Propyological and Tracking implants. Their goal in general is to identify and terminate meta-human infiltrators in Aegis. In particular, they want to learn what happened to Project MKOMEGA, and shut it down forever if need be. Once they discover that MKOMEGA created batches of hybrids spread throughout the United States, they turn to the task of tracking them down and killing them all.

MKULTRA Operatives

Str 3
Siz 3
Agl 3
Ref 3
Int 3
Will 3
Per 3
Luck 2/12

Psychic Abilities

Greater Clairvoyance
Lesser Telepathy

Psi-Trainings

Dowsing
Psychometry

Skills

Autofire 3 Computer Use 3
Demolitions 2 Disguise 2 Drive: Auto 2
Escape 2 First Aid 2 Hypnosis 3
Lockpicking 2 Martial Arts 3
Melee Weapon: Knife 2 MHIC-EDOM 3
Pilot: Helicopter 2 Small Arms: Pistol 3
Small Arms: Rifle 2 Stealth 3 UFOlogy 2

Training

Awareness: Psychic Activity
Communication Mind Control
Surveillance

Traits

Driven Drug Addict: Psi-Enhancer
Physical Training No Records

Equipment

(as CIA agents, each)

MHIC-EDOM (only 1 in group) Auto Pistol 4 Clips, Hold-out Pistol 2 Clips
Lockpick Gun Cellular phone w/scrambler Flashlight Handcuffs
Kevlar Vest Hypos with Tranquilizer

(as Assault team, each)

Sub-Machine Gun w/Silencer, Laser Sight & Folding Stock 6 Clips
Auto Pistol w/Silencer & Laser Sight 4 Clips Hold-out Pistol, 2 Clips
3 Stun Grenades Knife Lockpick Gun B&E Kit
Hands-free Radio w/Scrambler First Aid Kit Camouflage Fatigues
Flak Vest & Helmet MHIC-EDOM (1 per two agents)

Vehicles

Surveillance Van 2 Compact Cars

LOCATION: This cadre of MKULTRA agents are currently operating out of a used book store in Washington, D.C. Their base of operations has a biohazard suite, a brig and a quarantine slammer in the basement designed to hold Greys. Their computers are connected to telecommunications lines.

RIGHT CHOICE ADOPTION AGENCY

DESCRIPTION: The Right Choice Adoption agency is closely associated with the Lionheart Orphanage and is based out of Washington, D.C. The adoption agency is part of a national adoption network, placing children from the orphanage in homes throughout the United States.

BACKGROUND: The Right Choice agency was founded in 1990 by Andrew and Brenda Hinkley, both registered social workers in Washington. The agency has placed over three hundred children in the last eight years in homes throughout the United States. All of the children they place come from the Lionheart Orphanage.

DEEP BACKGROUND: The majority of parents adopting children from the Right Choice are middle aged and have some sort of links to UFO groups or abduction support groups. This is only evident if the characters try to match adoptive parents names with membership lists of UFO groups. The groups that they belong to are scattered, so this may not be easily evident. Andrew and Brenda are not members of any such groups, nor do they show any knowledge of UFO lore. They do not appear to be aware of that aspect of their adoptive parents' backgrounds.

The children's backgrounds and natal parents cannot be found in the files at the Right Choice's offices. The only information on file reports their date of birth and that they came from the Lionheart Orphanage.

The company is currently owned by a holding company called Rhyming Diversified, with Andrew and Brenda acting as merely co-managers. Contacts in the business world or a federal agency such as the IRS or FBI can determine that the holding company is actually owned by Sibyl Systems. The holding company also owns the Lionheart Orphanage.

CURRENT ACTIVITIES: The agency continues to do business as usual without much change in their placements, although they are reporting a substantial increase in business. Their files seem to indicate that they are sending children all over the United States.

SECRETS: The Right Choice was originally set up as a front company along with Lionheart Orphanage for MKOMEGA to help place the children in real homes. It was first created in 1984, but then shut down in 1987 because all of the children had been placed. Brenda and Andrew gained control of the company at that point and started it again, placing children from the also resurrected Lionheart Orphanage.

Andrew and Brenda are conscious meta-humans doing their part for the Greys. The agency is a front for the Grey's efforts at repopulation through introduction of hybrids, however the hybrids placed by the agency are all from the MKOMEGA project and therefore quite a bit more advanced than normal hybrids.

PERSONNEL: The agency employs four adoption agents, including Andrew and Brenda, and a receptionist. All employees work long hours, but have their own private residences. A cleaner comes in once a week on Thursday nights at 9pm.

Andrew and Brenda Hinkley

All attributes 3 Luck 2/12

Skills

Computer Use 3 Drive: Auto 2 First Aid 1 Hypnosis 2 Psychotron 2
Research 2 Science: Psychology 4 UFOlogy 2

Trainings

Awareness: Detect Lies
Awareness: Psychic Activity
Savoir Faire

Traits

Extremely Cautious
Extreme Pacifist
Grey/Human Hybrid: Grey Features
Rapport (with one another)

Psychic Abilities

Lesser Bio-PK
Lesser Clairvoyance
Greater Empathy
Greater Telepathy

Psi-Trainings

Remote Influence

Equipment

Cellular phone

Background: Andrew and Brenda are extremely pale, have large eyes, and look very similar. They are typically found working together. They are in fact twins, with the flaw that they, like Greys, dislike violence in the extreme. They do everything they can to avoid getting into a fight and are even averse to aggressive people. They were chosen for this job because they are good at detecting good parents for hybrids, typically people who are unlikely to discover the true nature of the children they adopt.

LOCATION: The Right Choice agency is found on a semi-busy street in Washington, D.C. with a simple sign indicating its name. The office itself has little of interest other than the records room which contains a complete listing of infants placed by the agency. All of these children originated from the Lionheart Orphanage. A thoroughly examination of the agency's records indicate that it is owned by Sibyl Systems.

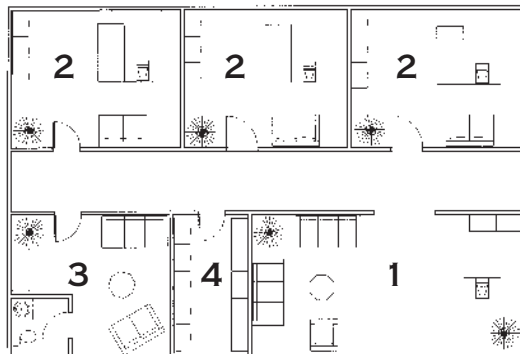
RIGHT CHOICE ADOPTION AGENCY

1 RECEPTION

2 OFFICE

3 COFFEE ROOM

4 RECORDS



SIBYL SYSTEMS

DESCRIPTION: A high-tech research firm that primarily does military-related contract work for the government. The company headquarters is located at rural facility in Maryland, but it has offices in most major cities in the world.

BACKGROUND: Sibyl Systems is a principle contractor to the U.S. government for advanced research involving propulsion systems. Many of its technicians are among the best in the world. The actual work that the company does is highly classified, as is their financial portfolio. The company was founded in 1981. They are rumored to work on UFO technology.

DEEP BACKGROUND: The company is one of the major contractors involved with several military bases in the western portions of the country, and is suspected of working directly with captured alien craft. This helps explain why they are so tight with security. Their facility in Maryland is surrounded by three fences, sophisticated intrusion alert systems and armed guards. A few ex-employees report that several buildings on the site were off-limits and that was where the really secret work was going on, but no one knows what that could be. No evidence pointed to the nature of the top secret work, but men in dark suits kept coming and going from those buildings.

CURRENT ACTIVITIES: Sibyl is in fact one of the principle contract companies through which the Black Book gains technological information on alien technologies. The company uses this front to secure lucrative contracts from the government, which allow it to further expand throughout the United States and world. Most recently, they set up a factory in China.

The company owns many subsidiary companies through the Rhyming Diversified holding company. This includes the Lionheart Orphanage, Right Choice Adoption agency, controlling shares in several telephone companies as well as a famous electronics company based out of Japan.

SECRETS: Sibyl Systems is nothing more than a front company for Greys and meta-humans operating on Earth. The top secret project currently underway at their main facility in Maryland is called MKOMEGA. Hybrid children are created here, and later shipped to the Lionheart orphanage.

PERSONNEL: There are over two hundred employees who work at Sibyl Systems, most of whom are human. Twenty security guards work at any one time. The president of the company is Irene Starr, who lives in a small cabin on the property. Keith Austin is the public relations officer, who characters will most likely interact with in any formal or public relations.



Irene Starr

Str 3

Siz 3

Agl 4

Ref 3

Int 4

Will 5

Per 3

Luck 4/12

Psychic Abilities

Greater Bio-PK

Greater Clairvoyance

Lesser Psychokinesis

Greater Telepathy

Psi-Trainings

Bio-Energetics

Domination

Remote Influence

Skills

Athletics 2 Computer Use 2 Diplomacy 3

Drive: Auto 2 Engineering: Electronic 3

Language: Chinese 3 Medical 4

Pilot: Helicopter 3 Research 3

Science: Genetics 3

Small Arms: Pistol 4 Stealth 4

Trainings

Awareness: Psychic Activity

Lens Tuning Savoir Faire

Traits

Death Wish Detached

Grey/Human Hybrid: Pseudo-Focus

High Pain Threshold Killer Instinct

Paranoid Delusions Runner

Equipment

Auto Pistol w/Laser Sight 4 Clips

Kevlar Vest Hold-out Pistol 2 Clips

Cellular Phone Knife Hands-free Radio

Background: Irene has worked a little too closely with the Greys of late, particularly in helping them create terrifying visions to attack psychics. As a result, she suffered a breakdown and is now teetering on the brink of insanity. If the characters mount an assault, or if she discovers that they are close to uncovering her secrets, she will fly into a murderous rage. She turns homicidal and will stop at nothing to kill the characters. Play her as a horror film killer who keeps popping up at the worst possible times and is nearly impossible to kill. She will use her psychic abilities to make life difficult for the characters.



Keith Austin

Str 3
Siz 3
Agl 3
Ref 3
Int 3
Will 3
Per 3
Luck 2/12

Psychic Abilities

Greater Bio-PK
Lesser Clairvoyance
Greater Psychokinesis
Greater Telepathy

Equipment

Cellular Phone
Auto Pistol 2 Clips

Skills

Brawling 1 Computer Use 2 Diplomacy 4
Drive: Auto 1 Hypnosis 2
Language: Chinese 2 Psychotron 2
Science: Psychology 3 Small Arms: Pistol 2
UFOlogy 2

Traits

Cautious
Grey/Human Hybrid: Drug Intolerance

Psi-Trainings

Domination
Remote Influence

Training

Lens Tuning
Savoir Faire

Background: Keith is a shining example of what a meta-human can do. He is now the public relations director for Sibyl Systems, working all over the United States and traveling a great deal to China. Able to use the discipline Domination, his diplomatic efforts are often aided by psychic control of people. While he is cautious with its use, he will try first to turn the characters away by showing off the harmless research that Sibyl does, then hint at their top secret government work. All the while, he ensures that there are no hints about the hybrid creation program. If need be, he will call security. Keith's office is in the executive's office next to the library and communication's center on the fifth floor of the Sibyl Building.

Sibyl Technician

All attributes 3 Luck 2/12

Skills

Build/Repair: Electronics 3 Computer Use 1 Drive: Auto 2
Engineering: Electronics 2 Small Arms: Pistol 2 Stealth 1

Training

Communication

Sibyl Scientist

All attributes 3 Luck 2/12

Skills

Computer Use 1 Drive: Auto 1 First Aid 2 Language: Chinese 2
Medical 3 Science: Genetics 3 Small Arms: Pistol 1 Stealth 1

Training

Awareness: Laboratory Conditions

Sibyl Security

All attributes 3 Luck 2/12

Skills

Autofire 3 Computer Use 1 Demolitions 1 Martial Arts 2
Melee Weapon: Baton 2 Small Arms: Pistol 2 Small Arms: Rifle 2 Stealth 2

Trainings

Awareness: Detect Intruders
Surveillance

Traits

Latent Telepathy
Lesser Bio-PK (1 in 6)

Equipment (each)

Sub-Machine Gun 4 Clips Auto Pistol 2 Clips 2 Stun Grenades
Stun Gun Hands-free Radio Uniform Flak Vest & Helmet

Background: All of Sibyl's security forces are meta-humans. While some are psychic, few have any significant ability. Guards encountering intruders first ask them to identify themselves, then alert security control and try to subdue the intruders to bring them in for questioning. If the intruders attempt to flee, they use non-lethal methods to try to stop them. If the intruders use any kind of lethal force, the guards will respond in kind. Similarly, security command may order guards to respond with deadly force if they suspect that the characters know too much about Sibyl operations.



W LOCATION: Sibyl Systems is found in rural Maryland, just outside of Arlington, less than 60 miles from Washington, D.C. The complex covers several hundred acres including a large lake, with seven buildings and an extensive underground network of tunnels and facilities. With over two hundred employees, the complex is a very busy place with a great deal of work going on constantly, much of it unrelated to the genetic research going on.

W The land around the complex is heavily forested and hilly, making it difficult to travel off the roads or paths already found on the land. An area ten meters (33 feet) to either side of the chain link fence that surrounds the property has been cleared and has only light growth. The fence itself is two meters (6.5 feet) high, has barbed wire leaning outward and signs which read: "Private Property: Do Not Enter." T Surveillance cameras are placed on the fence poles at regular intervals. Two guards on ATVs patrol the fence from the inside, making the round of the entire fence every two hours. They are in radio communication with the security center.

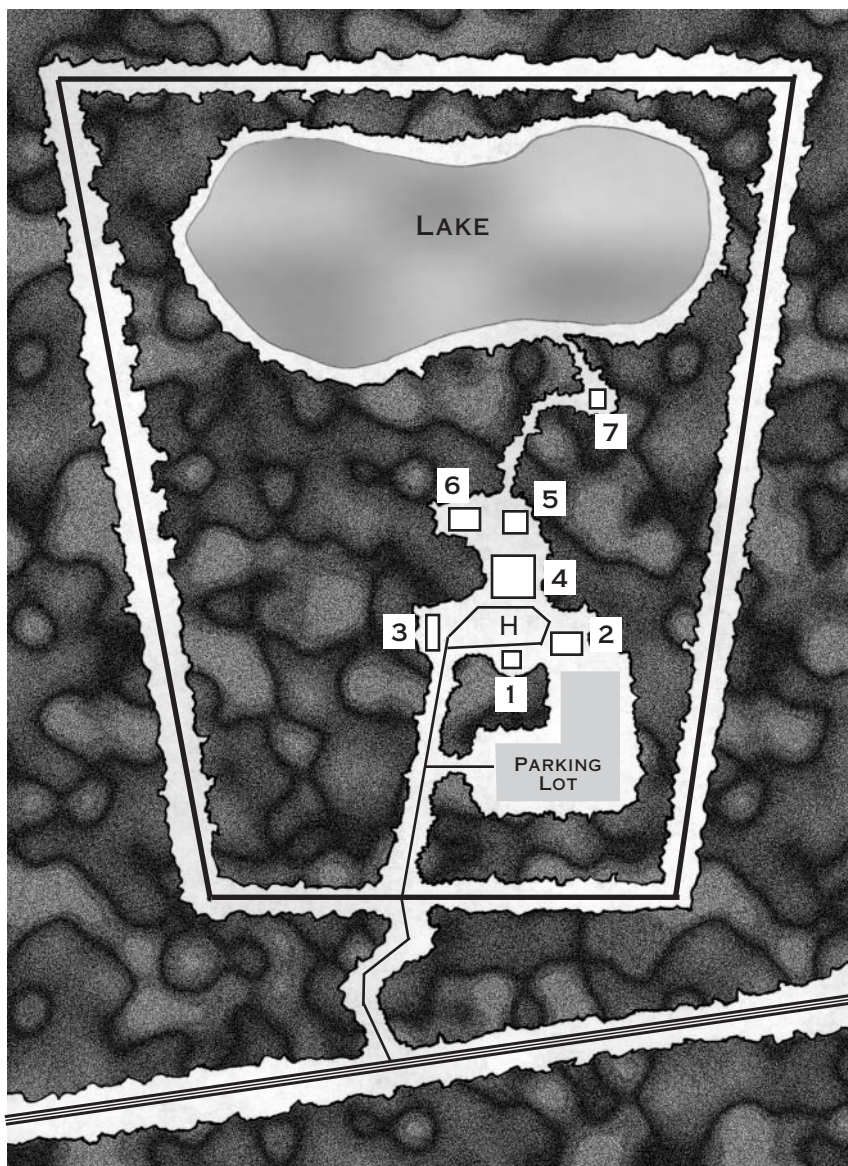
W At the front of the complex is a road leading in from the highway. A guard station there is the only gate in or out of the complex and has a security station with two guards. They will only allow in cars with valid Sibyl Systems stickers on the windshield, or people who have set up a meeting with the public relations officer. They also have controls for the gate and tire spikes that can be raised or lowered, spanning the width of the entrance.

T The lake to the north of the complex is man-made, and features signs warning against swimming in it due to high bacterial counts. The bottom drops off after the first few meters. The lake reaches two dozen meters deep, and is bone-chillingly cold. An abductor ship lies at the bottom, its resting place when it is not being used for operations. The Grey gestalt use it when needed, but normally it just sits there. D If characters are keeping the lake or property under surveillance, they may note a UFO rising up from the lake one night, vanishing soon after into the night.

W The grounds of the facility itself are filled with motion detectors and all clearings have tiny video cameras watching over the area. Security command watches over all of these. Once inside the parameter fence, characters must make continual Df3 T Stealth tests to not set off a motion detector. If one is set off, they may make a Luck U test. Good Luck means the security officer dismisses the detection as the result of a forest creature passing through. Bad Luck means the character sets off a second detector, giving security a vector for the path of the characters, and allowing them to set up an ambush. When the characters enter clearings, there is a 2 in 6 chance that security officers notice their presence for every minute they spend in it. The helipad in the center of the building cluster is similarly under video surveillance, but security officers only rarely look at it since it is in the middle of the facility. There is only a 2 in 12 chance of being detected there.

A passenger helicopter can be found on the helipad. The pilot lives in the residence and generally can be found there. He will most likely go to the helicopter should a general alarm sound, awaiting orders. However, Irene can fly the helicopter herself and will do so once she feels she has incapacitated the characters. A concealed trap door near the helipad leads to an elevator to the second underground level.

SIBYL SYSTEMS COMPOUND MAP



1 ADMINISTRATION BUILDING

2 RESIDENCE

3 ELECTRONICS LABORATORY

4 SYBIL BUILDING

5 TESTING LABORATORY

6 RESTRICTED LABORATORY

7 LOG CABIN

H HELIPAD

THE SYBIL COMPLEX

ADMINISTRATION BUILDING: This five-story building is gray concrete with little windows dotting its sides. It is home to Sibyl's administrative concerns, with information on the company's branch offices throughout the United States and the world. During the day it is very busy with a mixture of humans and some hybrids who oversee Sibyl System's accounting and operations. Most of the workers in this building go home around 5pm. During the night, a single security guard can be found sitting in the reception area.

RESIDENCE: This wooden building is four stories high, and contains the apartments that are home to the scientists and workers who live on site. The floors are divided among men's, women's, mixed and executives. There is nothing of interest in this building other than uniforms of guards and scientists in their respective rooms. The executive's rooms have little of interest as they are temporary apartments or home to the most junior executives. All doors are Df1 to pick.


ELECTRONICS LABORATORY: This single-story building is home to the high-tech electronics research that Sibyl Systems is reputed for, although this laboratory is mainly an experimental research station as most of their true work takes place at government facilities under the watchful eye of Black Book operatives. The workers in this laboratory are mainly human. It is only operated during normal working hours. The technologies currently under development relate to highly advanced propulsion systems attempting to mimic Saurian pulse detonation technology (of course that origin is not obvious).

There are no security patrols of this building after hours due to the cameras which cover the entrances and main corridor. The locks on the doors are all Df2 to pick. A service elevator in the northwest lab lowers into the basement where there is a mechanical workshop and electronics storage room. This elevator can be coded (the guards know the code) to lower further into the underground where a technological storage room of advanced technology can be found. This room has no obvious exits, but a wall slides open to the correct radio pulse revealing a tunnel leading north to the Underground growing room. The sliding wall may be noticed with a Df4 Perception test.

SIBYL BUILDING: This lovely five-story building is designed in beige and light pink tones with a modern art sculpture in the front and a huge reception hall staffed by a receptionist and a security guard. This building's exterior doors are seldom locked because it is almost constantly active with workers, scientists and executives coming and going. The building is alive with people throughout normal business hours and continues to be active throughout the night as workers put in late hours. Everyone must wear an identity badge to be permitted free access. A second security guard patrols the corridors and two more can be found in the security office next to the reception hall.

Library & Museum: These rooms contain a wide selection of books and objects which relate to electronics and mechanical technologies. They do not betray any other interest in the company.

Offices: These offices are locked at night, but contain no vital information.



Reception Hall: The central room of this building is filled with plants and light. A large skylight on the top floor makes seem like the brightest part of the building. Four glass elevators can be found here, which rise to the top floor and descend to the basement. Keying in a special code allows one to descend into the Underground, but that level is not listed on the elevator's buttonpad. The guards know this special code.

Executive's Offices: These offices hold a great deal of information related to the company's dealings throughout the United States and the rest of the world. Records show that Sybil maintains six other main offices in Chicago, Los Angeles, Austin, New York, Seattle and Miami. Foreign offices include ones in Vancouver, Toronto, Berlin, Moscow, London, Mexico City and, most recently, Beijing.

Computer Room: These computers require a Df4 Programming test and a Good Luck roll to access due to the level of protection found on them. Full access gives characters all background information on the company, including locations of their foreign offices and the various adoption agencies and orphanages they own throughout the world. Unless another Good Luck is rolled, unauthorized access to this information will alert security.

Communication's Center: This room is filled with computers, radio receivers and satellite uplink technology, giving Sibyl international range of communication with their outlying facilities.

Security Control Center: Four security guards can be found in this room at all times watching over the various monitors fed from the video cameras throughout the facility, including the motion sensors and related security measures. This is where a security alert is signaled and coordinated. Extra weapons and ammunition can be found here.

President's Office: Irene Starr can be found in here between six and midnight most nights, working on the important issues of where to expand next and how to best deal with growing awareness of alien presence. The papers in her office indicate that she was working on the nightmare project herself, as many notes allude to horrifying visions and such. If she is in her office when the alert is sounded, she gathers her most important paperwork and places it in her safe. She keys an incendiary device to explode unless defused in three hours. She shreds the less important papers, sets out to hunt down the characters.

Basement: The elevator descends into the basement where the various control systems for the building's air, water and power can be found. In addition, file storage can be found here, detailing the company's past accomplishments, which include the infiltration of several government agencies by their operatives. A complete listing of names can be found here, incredibly valuable to Aegis since many of these agents also work for Aegis now.

TESTING LABORATORY: This little one-story brick building houses four scientists working on advanced technologies, including a laser that is capable of leveling buildings, in association with the DIA. All doors in this building have signs indicating that this building is restricted to authorized access only and are Df3 to lock-pick. A security patrol passes through the building every hour. The information found in the offices and prototypes would be invaluable to laser research, adding -2Df to laser research tests. The scientists working in this laboratory are only present between noon and six in the evening.



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RESTRICTED LABORATORY: This large gray stone building is home to a laboratory that is also restricted access, but home to ten scientists who conduct genetic research under the MKOMEGA project. Other laboratories are used for assorted research involved in isolating the psi-gene. All but the lead scientist are unaware of the meta-human cloning project. This building has Df3 locks and a security patrol of two guards who check it every hour. A small elevator in the back and a set of stairs lead down to the basement where chemicals and raw materials can be found. The elevator can be keyed specially to allow access to the Underground where the true meta-human genetics program can be found. Only the lead scientist knows this special code.

LOG CABIN: A log cabin is located about a twenty minutes walk from the main compound. This is Irene Starr's residence. The two-story building has a set of cameras which watch over the front porch and entrances. Panic buttons are scattered throughout it and linked to the security control center. Guards can reach the cabin in five minutes. There is little of interest in the cabin other than a vault in which bonds amounting to \$1 million from a Swiss bank can be found. Under the bonds are a few records describing meta-humans that have infiltrated Aegis.

UNDERGROUND: The tunnel network under Sibyl Systems includes a high technology storage room, a growing center with vats containing hybrid embryos, offices for the the geneticists who work there, a series of laboratories and raw materials storage for the geneticists working on development of new hybrids and a residence for Greys. There are eight laborer, four science and one records psibots operating in the underground, typically passing between the growing center, storage rooms and laboratories.

A security guard psibot patrols the underground, ordered to watch for non-hybrids entering the area. These people are to be stopped using the paralysis lens. Then, Job is to be telepathically alerted. It roves through the area and may be encountered in any part of the underground. All doors leading through the underground require a coded entry and are Df4 to pick. While meta-human security guards do not patrol this area, they can access it.

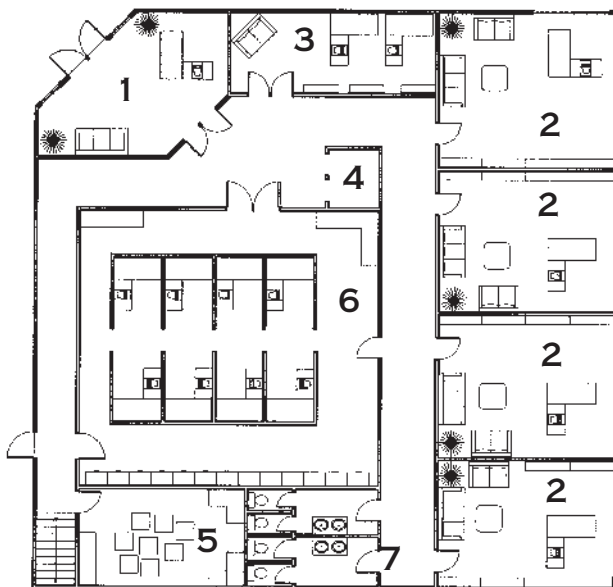
Grey Habitat: Each of these five octagonal chambers are home to a Grey from the Phoenix Gestalt. These habitats are surrounded by a garden which is maintained by the Greys to make them feel more at home. The Greys can be found here trying to maintain their sanity while they are not out in the abductor ship. They have access to the rest of the underground, but seldom leave the habitat these days. This is where they use their powers from and where remote viewers are likely to locate them. The green, lush, dark cavern is breathtakingly beautiful.



ADMINISTRATION BUILDING

- 1 RECEPTION
- 2 OFFICE
- 3 SECURITY STATION
- 4 ELEVATOR
- 5 STORAGE
- 6 SECRETARIAL POOL
- 7 BATHROOMS
- 8 CONFERENCE ROOM

FIRST FLOOR



SECOND FLOOR





RESIDENCE



1ST FLOOR - MEN'S

1 BEDROOM
2 BATHROOM



2ND FLOOR - WOMEN'S

1 BEDROOM
2 BATHROOM



3RD FLOOR - MIXED

1 BEDROOM
2 BATHROOM

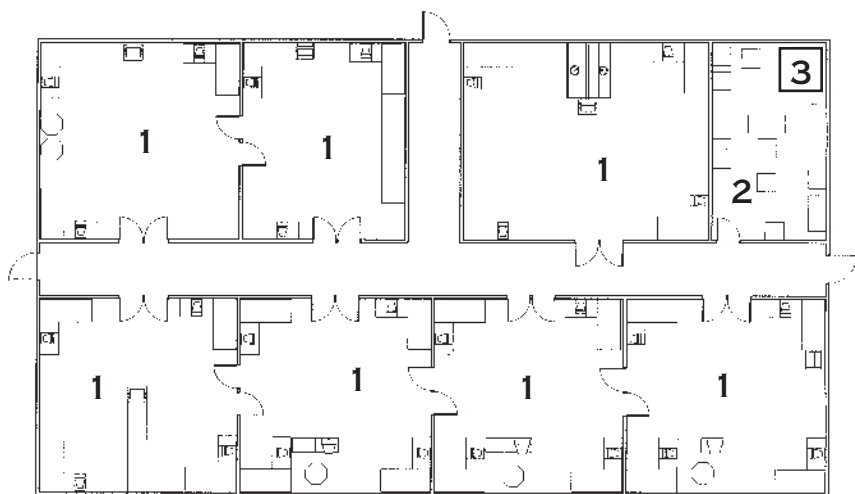


4TH FLOOR - EXECUTIVES

1 BEDROOM
2 BATHROOM
3 STUDY



ELECTRONICS LABORATORY

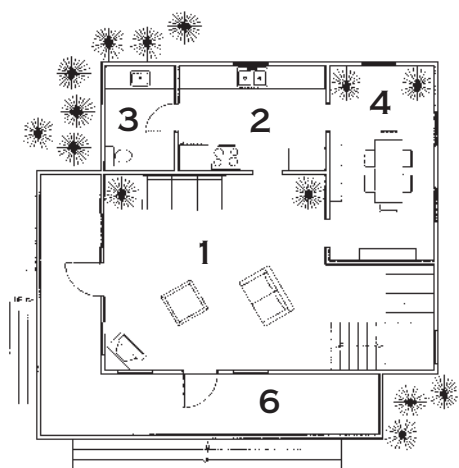


1 LABORATORY

2 STORAGE ROOM

3 HIDDEN ELEVATOR

LOG CABIN



GROUND FLOOR

1 LIVING ROOM

2 KITCHEN

3 BATHROOM

4 DINING ROOM

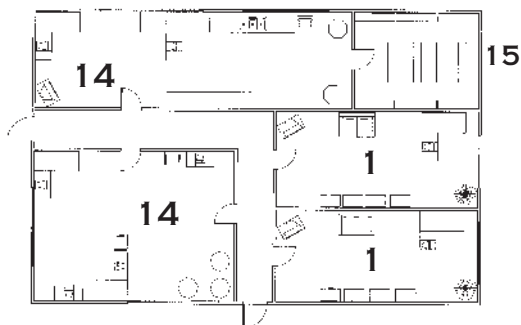
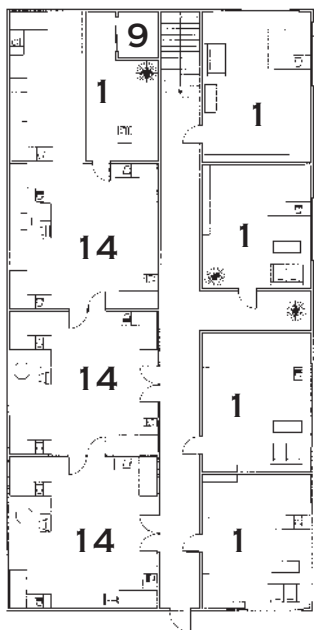


SECOND FLOOR

5 BEDROOM

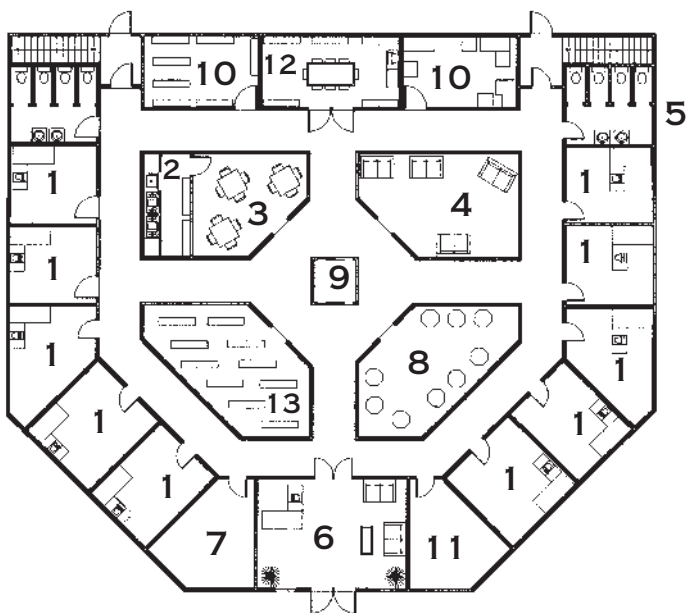
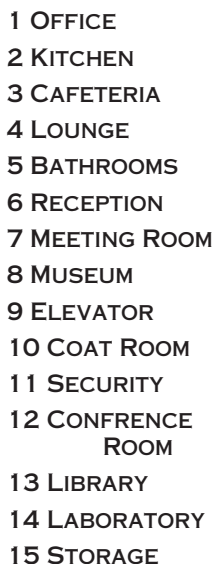
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... in a school room and told
... they show



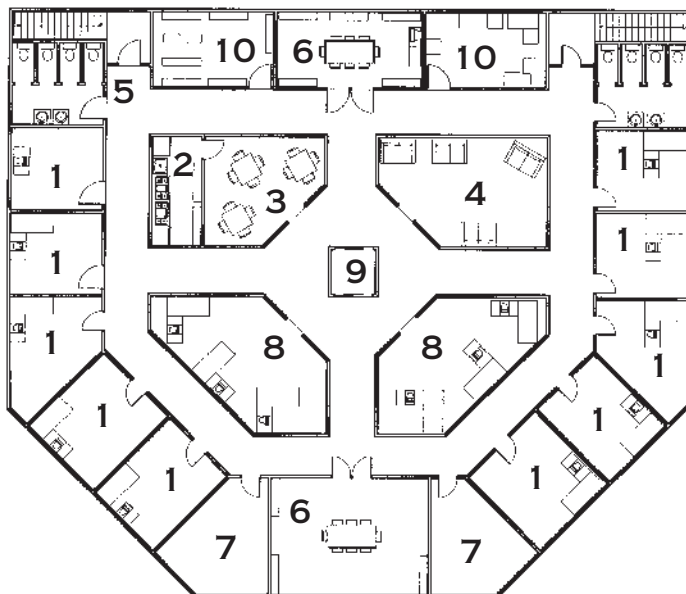
TESTING LABORATORY

SYBIL BUILDING GROUND LEVEL



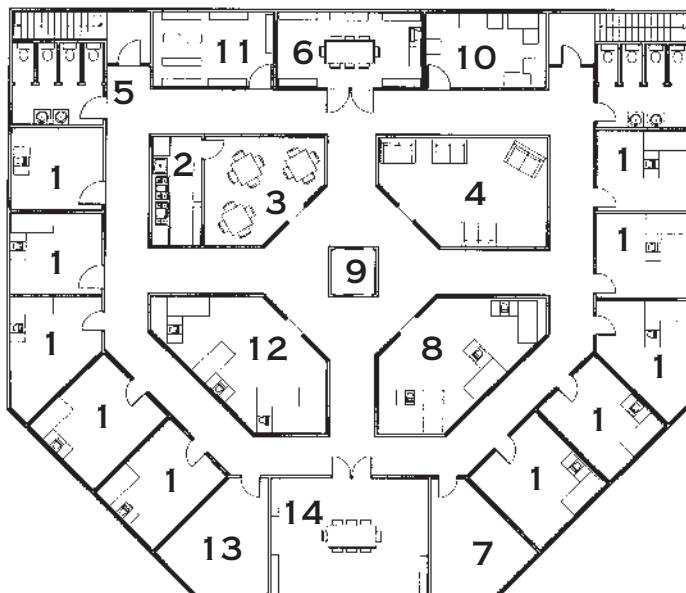
MAIN BUILDING

SYBIL BUILDING 2ND TO 4TH FLOOR



- 1 OFFICE
- 2 KITCHEN
- 3 CAFETERIA
- 4 LOUNGE
- 5 BATHROOMS
- 6 CONFERENCE ROOM
- 7 MEETING ROOM
- 8 SECRETARIAL POOL
- 9 ELEVATOR
- 10 STORAGE

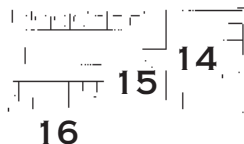
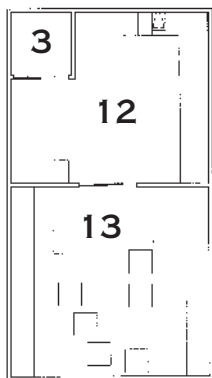
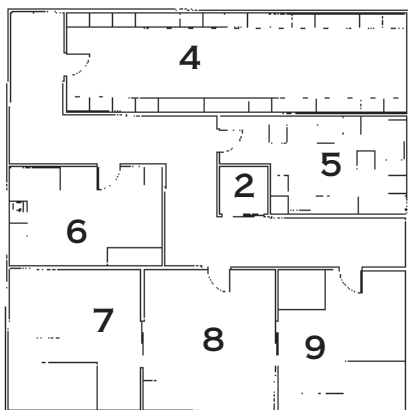
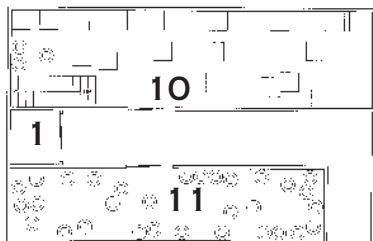
SYBIL BUILDING 5TH FLOOR



- 1 OFFICE
- 2 KITCHEN
- 3 CAFETERIA
- 4 LOUNGE
- 5 BATHROOMS
- 6 CONFERENCE ROOM
- 7 STUDY
- 8 SECURITY
- 9 ELEVATOR
- 10 GYM
- 11 SAUNA
- 12 COMM CENTER
- 13 LIBRARY
- 14 PRESIDENT'S OFFICE



SYBIL SYSTEMS COMPOUND 1ST LEVEL UNDERGROUND



1 ELEVATOR TO RESTRICTED LABORATORY

2 ELEVATOR TO SYBIL BUILDING

3 ELEVATOR TO ELECTRONICS LAB

4 FILE STORAGE

5 STORAGE

6 REPAIR ROOM

7 VENTILATION SYSTEM

8 WATER SYSTEM

9 MAIN POWER STATION

10 RAW MATERIAL STORAGE

11 CHEMICAL STORAGE

12 WORKSHOP

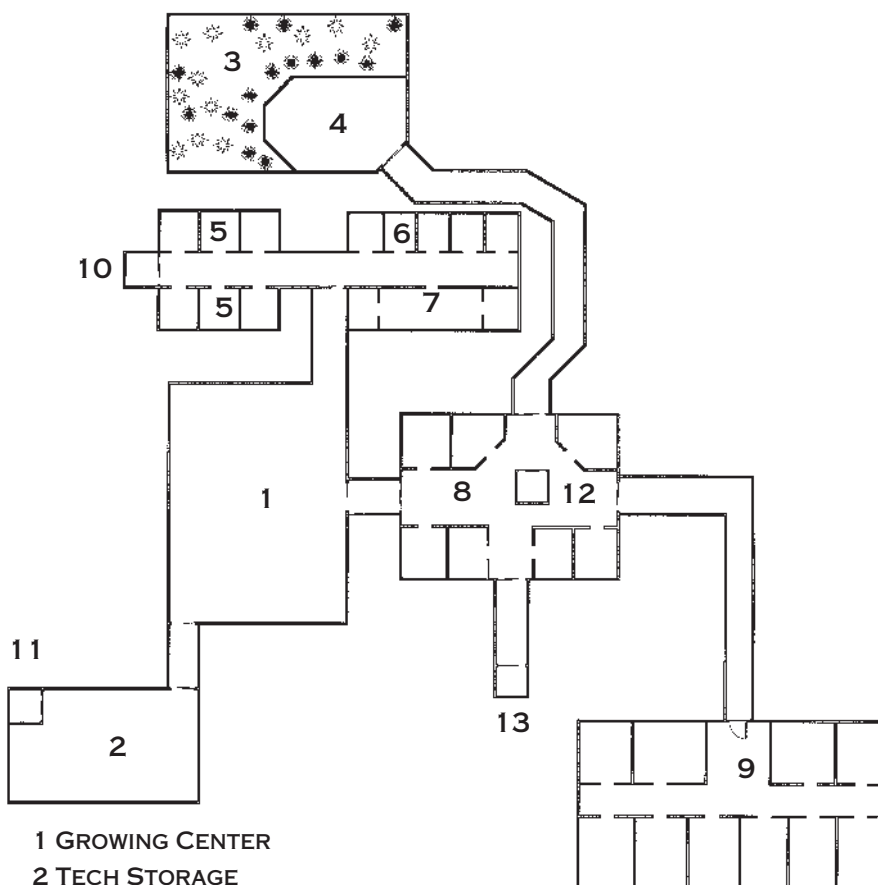
13 ELECTRONICS STORAGE

14 BOILER ROOM

15 LAUNDRY

16 STAIRWAY TO RESIDENCE BUILDING

SYBIL SYSTEMS COMPOUND 2ND LEVEL UNDERGROUND



- 1 GROWING CENTER
- 2 TECH STORAGE
- 3 GARDEN
- 4 GREY HABITAT
- 5 VENTILATION SYSTEM
- 6 GENETICS LABS
- 7 RAW MATERIAL STORAGE
- 8 GENETICISTS' OFFICES
- 9 GENETICISTS' RESIDENCES
- 10 ELEVATOR TO RESTRICTED LABORATORY
- 11 ELEVATOR TO ELECTRONICS LABORATORY
- 12 ELEVATOR TO SIBYL BUILDING
- 13 ELEVATOR TO HELIPAD

OVERVIEW

This adventure is designed to be run free-form. Characters may investigate topics at their own discretion, and jump from place to place without needing to stick to a pre-determined script. Nonetheless, there are certain events that will most likely happen over the course of the adventure. The first portion of this chapter details these set events. Whether these events are tied to a particular circumstance or arise independently, the Game Master should be familiar with them. Most of this information relates to events that transpire outside of the characters' knowledge.

This chapter also details several random encounters and events that can be used to spice up the adventure as desired. None are crucial and can be dispensed with if deemed unsuitable.

PSI-SURVEILLANCE

The Grey gestalt maintains surveillance of the psychic and the Cell through a spy-ball, and by remote viewing them at odd times. This can only be interrupted by the difficulty of remote viewing by -4R. *Shadows of the Mind: The PSI/INT Sourcebook* contains more information on penalties when remote viewing. One example is when a target is located in area of high Seepage concentration (Rhine test penalty equal to the Seepage Level of the area).

Otherwise, the Greys know and can see everything that the Cell does, including who they meet. Through observation of the psychic's dreams, the Greys can learn his thoughts as well. This means that the Greys and meta-humans in this adventure are likely to be one step ahead of the characters until they are stopped, or the characters learn to block out this psychic espionage. Although they may not be aware of it, or may be hesitant to do so, disabling their psychic could be the best means of countermanding this security leak.

Detecting the Greys' observation is a little harder than normal. While normally it is a contested test between the psychic's Perception and the Grey's Willpower, in this case the psychic suffers a +1Df penalty since the Greys have practiced concealing their presence when assaulting psychics. These tests should be rolled by the Game Master, to prevent the character from discovering the Greys' work prematurely. Remember the Greys' Willpower is 4, unless Job himself is doing the spying at that moment (1 in 6)

If the psychic does detect the Greys' presence, tell him that he feels like he is being watched. If he tries to shield his thoughts, allow him to make the test as normal, but give the Greys +1 level reflecting their disciplined effort at keeping close tabs on the character. The success or failure of this test should be kept secret. If he succeeds, the presence appears to vanish. If he fails, the Game Master should make a new test to determine whether the character can detect the continued presence of the Greys. If this subsequent test fails, the character believes that he has successfully banished the psychic observer.

LITTLE ELISA

While the characters are likely to grasp that there is some sort of connection between their nightmares and Elisa's dreams, their thoughts on what the connection is can be very important. Paul Hollinger is constantly watching over her and already suspects she is a hybrid. When the characters arrive, he has just learned that she was adopted from Lionheart. While the characters work with her, Hollinger tries to learn how much she knows about the nightmares, as he is particularly interested in how she can see the Greys on the outskirts of the dreams.

If the characters recognize this and begin using her to learn who is sending the nightmares, Hollinger makes his move and tries to kill her secretly. He most likely tries at night or when the characters are away from the hospital. Depending upon whether the Game Master wants to give the characters a good source for information, they may or may not be able to save her. In any case, they should learn that she was adopted from Lionheart, leading to the next stage of the adventure.

LIONHEART & THE RIGHT CHOICE

When the characters start investigating Lionheart and/or Right Choice, they may note men in dark suits keeping these organizations under surveillance. Depending upon the needs of the story, they could be Directorate X or MKULTRA agents. How the characters behave while investigating these organizations will also affect how the Dir X and the MKULTRA operatives react to them. Both are involved in highly sensitive operations and do not appreciate anyone getting in their way.

The night after the characters visit the offices of Right Choice, Dir X operatives break in, steal all records and burn the building to the ground. The MKULTRA agents watching abandon the place, turning their attention to Lionheart. That night they launch an operation against Lionheart to copy all of the adoption records there. They do this work entirely under the cover of night and disturb no one on their way in or out unless the characters get in their way. The night after that Directorate X operatives assault the orphanage and kill everyone there, torching it as well, unless the characters interfere.

SIBYL SYSTEMS

Once the characters learn about Sibyl Systems, the Greys realize that they are on the verge of discovering the whole operation and begin shutting down their genetic engineering efforts, teleporting their operatives en masse from the place. Depending upon how quickly the characters act, they may arrive to find the entire underground network of laboratories and offices completely empty. Optionally, if they move quickly through the adventure, they could discover the meta-humans pulling out and see a Grey abductor ship fly up from the lake behind the facility and fly into orbit. The ship will return to the base ship off the coast of Costa Rica.

Despite the fact that the Greys begin shutting down their operations, the rest of Sibyl continues to operate as normal and outside observers will note little difference in activity. In fact, the MKULTRA observers will note no change, but this is likely where the characters encounter them.

If the characters launch an assault or intrusion into the Sibyl Systems facility, they may have the MKULTRA go along with them, as the agents want to learn more about what is going on inside. However, they may encounter a Directorate X assault group doing exactly the same thing, but with a penchant for killing everything they encounter. Skilled diplomacy under fire might just unite the groups against the alien common enemy. Quick trigger fingers could create a four-way war at the complex between the Cell, MKULTRA, Dir X and the security guards.

RANDOM EVENTS

Game Masters should read through these random events and decide whether and when to use them. While they do not all have to be used, or any of them, the Game Master should try to incorporate some red herrings and extra bits to enhance the realism of the game. The characters are operating in a real world where other people live out their lives unaware of the grand conspiracies.

SURPRISE VISIT

While the characters are staking out some place or someone, they suddenly hear a tap on the window. A uniformed police officer wants the characters to step out of the car. Officer Greg Findley has the Sixth Sense trait (see *Shadows of the Mind: The PSI/INT Sourcebook*) and got the feeling that the characters are up to no good. He gives them a good shakedown unless they're able to call him off. This could well blow their cover on their stake-out. If the characters deal with him respectfully, he may just help them out.

SCHEMING BUSINESSMAN

While the characters are either talking with Elisa or visiting Lionheart or Right Choice, a wealthy Texan businessman called Harvey Clydesdale arrives looking to adopt kids with psychic ability, offering \$1 million apiece. He is part of Psionics Development Technologies, a research firm that specializes in detecting oil fields with remote viewing. He wants to use the psychic kids in his firm. This is a red herring that could lead the characters off on a wild tangent. Play up Harvey as a loud-mouthed, arrogant bully who believes he can buy anything. When the characters ask why he wants the kids, he turns secretive, but is a lousy liar.

CURIOUS THIEF

While the characters have a location under surveillance, they notice a single black-clad intruder break in to the facilities. He reappears with a satchel full of valuables and some electronics. The man, Ted Stone, is nothing more than a simple thief, but he could just get away with valuable items, such as a database containing the names and present locations of all of the kids. Ted Stone is a middle-aged cat burglar with average abilities, but is very good at escaping and running. He wants nothing more than his lawyer when he gets caught, because "he knows his rights." However, he knows nothing about what is really going on.

WASH-OUT

While moving through the city on foot, the psychic overhears a drunk lying in the garbage who seems familiar. He looks directly at the character and says, "Them nightmares getting you down too?" If questioned, the derelict turns out to be a top psychic with Project MKULTRA but ran when the nightmares started a few months ago. Todd Westermeyer is quite psychotic and a complete drunk. He refuses to use his powers and will attack the characters if they try to take him back. He sees no hope for himself.

PROFESSOR RED

The characters are contacted by Professor Red, an ISS psychiatrist who is looking into the psychological problems that have arisen lately. He seems genuinely interested in helping the character, but asks a lot of questions about their current investigation. He is in fact a meta-human infiltrator. The characters' first clue is that Aegis does not condone the use of psychiatrists working within the agency. His therapy will in fact worsen the character.

ROGUE SQUAD

If the characters are doing very well, hit them with this nasty surprise. A squad of top-notch Greybeard psychic operatives have gone homicidally insane and, under orders from the voices in their heads (the Greys), they are seeking the characters to kill them. This is an effort by the Greys to stop the characters. The operatives have stats identical to those of the Directorate X cadre, except that they all suffer from Homicidal Tendencies, Killer Instinct, Schizophrenia, Paranoid Delusions and have gone rogue from Aegis.



CLIMAX

The most likely climax to this adventure comes when the characters reach Sibyl Systems and try to learn more about it, whether through a purely information gathering intrusion or an all-out assault. Depending upon their previous actions, they may have the MKULTRA cadre to back them up. They may also gain the friendship of Directorate X agents who will likely stage their own assault of the complex. How this occurs is entirely up to the Game Master, but a few key features of finale scene are discussed in this chapter.

GENERAL ALARM

Any Sibyl Systems security guard or employee can signal a general alarm by pulling specially marked handles located close to nearly any doorway in the complex. Workers will do so if they detect signs of hostile intruders, such as finding the bodies of slain guards or workers, sighting heavily armed intruders through cameras, suffering a black out or similar communication failure. When the alarm sounds, red lights begin flashing at every exterior door as well as in major corridors. Also, all lights drop down to minimal settings imposing a dim light penalty (-2t) to all tests requiring light. A klaxon sounds from the middle of the compound.

SECURITY GUARDS

There are twenty security guards on duty at any one time, spread over the compound, with fifteen more in the residence. When an alarm sounds, all guards keep their submachine guns ready and shoot first, asking questions second. They also keep in touch with each other and the security command center via hand-free radios. The guards at the gate maintain their position while the ATV patrol moves to try to intercept the intruders, as do the two guards who watch over the laboratories. The guards posted at reception in the Sibyl and Administrative buildings hold their positions watching for intruders. The guards in the command center try to direct guards from the residence and in the security office toward intruders. The roving guard in the Sibyl building moves to the elevators and holds his position there, watching for intruders. The guards' goal is to defend the complex first and capture intruders second, bringing them to security command for interrogation.

WORKERS & SCIENTISTS

All of the workers and scientists that the characters encounter are largely non-combatants, but some are hybrids and may have some psychic ability. The Game Master should feel free to use the meta-human template for these individuals. All workers and scientists will move toward the Sibyl building for safety reasons should the alarm sound.

Meta-Human Scientist/Worker

All attributes 3 Luck 2/12

Skills

Brawling 1 Computer Use 3 Drive: Auto 1 Engineering 2 First Aid 1
Pilot: Grey Saucer 2 Psibot Operation 2 Psychotron 2 Repair/Builder 2
Research 2 Science: (appropriate sub-skill) 2
Small Arms: Pistol 2 UFOlogy 2

Trainings

Awareness: Psychic Activity
Grey Ship Tuning Lens Tuning

Traits

Grey/Human Hybrid: Varies

Psychic Abilities

(any two of the following)

Greater Telepathy Greater Telekinesis
Greater Bio-PK Lesser Clairvoyance Lesser Psychokinesis

Pick two psi-trainings for each psychic ability

IRENE STARR

Depending upon the time of the character's intrusion, Starr may be at her cabin or in her office in the Sibyl building. In either case, as soon as the alarm sounds, she contacts security and finds out where the intruders are, heading to intercept them herself. She uses stealth to ambush the characters and proves to be a most dangerous foe. She employs domination and remote influencing to try to set characters against one another. Ultimately, her death wish likely comes true as she prefers to attack the characters head on if they succeed in resisting her psychic abilities.

KEITH AUSTIN

In most cases, Austin will head to security command to watch the proceedings without getting too involved. He will oversee any interrogations of captured intruders. If the characters reach security command, he surrenders and tries to negotiate his safe extraction from this facility, claiming complete ignorance about what was really going on. He claims to be a normal human, duped by the aliens. At his first opportunity, he uses his powers to escape.



PHOENIX GREYS

As soon as the alarm sounds, the Greys begin an internal struggle. Most want to teleport to the submerged ship and fly away, but Job objects and demands that they stay. Job has finally accomplished what he really wanted, a head-on encounter with the humans. This time, however, Job cannot overcome the gestalt's resistance. He manages to bend one member to his will but the others prove too strong. Job's failure to gain the upper hand now, when it matters the most, drives him completely insane. He, and his dominated pawn, paralyze and strangle the other three Greys.

Job and his companion now rage with anger and hatred for every living thing. They hide in the garden awaiting the worthy opponents whom they wish to kill. The couple will quickly regenerate their Psi Points and will save them for their ambush of the Cell. They will use teleportation, remote influence, jinx and a paralysis lens to play with the characters, trying to separate them so that they can kill them one by one. Once they manage to separate a character from the rest, the cohort uses either remote influence or the paralysis lens to hold the character in place while Job strangles that character to death in 3 rounds. Job does not stop if the characters discover him during this time, as he gets so caught up in the murder that he cannot stop.

Once Job is dead, the adventure is finished. Effective immediately, the nightmares and psi-terrors will stop completely. Other Grey gestalts, aware of what happened to Job and his gestalt, cease this tactic completely and withdraw for a time, trying to assess what to do next.

RESOLUTION

If the characters manage to kill Job, they have succeeded in stopping the war on psychics. The other Greys gestalts will cease operations as soon as they learn Job is dead. In addition, the characters gain some time as the Greys must regroup and try to figure out what to do after the lose of their leader, and the splintering of their society. This means that Grey activity drops off significantly for at least a few months following Job's death. Some Greys remain convinced that Job's methods were correct. These Greys view the characters poorly and will cause them trouble at some point.

If the characters manage to expose Sibyl Systems at least to their superiors at Aegis, separate Cells will be instructed to step up investigations, and attempt shut down branch offices throughout the world. The China office is another matter; no Cell is in position to work against that branch. Although the Greys pull back from active involvement in Earth affairs for a time after Job is killed, the meta-humans left behind still have a job to do and will go to great lengths to protect themselves. Many go underground. This could result in a whole new infiltration of Aegis as the meta-humans begin to launch their own operations.

Similarly, Aegis is no doubt going to want to track down the many hybrids spread throughout America and the world through the adoption agency, if the characters managed to learn about that. Although they would most likely want the children destroyed, compassionate characters might be able to convince Aegis to give them a chance at converting the children when they reach an appropriate age.



The cadre's psychic will most likely need some psychiatric help at the end of this adventure. This could lead to a whole new sphere of research: psychic healing of the mind. Rasputin team members gain a -1Df bonus toward researching cures for the troubled psychics since they are experienced with this kind of mental trauma.

Depending upon how the characters behaved in this adventure, they might have gained a friend in Directorate X and/or MKULTRA. This could be valuable a new connection that leads to new discoveries since Directorate X knows a lot about what is really going on with the aliens. MKULTRA agents might be able to lend the characters a hand in the future as well. Of course, if the characters angered either of these groups, they could have powerful enemies to face in the future, as neither group is particularly forgiving.

The Black Book was largely ignorant of what was going on at Sibyl Systems, but this adventure is likely to bring the matter to their attention, possibly exposing the extent of the hybrid breeding program to their leaders. This could cause a rift between them and the Greys and create a civil war within the organization. The Game Master is free to pursue this in any way desired.

The final question to be resolved is whether the characters discover the abductor ship lying in the lake bed. If so, it is invaluable since it is a working and undamaged example of Grey technology. If not, it is retrieved by the Greys a few weeks later when the Sibyl Systems site is quiet.

At the resolution of this adventure, assign Aegis Points as suggested in the Appendix of the Aegis Handbook. Cells are likely to gain between 0 and 10 points depending upon whether they are successful in killing Job, and how much alien technology they recover.

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X ENDINGS AND BEGINNINGS

Destroying Sibyl System's home office and killing Job is not the end of Grey involvement on the Earth and certainly does not mean the end of the character's operations. Instead, it could serve as a beginning to a series of adventures following up on this pivotal event. This chapter suggests supplementary adventures which are linked to this main adventure, but which could be run separately by altering some of the background to them. Each adventure is presented with an overview, a hook to draw the characters into it, a summary of the antagonists in the adventure, some possible plot twists and a likely resolution.

THE ANTI-ALIEN FACTOR

OVERVIEW: A particular anti-alien faction of the Black Book is very curious to learn what really happened at Sibyl Systems. Through their connections, they learn that some sort of alien plot was foiled, but considering their links with the Greys and Saurians, they wonder why they knew nothing about it. As a result, a faction within the Black Book made up entirely of pure humans begins investigating on their own, to try to secure proof that their alien allies are actually breaking the treaties they signed and working behind their backs.

HOOK: The characters might learn through various channels that Men in Black keep turning up asking questions about the Sibyl Systems affair. While the characters are likely to assume the Men in Black are seeking vengeance, they should remember that they saw no Men in Black during the course of their investigations. Nevertheless, these Men in Black keep turning up and at some point, find the characters, possibly kidnapping and interrogating them.

ANTAGONISTS: Faction operatives dress and look like Men in Black, and travel in groups of four. Although they are part of a human faction working secretly to uncover the true activities of the Greys, they are no friends to Aegis agents and consider them enemies. Nevertheless, their motive in this adventure is to learn more, so they are not out to hurt anyone, just to gather information.

TWISTS: The characters at one point awaken in their car in the middle of nowhere with no memory of what happened for the last eight hours. Backtracking, they find that a black sedan pulled them off the road and interrogated them for hours in a small cabin using hypnosis to make them forget. However, their technique at inducing amnesia is not that effective, so the characters are able to remember that they were asking about Sibyl Systems. This could lead to the characters finding and capturing the operatives at some point in the future and finding out about the anti-alien faction within the Black Book.

RESOLUTION: This plot could well lead into a series of adventures, possibly with the characters joining forces with the operatives to uncover the alien plots in their own midst. Otherwise, the Cell could infiltrate the faction to learn more about it themselves, or they could just learn about it from the outside. This could lead to a serious rift between the Black Book and the Greys which could destabilize the whole situation on Earth.

Faction Operatives

All attributes 3 Luck 2/12

Skills

Autofire 3 Brawling 2 Computer Use 3 Demolitions 2 Drive: Auto 1
First Aid 1 Heavy Weapons 2 Hypnosis 2 Martial Arts 3
Melee Weapons: Knife 3 RHIC-EDOM 3 Small Arms: Pistol 3
Small Arms: Rifle 2 Stealth 2 Throw 2

Trainings

Awareness: Meta-Human
Communication

Traits

Combat Experience
High Pain Threshold Quick Draw

Equipment

Dark Sunglasses Black Suit Auto Pistol 4 Clips 3 Stun Grenades
Kevlar Vest Hands-Free Radio RHIC-EDOM

SPACE-JACKERS

OVERVIEW: A group of hybrids loyal to Job hijack a UFO, possibly the abductor ship lying on the bottom of the Sibyl lake. Trying to return to the Costa Rica base ship to defend Job's memory and his tactics, they wind up crashing in the mountains. However, the landing was soft and none of the hybrids were seriously wounded, although they are trapped there.

HOOK: The characters learn of the crashed craft and are sent or go to investigate. Their trip is complicated by the fact that the crash site is so remote, requiring some special form of transportation, such as a helicopter or parachuting in. Remote viewing the target first shows that the craft is intact and that there are survivors.

ANTAGONISTS: There are twice as many hybrids as there are characters hiding in the mountains. They have enough food and water for a week and are using a cave for shelter, but they realize they must get to safety. All of them are quite insane and will try to kill the characters.

TWISTS: A downed UFO is of interest of several groups, including Project Moondust, the Black Book, UFO enthusiasts and the Greys themselves. Representatives from some or all of these groups could show up, wanting to either claim the craft for themselves or cover up the incident. The characters could well get caught in the middle of a very major struggle for this nearly undamaged alien technology. Meanwhile, the hybrids are allies to no one and use guerrilla-style tactics to conduct hit and run raids on the characters and the other groups. The meta-humans also use security psibots in their operations.

RESOLUTION: The characters will either succeed or fail in retrieving the crashed craft. If they succeed, they gain prestige and might be able to learn a great deal about the aliens. Should they manage to take the hybrids captive, they might be able to learn about what was really going on with Job and his fellow Greys. This would allow them a better understanding of what they really stopped.

Hybrid Hijackers

All attributes 3 Luck 2/12

Skills

Brawling 2 Computer Use 3 Demolitions 1 Drive 1
First Aid 1 Melee Weapons: Knife 3 Small Arms: Pistol 3
Small Arms: Rifle 2 Pilot: Grey Saucer 2 Psibot Operation 3
Psychotron 3 Science: Physics 2 Stealth 2

Psychic Abilities

Lesser Bio-PK Lesser Clairvoyance
Greater Psychokinesis
Greater Telepathy

Traits

Combat Experience Driven
High Pain Threshold Jumpy
Killer Instinct Paranoid Delusions

Psi-Trainings

Bilocation
Micro-PK
Remote Influence

Trainings

Awareness: Meta-human
Grey Ship Tuning
Lens Tuning

Equipment

Kevlar Vest Hands-Free Radio First Aid Kit Camouflage Fatigues
Helmet Assorted Weapons (see below)

To determine the weaponry held by each of the meta-humans,
roll 1D for a primary and secondary weapon for each hybrid

Primary Weapon

- | | |
|---|-------------------|
| 1 | Machine Pistol |
| 2 | Automatic Shotgun |
| 3 | Assault carbine |
| 4 | Submachine Gun |
| 5 | Shotgun |
| 6 | Assault Rifle |

Secondary Weapon

- | |
|----------------------------|
| Hold-out Pistol |
| Auto Pistol |
| 4 Frag Grenades |
| Taser |
| Knife |
| C-4 pack w/radio detonator |

VISIT THE GREYS

OVERVIEW: The psychics in the cadre, possibly the entire cadre if they all possess the bilocation training, travel psychically to the Grey homeworld to explore it and learn more about the Greys. While there, they encounter fierce hostility and shock that humans could reach this isolated planet.

HOOK: The characters either get an order, take the initiative themselves or during an open search find and explore Greyworld to learn more about the Greys. To reach this homeworld, the characters travel 40 light years in a matter of seconds and find themselves on a planet with two suns. The planet itself is a lush world much like earth, but filled with life, all psychic and able to detect the character's presence. Although the Greys are aware of them, most ignore the characters at first.

ANTAGONISTS: In this adventure, the antagonists are the Greys, but only if the characters stay for any length of time. Most of the Greys ignore them, appearing to suddenly get headaches. If the characters actually touch one, it suddenly stops, stares directly at the character, appears to grow shocked and then drops dead. If they repeat this, more Greys die until all of the Greys around them begin watching them and running as the characters approach.

On the other hand, if the characters keep in the background for a time, watching and learning, eventually a Grey walks right up to them. He looks at them for some time before stating telepathically that they must leave immediately or something horrific will happen to them, and they will never return to their bodies again. The warning is particularly chilling, as the characters begin to feel themselves being psychically trapped on the planet. While this will not happen, make a good impression that something bad would happen to them if they stayed.

TWISTS: The characters could encounter first generation Blues who have been transported to Greyworld for study. These characters might be more friendly to the characters and open up a dialogue, leading the characters to learn about the Blues on Earth in the form of dolphins. This could lead to a whole series of adventures, particularly if the Blues were to do this behind the Greys' backs. Their accidental discovery one day could lead to serious division on Greyworld, possibly a war.

RESOLUTION: During this first visit, the Greys are largely shocked that a human could reach their planet and the shock is too much for the fragile minds of the local Greys. Nevertheless, on subsequent visits the Greys are more cautious and some will try to use psychic abilities to force the party to forget about Greyworld, which could lead to the end of the adventure if the Greys are successful. Meanwhile, the Earth-based Greys are contacted and warned about this threat to Greyworld, prompting a search for the characters and probably an abduction and the use of the amnesia lens to erase all memory of the experience.

X PSI-GLASNOST

OVERVIEW: The Sibyl Systems operation in China continues after the characters manage to shut down most branches since it is mainly autonomous and under the direction of hybrids not opposed to Job's tactics. This situation cannot be allowed to continue though, and some sort of operation to shut them down is required.

However, the situation in China is quite different. The company produces calculators out of one building in its massive complex, but has factories throughout the country, all with mundane machinery on the top floor and several floors of hybrid breeding labs underneath. The work is continuing at a massive level, but the children are difficult to infiltrate into the population since the birthrate is already deemed too high by the government officials. So, they have launched the ingenious plan of replacing normal children with these "changelings" using abductor craft throughout the country. As a result, they have replaced tens of thousands of children over the last few years and continue to do so at an alarming rate. In addition, the only records of who was so altered are kept on the abductor craft, and the characters must capture one to learn where the hybrids went. Of course, tracking all of these children down will be impossible anyway.

HOOK: Depending upon how the character's interactions with the Directorate X cadre went, they may have allies or enemies in this group. In any case, the problem of the Sibyl Systems Chinese branch still exists and cannot be ignored. Although the Directorate will probably launch their own mission to destroy the operation, the characters might be invited or go themselves to shut it down, considering their previous experience.

ANTAGONISTS: The hybrids running the factories are likely to be the characters' biggest opponents. They may also be working against the Chinese government and Directorate X, depending upon how they approach this mission. Use the game stats for the hybrids and Directorate X agents from the Psi-Wars adventure as templates. The Chinese psychics are likely to be trained similarly as Directorate X agents.

TWISTS: The characters are working in a foreign land, presumably under diplomatic cover. They face the awesome task of stopping a government-sanctioned corporation using only whatever equipment they can smuggle in. Most likely, they will need Directorate X's help in doing so, but still they face the difficulty that China maintains a strong secret psychic research program that might just be aware of the Grey's plot. If they are, the Game Master must decide whether they are part of, or secretly working against the Grey activities. Obviously, the latter would help the characters tremendously. Optionally, the characters' presence is requested by the government's top secret psychic researchers who want to stop the aliens.

RESOLUTION: This adventure could take a long time to unfold. Also, it will require a great deal of tact and stealth or the Chinese government might uncover their efforts and expose the alien menace. This could be a major adventure exposing alien infiltration or it could be a deep cover mission that takes several sessions and involves precision strikes at destroying the aliens' influence without revealing anything publicly. A very sensitive mission, this operation should only be undertaken by the most experienced of agents.

THE DREAM STALKER

OVERVIEW: The character's nightmares are not over with the death of Job. A psychotic meta-human ally of Job's who survives the destruction of Sibyl Systems decides to continue the operation on his own. A skilled dream researcher, he has a good chance of adversely affecting the characters worse than before.

HOOK: The psychic agent begins suffering from psi-terrors again. This time they start out at Level 3 nightmares and continue to get worse.

ANTAGONISTS: This individual, known as Steven Swells, is quite mad due to his close association with Job. He was personally involved in crafting the dreams that were sent to the characters. He is an expert in dream sending and highly trained in manipulating dreams. He stalks the characters quietly, keeping in the background. He drives a blue compact and has no allies, making him easy to eliminate, but impossible to find since no one knows about him.

Dream Stalker

All attributes 3 Luck 2/12

Skills

Brawling 2 Computer Use 3 Demolitions 1 Drive: Auto 1 First Aid 1
Lucid Dreaming 4 Melee Weapons: Knife 3 Psychotron 3
Science: Physics 2 Small Arms: Pistol 3 Stealth 2

Training

Awareness: Insanity

Psychic Abilities

Greater Bio-PK
Greater Clairvoyance
Greater Telepathy

Traits

Combat Experience Driven
Grey/Human Hybrid: Drug Intolerance
Killer Instinct Schizophrenia

Psi-Trainings

Bilocation Dream Bilocation
Dream Telepathy Dreamwalking

Equipment

Dark Sunglasses Black Suit Auto Pistol 4 Clips
3 Incendiary Grenades Kevlar Vest Hands-Free Radio

TWISTS : At some point, Steven kidnaps a loved one of the psychic's, such as a kid brother or lover. He sends clues to the psychic through the dreams, but keeps severing the connection before he can be discovered. He is actually hiding out in a house in a local suburb, keeping the victim locked up in the attic.

RESOLUTION: The characters must find Steven and somehow stop him from continuing his attacks through dreams. If he is merely arrested and locked up, he continues his dream attacks while he sleeps since he can do this from anywhere. The psychic is likely to suffer some kind of shock from having his loved one kidnapped and may need some time to recover from this.



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