

SPYCRAFT™

ROLEPLAYING GAME
VERSION 2.0

CONSPIRACIES



LEE HAMMOCK

CONSPIRACIES

By Lee Hammock

Line Developer

Eric Wiener

Additional Material

Andrew “Fish” Popowich and Eric Wiener



Additional Assistance

Scott Gearin

Art Director

Eric Wiener

Cover Illustration

Veronica V. Jones

Interior Illustration

Jason Walton

Project Manager

Eric Wiener

Editors

Andrew “Fish” Popowich and Eric Wiener

Graphic Designer

Ruben Smith-Zempel

Team Paradigm is

Pedro Barrenechea, Matt Blank, Henry Lopez, M. Sean Molley, Nelson Rodriguez, and Eric Wiener



In Memory of Guillermo A. Salomon 1971-2006

Attributions

Page 3, Quote from “Conspiracy Theory” written by Brian Hedeland

Page 7, Quote from “Enemy of the State” written by David Marconi

Page 25, Quote from “So I Married an Axe Murderer” written by Robbie Fox

Page 42, Quote from “Sneakers” written by Phil Alden Robinson, Lawrence Lasker, and Walter F. Parkes

Page 61, Quote from “X-Files” written by Chris Carter and Frank Spotnitz

TABLE OF CONTENTS

CREDITS	1
TABLE OF CONTENTS	2
INTRODUCTION	3
CONSPIRACY GLOSSARY	5
SUGGESTED READING LIST	6
CHAPTER ONE: GOVERNMENT CONSPIRACIES	7
THE ALTERNATIVE CONSPIRACY (ALTERNATIVE 3)	8
THE SHADOW GOVERNMENT	13
MK-ULTRA	16
THE MEN IN BLACK	22
CHAPTER TWO: HISTORICAL CONSPIRACIES	25
FREEMASONS	26
THE ILLUMINATI (NEW WORLD ORDER)	32
PRIORY DE SCION	36
CHAPTER THREE: SCI-FI CONSPIRACIES	43
AREA 51	43
THE PHILADELPHIA PROJECT	46
MAJESTIC 12	51
PROJECT STARGAZER	58
CHAPTER FOUR: NEW RULES	61
NEW TALENTS	62
ALTERNATIVE CONSPIRACY	62
AREA 51	62
FEMA	62
FREEMASON	62
ILLUMINATI	63
MIB	63
MK-ULTRA	63
MAJESTIC 12	63
PRIORY	64
PROJECT PHOENIX	64
PROJECT STARGAZER	64
NEWSPECIALTIES	64
ANTIQUE	64
COMPANY MAN	64
CONSPIRATOR	65
ECHO	65
INNOVATOR	65
SENTINEL	65
NEW CLASSES	65
ENNOBLED SCION	65
G-MAN	67
PHASE AGENT	69
NEW FEATS	71
NEW CHANCE FEATS	71
NEW COVERT FEATS	71
NEW GEAR FEATS	72
NEW TERRAIN FEATS	72
NEW TRADECRAFT FEATS	73
NEW GEAR	75
NEW GADGET MECHANISMS	75
NEW VEHICLE QUALITIES	77
SPECIFIC VEHICLE RULES	77
VEHICLE DESCRIPTIONS	77
NEW WEAPON QUALITIES	78
SPECIFIC WEAPON RULES	78
WEAPON DESCRIPTIONS	79
OPEN GAMING LICENSE	80

INTRODUCTION



“A good conspiracy is unprovable. I mean, if you can prove it, it means they screwed up somewhere along the line.”
- Jerry Fletcher to Alice Sutton in “Conspiracy Theory”

CHAPTER ZERO

INTRODUCTION

A good conspiracy theory can never be proved or disproved in totality. Even if facts of unbearable weight are brought to light to disprove the vagaries and second hand stories of a conspiracy, some fraction of that conspiracy will survive to be whispered by rumormongers. Conspiracy theories are not about finding the truth, but finding some distorted version of the truth that is far more interesting than the truth. This is not to say that all conspiracy theories are by their nature lies, for at the heart of all good conspiracies is some nugget of truth that keeps the whole enterprise alive even when many of its suppositions have been proven false. Truth is not important to conspiracy theories; a good story is the factor of prime importance. Boring but completely true conspiracy theories are called history. This book details eleven conspiracies about which much has been written, researched, and recorded. The descriptions in this book gloss over some of the details of these conspiracies, instead hitting only the high points of each one. Many of these conspiracies have centuries of history to them, so creating an in-depth description is a monumental undertaking. Also in researching these conspiracies a mixture of facts and completely preposterous claims were used. In cases where a better story conflicted with setting down a true history, the better story has been selected. What you read below is not the whole truth, but then again what conspiracy really is completely made up of truth? The conspiracies in this book are ones that were sufficiently removed from real events or sufficiently inoffensive to be portrayed in an entertaining format. More serious and dark conspiracy theories abound, but they are not factors that many people would want in their games.

Each conspiracy is detailed in the following fashion:

DESCRIPTION

This section details what most people knowledgeable of the conspiracy theory think to be the real story behind it. It is likely based tangentially on truth and probably filled with gross misrepresentations and misunderstandings, but in many ways these fallacies are more important than the truth of the conspiracy theory for they provide the story.

TRUE HISTORY

As near as one can get to the truth, this section describes what is commonly accepted as the facts behind the conspiracy theory. Unfortunately in most cases the truth does not make for an interesting story. This

information is mainly provided to show where some of the ideas behind these conspiracies come from.

STRUCTURE

The hierarchy and operational details of the conspiracy are explained here. For most conspiracies this information is relatively vague due to the size of the conspiracy and so as to make each conspiracy easy to insert into any campaign.

CAMPAIGN HOOKS

Ways to insert each conspiracy into your *Spycraft* game are listed here. This includes using the conspiracies both as enemies and allies, in addition to suggested mission ideas to aid in introducing the conspiracies into your campaign.

LINKS TO OTHER CONSPIRACIES

No conspiracy exists in a vacuum and this section details how certain conspiracies interact with each other. Not all conspiracies are related, but many are tightly interwoven in their dealings. While some conspiracies operate hand in hand, others are sworn enemies, usually because they have similar goals and no interest in sharing power.

IMPORTANT NPCS

Personages significant to the conspiracy, such as leaders, field operatives, or other such people the PCs may run into are included as sidebars. These stat blocks contain the bare minimum information needed and scale to any threat level, as appropriate to challenge the characters.

NEW RULES

The conspiracies included in this book are just a few examples of secret societies that might exist in any campaign. The final chapter of this book details new rules such as Talents and Specialties, feats, and master classes that are appropriate for characters belonging to *any* conspiracy, though some do require a specific Allegiance.

Special Note: A character's Allegiance is the faction or group of factions that he's loyal to (or Neutral if he's loyal to himself or an outside organization). The conspiracies presented here have been broken into broad groups (Government Conspiracies, Historical Conspiracies, and Sci-Fi Conspiracies) so that some options are available to characters of any conspiracy, including those of the GC's own creation, that fall into that category instead of a singular group.

INTRODUCTION

More information on Allegiances can be found in Crafty Games' *World on Fire setting book*. If this product is not available, to meet any Allegiance prerequisite the character must belong to the faction or group of factions in question.

CONSPIRACY GLOSSARY

Often conspiracy theories involve the same parties repeatedly and without a basic idea of whom all the players are, it's hard to follow the trail of the conspiracy. This section details some of the factions common in many conspiracies so that they do not have to be detailed each time they are mentioned in the following chapters.

Bilderberg Group: Numbering just over one hundred members, the Bilderbergs are a group of bankers, corporate heads and financial masterminds drawn mostly from Western Europe and North America. Founded in 1954, they meet once each year for four days. The Bilderbergs direct world events through both political and economic means. Several members are from the various royal families of Europe, getting around constitutional limitations on their official political activities by working through the Bilderbergs. The Bilderbergs often work with the Round Table and the Trilateral Commission, overlapping members with both organizations.

CIA (Central Intelligence Agency): Established in 1947 from the men and materials of the OSS, other various military intelligence organizations, and the remains of the German Abwehr, the CIA coordinates the United States intelligence activities. The CIA answers only to the President and Congressional oversight, and much of its budget is of the unspecified black book variety. The CIA is charged with working against foreign threats, but they have broken this directive many times to work against domestic targets. The CIA is involved in a large number of shady operations, from testing mind control techniques on American civilians to running drugs to finance other operations.

Club of Rome: A think tank based in Rome, the Club of Rome is often associated with the Round Table and eugenics conspiracies. Concerned with long term political, economic and environmental issues, the Club of Rome is an open conspiracy that works to put forth a positive public face.

FBI (Federal Bureau of Investigation): Founded in 1908, the FBI serves to investigate domestic crimes and foreign threats on United States soil. Of all the "alphabet soup" agencies, the FBI is usually the least involved in conspiracies. Instead of being involved in vast, world controlling schemes, the FBI is more

commonly charged with framing innocent citizens and carrying out illegal surveillance operations.

FEMA (Federal Emergency Management Agency): Since 1803 Congress has been passing legislation to dispense federal aid in the wake of widespread disasters, but these acts were all ad hoc measures for the issue at hand. In 1979 FEMA was created by executive order of President Carter and it merged all previous federal disaster relief efforts into one agency. Over time FEMA accrued other responsibilities, including keeping the government running in the face of national catastrophe. By executive order FEMA has been given the power to abolish the Constitution, assume all responsibilities of government and basically run the country as they see fit for the duration of an emergency. FEMA is commonly sighted as the means by which the American government will eventually be abolished by the New World Order or some similar shadow organization.

Freemasons: A fraternal organization tracing its origins back hundreds of years, with some claiming the Freemasons began as part of the Knights Templar, the Freemasons now claim to be merely a brotherhood that promotes self improvement, charity and brotherly love. The Freemasons have in the past been involved in politics and religious matters, long opposing the Catholic Church and its agenda. Many world leaders, especially in the United States and Britain, are members of the Freemasons and they are very common amongst conspirators.

NSA (National Security Agency): Budgeted completely by black book appropriations and given loose guidelines in overseeing electronic intelligence operations, the NSA is a key player in many conspiracy theories. As the center of cryptology and computer based espionage operations in the United States it handles operations such as ECHELON that scans millions of emails and phone calls each day for specific key words. More than any other American agency the NSA has free reign to provide security for American citizens, having no direct oversight and no stated limitations as to its objectives.

OSS (Office of Strategic Services): The precursor to the CIA, the OSS was the primary United States intelligence agency during World War II. Before World War II intelligence was commonly left to the Department of State or the armed forces. After World War II the remaining German intelligence operatives still in operation were grafted on to the OSS.

Rothschild Family: One of the largest, most powerful financial families in the world, the

CHAPTER ZERO

Rothschilds are reputed to control much of the world through their monetary power. They are said to have drastic influence over the United Nations, the European Union, G8 nations and just about every other large international organization. The Rothschilds are descended from Bauers, a German family rumored to be heavily involved in the occult during the Middle Ages. Now the Rothschilds are supposedly backing a plan of world domination and population control via mind control and brainwashing.

Round Table: A British-based secret society, the Round Table was founded in the late 19th century by Cecil Rhodes. It serves as a central organization for a number of other conspiratorial agencies, such as the Trilateral Commission, the United Nations, the Bilderberg group, and the Club of Rome. The Round Table exists to direct the events of the 20th century so eventually its members will have dictatorial control of the Earth. The Round Table usually operates by guiding world events to create a massive crisis and then bring in a solution to the crisis after it has come to a head. This allows the Round Table's agents to appear benevolent by solving a problem they themselves secretly created. The Council of Foreign Relations, or CFR, operates as the American arm of the Round Table interacting with the NSA, CIA and similar groups.

Trilateral Commission: Founded in 1973 by David Rockefeller of the Rockefeller financial empire, the Trilateral Commission is made up of a mixture of Japanese, American and Western European private citizens. The goals of the Trilateral Commission are to protect its interests, specifically those of a business nature and those involving developing nations. Basically the Trilateral Commission works to make sure its members, most of whom are the upper echelon of the banking and business world, are protected from the difficulties and threats non-members face when dealing with developing nations. The economic power of the Trilateral Commission is immense and it uses this power to install leaders sympathetic to their interests in developing nations with the aim of making all governments subservient to banks and corporations. Because of these activities the Trilateral Commission is largely responsible for the unrest found in Africa and South America. The Trilateral Commission regularly works with the Round Table and the Bilderberg Group, and is often mentioned in conspiracy theories.

SUGGESTED READING LIST

There are dozens of books about each of the conspiracies detailed in this book, but here is a list of the books that are particularly useful. Also, the Internet is an excellent tool for finding conspiracy theory information. It usually turns up the more unbelievable stories, but those are often the most interesting.

Baigent, Michael, Leigh, Richard and Lincoln, Henry. *Holy Blood, Holy Grail*. Dell, 1983.

Buchanan, Lyn. *The Seventh Sense*. Paraview Pocket Books, 2003.

Dolan, Richard M. *UFOs and the National Security State: Chronology of a Cover-up 1941-1973*. Hampton Roads, 2002.

Keith, Jim. *Casebook on Alternative 3: UFOs, Secret Societies and World Control*. Illuminet Press, 1994.

Knight, Steven. *The Brotherhood – The Secret World of The Freemasons*. Dorset Press, 1984.

Lee, Martin and Shlain, Bruce. *ACID DREAMS The Complete Social History of LSD: the CIA, the Sixties, and Beyond*. Grove Press, 1992.

McMoneagle, Joseph. *The STARGAZER Chronicles: Memoirs of a Psychic Spy*. Hampton Roads, 2002.

Moore, William and Berlitz, Charles. *The Philadelphia Experiment: Project Invisibility*. Fawcett Crest, 1979.

Randles, Jenny. *The Truth Behind the Men In Black*. St. Martin's, 1997.

Robinson, John J. *Born in Blood – The Lost Secrets of Freemasonry*. E. Evans & Company, 1989.

Tesla, Nikolai. Edited by Childress, David. *The Tesla Papers*. Adventures Unlimited Press, 2000.

GOVERNMENT CONSPIRACIES



"The government's been in bed with the entire telecommunications industry since the forties. They've infected everything. They get into your bank statements, computer files, email, listen to your phone calls... Every wire, every airwave. The more technology used, the easier it is for them to, keep tabs on you. It's a brave new world out there. At least it better be."
- Brill in "Enemy of the State"

CHAPTER ONE

THE ALTERNATIVE CONSPIRACY (ALTERNATIVE 3)

Alternative 3 is a poorly known conspiracy amongst the general public, largely because its fantastic claims make it difficult to believe. According to the story, during the Cold War, the Soviet Union and the United States of America worked together to create a number of projects called Alternatives. The common goals of all of the Alternatives are to save the world's elite in the event of a worldwide catastrophe, and to reduce the population of the rest of the world so as to make the people more manageable and profitable to those who rule them. The reduction of population also serves to help stave off disasters due to overpopulation, but for the most part the puppet masters behind the Alternative conspiracy have little concern for such things. They are far more concerned with their own survival and a profitable future than saving anyone else's life.

The Alternative plan began as a plan born out of the Eugenics movement of the early 20th century and the machinations of various financial institutions such as the Rothschild family, the Round Table group (specifically its American branch, the Council on Foreign Relations), and the CIA. The exact date of the creation of the Alternative plan is not known, but it is commonly thought to have begun shortly after World War II. At the end of WWII, the United States brought home advanced technologies they captured from German labs, including portions of a flying saucer-like craft capable of impossible feats of speed and maneuverability. The "flying saucer" was either of extraterrestrial origin or the product of German experiments, but accounts differ in that regard. Along with these pieces of technology, the United States also shuttled hundreds of German scientists back home under operation Paperclip, using many of them to form the basis of what would eventually become NASA. This included such important figures as Werner von Braun, the first head of NASA and creator of Germany's V2 bomb. The Soviet Union brought back similar knowledge from Germany, and the idealistic differences between these two nations seemed destined to lead them to use the technology gained against each other.

Money talks, and the Rothschilds and their allies had long-ago placed their hooks into the Soviet Union, funding both Czars and communists in turn. Through the Rockefellers and the CIA, the Rothschilds similarly dominated the United States. They used this influence to create the illusion of the

Cold War in a massive disinformation campaign against the population of the world in general. Behind the decades of paranoia, nuclear threats and living on the borderline of war, the United States and the Soviet Union worked together with the Bilderbergs and other groups to ensure their own survival in the face of what they saw as unavoidable environmental doom for the planet. Some members of the conspiracy took part believing another ice age was at hand and that only a reduced population would survive it, which matches the goals of the Alternative conspiracy plan of saving only a select few.

Alternative 1 was an attempt to vent off pollution from the Earth's atmosphere into space by blowing holes in the atmosphere with nuclear weapons. This plan was carried out in 1958 under the guise of Project Argus. Argus was ostensibly a test to construct a band of radiation around the Earth that would destroy satellites in some orbits, such as Sputnik, but in truth it was an attempt to carry out Alternative 1. The United States exploded four atomic bombs and the Soviets three, ranging from one kiloton to one megaton in power. Unfortunately, the plan did not work and the belt of radiation created by the explosion caused havoc in later space operations, requiring space flights to launch at more extreme and expensive trajectories to avoid the radiation belts.

Meanwhile, Alternative 2 was a plan to build subterranean bases around the globe, concentrating on the United States, the Soviet Union and Antarctica. There are over fifty such bases in the United States alone, such as the underground city of Bluemont, Virginia, from which FEMA bases part of its COG (Continuity of Governance) plan to run the United States in case of catastrophe. Each of these bases, in addition to whatever cover functions they carry out, has the capacity to hold hundreds of individuals should the time come when the outside world is deemed a lost cause. Some of these bases, such as the Alternate National Military Commander (also known as the "Underground Pentagon") serve openly as a sanctuary for when a crisis occurs, but others are far more secretive.

While Alternative 1 was a failure, the success of Alternative 2 was limited due to the difficulty in keeping bases on Earth secret during construction and keeping them supplied without drawing attention. Also, if the world was devastated by an environmental catastrophe these bases would be affected in some way. Based on these difficulties the Alternative 3 plan was put into motion. Using the advanced technologies taken from the Germans, both

GOVERNMENT CONSPIRACIES



the United States and the Soviet Union both began space programs far in advance of anything publicly known. Using alternative launching sites in the Indian Ocean, Florida and Siberia, these countries began launching missions to the moon and Mars with the aim of building bases in both locations to provide sanctuary to the backers of the Alternatives. Reverse engineered “flying saucer” technology enabled the Alternative 3 mission to have a functioning Mars base by 1962 and a moon base several years before that. The propulsion system used by these spacecraft was a gravity-based drive that allowed them to travel at a significant portion of the speed of light and maneuver easily in space. This drive was also used in the Apollo Moonlander units, causing the lack of a blast crater that leads some to believe the Moon landings were staged on Earth.

These bases on the Moon and Mars are only lightly inhabited currently, having only engineers, scientists and other essential personnel. The creation of all the technology involved in this endeavor created a major drain on the scientific communities of both the United States and the Soviet Union. This drain caused the backers of Alternative 3 to go looking elsewhere for brainpower, approaching promising scientists from other countries and offering them a chance to work on the latest, most advanced projects with no funding limit in exchange for completely leaving their old life behind. Such recruiting has led to stories of scientists suddenly going missing the world over, though not all of them actually joined Alternative 3. Some are

killed after learning too much and having reservations about the project.

Now Alternative 3 waits for the appropriate signs to indicate the coming catastrophe to flee to their bases on Mars and the Moon. Once there, they will wait for the danger to pass and eventually return to Earth, which they hope to rule openly and in the most profitable manner they can. Due to a reduced population the backers of Alternative 3 feel they will have little problem taking control when they return. To hedge their bets, Alternative 3 agents have instituted television, drugs, and similar methods of mind control. These efforts specifically involve using television to wear down the free will of its viewers and using subliminal messages to acclimate the viewers to caring more about other, more important people, such as celebrities, than about their own lives. Mind control drugs have been introduced into the food and water supply of the population at large under the guise of being a health precaution, making them more agreeable to other forms of programming. Lastly, pilot programs of installing mood-controlling chips into the populace have begun, but only in limited numbers. These devices require monitoring and broadcast stations near the implanted targets to control their chips, and these stations have only been built in the western United States, started by Ronald Reagan while he was governor of California. The implantation of these chips is usually done during other surgical procedures unbeknownst to the patient. Some more adventurous agents have been using a

CHAPTER ONE

handful of the conspiracy's unusual vehicles to fake alien abductions and implant the chips, thinking that others will generally ignore such fantastical tales.

In addition to the actual plans of the different Alternatives for saving segments of the population from environmental collapse and controlling the population, another of the overall goals of the Alternative Council is to reduce global population. This desire stems from belief in eugenics (controlled breeding) and the idea that there are too many of the "lower classes" taking up resources on the Earth that need be eliminated. These elimination processes vary from enormous microwave projectors in Russia that can spread sterilizing radiation worldwide, to CIA operations like the Jonestown "mass suicide," to batch consignments when enforcers of the conspiracy are simply given a quota of corpses they must fill. These batch consignments usually focus on those

who will not be missed, such as criminals, the insane or the homeless. Also, Alternative agents have long promoted all forms of birth control and sterilization of undesirables. Many times sterilization is carried out on unsuspecting patients when they receive other medical operations. By some records a full quarter of the population of the Native Americans in North America have been sterilized by these and similar methods. These efforts have been largely responsible for the stabilizing population growth rates (or in some nations such as Germany, shrinkage rates) in most regions.

True History: Truly a conspiracy's conspiracy, Alternative 3 links into almost every other modern conspiracy theory in some way. Despite these connections, Alternative 3 is almost certainly total bunk. No one had heard of Alternative 3 before June 20, 1977, when a mock documentary aired on the

SENIOR ADMINISTRATOR LISA SCHEMMERHORN

Codename: Firewall

Nationality: United States.

Gender: Female

Handedness: Right

Height: 5 ft. 10 in.

Weight: 167 lbs.

Eyes: Brown

Hair: Blonde

Place of Birth: Islip, NY.

Date of Birth: December 7th, 1970.

Distinguishing Characteristics: Close cut hair, a scar on the back of the neck, conservative business suit with pants.

BACKGROUND

Lisa Schemmerhorn is one of the senior leaders of the NASA Special Projects division, working closely with her counterpart in the RKA to keep the Alternative 3 operations under wraps. Administrator Schemmerhorn spends most of her time plugging leaks of Alternative Council plans or taking care of people who ask too many questions. She also occasionally assists in batch consignment operations, coordinating such efforts with agents in the CIA.

Administrator Schemmerhorn began her career as a Military Policeman in the Army before joining the CIA as a security agent. Through exemplary service, she caught the eye of the Alternative Council and was offered a position within the conspiracy. She accepted and was transferred to NASA, where she has remained for several years now. Administrator Schemmerhorn spends most her time at the NASA Special Projects base in Florida near Cape Canaveral. From this location she directs efforts to keep the Alternative 3 plan secret, but she is not above becoming involved in field assignments herself if the cause warrants her personal attention.

Ultimately Administrator Schemmerhorn is not interested in the goals of the Alternative Council; she simply wants to be on the winning side. She believes the Alternative Council will eventually be the only world power and she wants to be a part of it. To this end she is willing to go to any lengths to carry out her responsibilities, having little concerns for laws or the lives of others. She is thorough and professional, an excellent choice to take care of particularly troublesome people. If the agents get too nosy about the operations of Alternative 3, Administrator Schemmerhorn will likely come pay them a visit.

Administrator Schemmerhorn – Tier III (Special NPC — 88 XP): Init V; Atk V; Def II; Resilience VII; v/wp: X; Competence: IX; Skills: Intimidate VI; Wealth: IV; Weapons: .40 S&W SiG-Sauer P226 service pistol (dmg 1d12 lethal, error 1–2, threat 20, ammo 12M4, range 25 ft., SZ/Hand D/1h, qualities: DEP, RGD, TKD); Gear: Basic knockout poison (3 doses), commercial GPS unit, laptop computer (PR 3); Vehicle: None; Qualities: *Class ability (accurate, armor use I, assistance I, fortunes of war I, lead × 2, orders I), feat (Actor, Autofire Basics, CQB Basics, Faceless, Follow-Up Shot, Iron Will), henchman, superior attribute* (12 Dex, 11 Con, 14 Int, 12 Wis, 12 Cha).

GOVERNMENT CONSPIRACIES

normally serious BBC show Science Report. This episode, named Alternative 3, was supposed to air on April 1st, but due to scheduling problems it was delayed. This program, using actors, faked film footage and similar tools presented Alternative 3 as if it were a true story, but during the credits and after the show openly admitted it was false. Unfortunately, this story was too good to let go and conspiracy theorists grabbed on with both hands, as did the show's creators once they realized there was money involved.

In the years after the airing of Alternative 3, the authors of the episode, David Ambrose and Christopher Miles, published a book of what they claimed was the true story of Alternative 3. Laden with inconsistencies, badly faked transcripts of conversations and similar dodgy evidence, the book was heeded only by more extreme conspiracy theorists. Other books were written saying that while Alternative 3 may not be literally true, it may be close to some actual operations. For the most part though

Alternative 3 is given little credence as a conspiracy theory. Many of the small parts of the story are verifiable, such as the existence of Project Argus, but the big picture is backed up by precious few facts. It is all quite obviously untrue.

Structure: The Alternative Conspiracy is led by a small group called the Alternative Council, made up of the head of NASA, the head of the RKA (Russian Space Agency), a representative of the Rothschilds, a senior director of FEMA, a senior CIA official, a UN representative, and a senior member of the MBR (Russian Security Ministry). The members of the council change every few decades, but its membership is surprisingly consistent. The chairman of the council is always the Rothschild representative, which is currently Edwin Rothschild, a long time member of the Royal Institute of Foreign Affairs (a front for the Round Table in England). The Alternative council meets only rarely, usually during international summits, such as United Nations or G8 meetings, so as to disguise their operation. These meetings thus

EDWIN ROTHSCHILD

Codename: Prime

Gender: Male

Height: 6 ft. 2 in.

Eyes: Black

Place of Birth: London, England.

Distinguishing Characteristics: Stark white long hair always neatly styled and tied back in a ponytail, always wears hideously expensive suits.

Nationality: English.

Handedness: Left

Weight: 197 lbs.

Hair: White

Date of Birth: April 3rd, 1951.

BACKGROUND

Edwin Rothschild has been helping the Rothschild banking family stay in control of its various financial and political institutions for almost thirty years. A long time member of the Trilateral Commission and advisor to the Bilderbergs, he is a career politician despite never having held any type of public office. Instead Edwin has worked as a power broker behind the scenes, directing the course of the world with no one knowing. For the last twenty years Edwin has been the head of the Alternative Council, assuming the role after the original leader, Falkir Rothshild, retired.

During his term, Edwin has kept the secrecy of the conspiracy intact and expanded the population control aspects of the Alternative plan. Edwin has not faltered in keeping the off-world operations running, but they are not his primary concern. Edwin takes far more joy from removing those he feels are unworthy from the surface of the Earth than helping his fellow worthwhile human beings survive the coming destruction. Since his term as the leader of the Alternative Council the number of batch consignment murders and sterilization procedures has increased dramatically, causing some to worry that in the near future these endeavors will force the conspiracy into the open unless they are curtailed.

Edwin Rothschild – Tier IV (Special NPC — 125 XP): Init VI; Atk IV; Def VI; Resilience V; v/wp: VII; Competence: X; Skills: Sense Motive VII, Cultures VI, Impress VI; Wealth: V; Weapons: Walther PPK backup pistol (dmg 1d6+1 lethal, error 1–2, threat 20, ammo 7M8, range 15 ft., SZ/Hand D/1h, qualities: DST); Gear: Antivenin shot (3 doses), basic knockout poison (3 doses); Vehicle: None; Qualities: *Class ability (absolute certainty, behind the scenes I, by any means (Impress), flawless search, intercept communications, persistent, small steps (charm), spookshow (skill mastery: Investigation)), feat (Actor, Hard Core, Media Contacts, Political Clout, Silver Tongue), inferior attribute (8 Str), mastermind, superior attribute (12 Dex, 11 Con, 19 Int, 14 Wis, 18 Cha).*

CHAPTER ONE

occur in a wide range of locations, but all are in secure locations controlled by the conspiracy under heavy security, surrounded by a veritable army of guards and agents armed with the latest in technology.

Below this council all members of the Alternative conspiracy are hidden amongst the ranks of one of the agencies involved in the conspiracy or part of the joint Special Projects division run by NASA and RKA. Special Projects is charged with the management and upkeep of the off-world operations of the Alternative council. The rest of the agents of the Alternative Council are hidden amongst various black book operations of its member agencies, though most are found in the CIA and the Rothschild organization. Their operations are disguised as official government or simple financial operations. The CIA or the MBR carries out the more dastardly operations.

Campaign Hooks: The Alternative Council works best as a lurking, shadowy organization that the PCs rarely, if ever, confront directly. The Alternative Conspiracy can easily be behind any manner of nefarious deeds, from simple murder, to theft of advanced technologies, to orchestrating batch consignments. The Alternative Council operates on a grand scale, making it a suitable villain organization for a large number of missions. It is not an organization that can be destroyed quickly or easily.

Initially, the PCs should confront one of the many tendrils of the Alternative Conspiracy instead of the heart of the conspiracy itself. Introducing the entirety of the conspiracy quickly wastes much of its wide-ranging nature and suddenly revealing the existence of a base on Mars and “flying saucers” without some sort of lengthy build-up is liable to greatly disturb the tone of your campaign. Alternative 3 will not fit into all campaigns; it is more appropriate for campaigns with a slight supernatural or science fiction bent instead of realistic spy campaigns and a slow build up will help its introduction.

Early encounters with the Alternative Conspiracy should probably consist of indirect interaction, such as investigating missing scientists, batch consignment murders, or sightings of Alternative 3 vessels. These operations are always done through agents far removed from the core of the conspiracy, including such groups as the CIA. These investigations will likely turn up more questions than answers. The Alternative Council has existed for many years under such scrutiny, so the PCs will have to work very hard to get to the truth of things. The agents will probably spend their first few encounters with them trying to figure out just whom they are dealing with.

Considering the worldwide nature of the conspiracy, particularly the involvement of both the Russian and American governments, figuring out who is behind these activities may prove to be very difficult. Once the agents have actually identified the Alternative Conspiracy, they will become targets for removal or recruitment in the eyes of the conspiracy’s leader.

To avoid the more unbelievable elements of Alternative 3, the GC may want to alter the conspiracy to be in the planning stages of bases on the Moon and Mars and eliminate the “flying saucer” aspects of the conspiracy completely. Including such elements in a campaign, even when toned down, can drastically alter the feel of a campaign.

With a shift toward benevolence, the Alternative Conspiracy could become a group the agents could be employed by. Dedicated to saving the human race from its own ecological disasters, such a group would work to save as many people as possible through underground compounds or bases on other planets. In this instance the agents could be trying to pave the way for the rescue of mankind while hiding their operation from the world at large so as to prevent widespread panic.

Links to Other Conspiracies: The Alternative Conspiracy is mired in numerous other conspiracies, providing something of a central conspiracy tying all others together. The “flying saucer” technology scavenged from Germany likely passed through Area 51 at some point in the past. The Shadow Government is deeply ingrained in the Alternative Conspiracy, playing an important part in controlling the United States. The Illuminati is made up of many of the same people as the Alternative Conspiracy and the two operations can easily be working hand-in-hand. The Men in Black could be used by the Alternative Council to control witnesses to Alternative 3 operations. Majestic 12 is likely to be in alliance or a part of Alternative 3, as any relations with extraterrestrials will impact Alternative 3’s off-world operations. Project Phoenix of the Philadelphia Experiment is likely to be closely watched by Alternative 3 because of the advanced technologies they control, all of which will be used by Alternative if possible. The Freemasons will likely be allied and integrated with Alternative 3, providing a network of thousands of members for the Alternative Council to bend to their own ends. Most other conspiracies will only be tangentially connected to the Alternative operation.

Instead of working together it is also possible to have the Alternative Council working against similarly aligned world dominating conspiracies.

GOVERNMENT CONSPIRACIES

Dog fights between Area 51 spacecraft, backed by the United States Shadow Government, and Alternative “flying saucers” could make for a very interesting mystery for the agents to unravel. The Illuminati, the Shadow Government, and Area 51 could all be opponents of the Alternative program, each seeking to bend the world to their own ends

THE SHADOW GOVERNMENT

In the early days of the Cold War, President Eisenhower created by executive order several plans for the United States government to continue even after a nuclear war or similar catastrophe. These plans were initially concerned with the creation of a limited number of bunkers and evacuation plans, including operations like the special training camp run out of San Luis Obispo, California starting in 1969 with the purpose of training leaders in population control in the event of a nuclear holocaust. Operations like these laid the groundwork for FEMA, created in 1979 by an executive order of President Carter. While officially an agency concerned with helping American citizens cope with natural and manmade disasters, in truth it exists to provide a backup government ready to step in at a moments notice to take control of the country. Unfortunately in recent years, the Shadow Government has stopped waiting and has been actively taking over the United States government.

FEMA was created and given its authority by executive order; Congress never voted on it, it has never been reviewed by the Supreme Court, and the American people have never had any say on its creation or operation. According to Executive Order (EO) 12656 issued by President Reagan on November 18, 1988, a National Emergency is defined as “any occurrence, including natural disaster, military attack, technological emergency or other emergency that seriously degrades or seriously threatens the national security of the United States.” In response to such an incident, FEMA can activate its Continuity of Government (COG) plan, by which FEMA assumes control of all aspects of government. Not only that, but FEMA can suspend the freedom of speech (EO 10995), takeover electrical systems and other fuel sources (EO 10997), take control of food sources, including farms (EO 10998), confiscate and control the nation’s transportation systems, public and private (EO 10999), force citizens into work brigades (EO 11000), relocate the populace (EO 11004), and take over the executive functions of government (EO 12148). Basically, in the event of a

nationwide disaster FEMA becomes the United States government and institutes martial law. Unfortunately, though the guidelines of what situations merit FEMA involvement are rather vaguely defined. There is no limit to the duration of how long FEMA control can last, and no one in FEMA is a publicly elected official. So if a national emergency is declared and FEMA takes control, the country enters martial law with no end in sight and is controlled solely by people appointed by the president. FEMA is a blueprint for creating an America dictatorship.

To secure the survival of the necessary FEMA and governmental personnel over one hundred underground bases, called Federal Relocation Centers, have been built in Virginia, North Carolina, Pennsylvania and West Virginia. These bases are fully equipped to support thousands of inhabitants for months on end in the event of a nationwide disaster, such as a nuclear holocaust. Those who are to benefit from these bases are FEMA agents and specially selected civilian and military personnel. Within these bases wait a fully constructed and prepared backup government for the United States, complete with all the normal departments found in the executive and military branches of the government, including personnel to fill in all the various Secretary positions in the Cabinet. The judicial and legislative branches are vastly underrepresented because in the police state FEMA would create they are unnecessary. The members of this backup government are chosen strictly by FEMA with some presidential input.

An excellent example of these bases is Mount Weather near Bluemont, Virginia. A black book budgeted operation buried deep in granite, it can house several thousand personnel for several months with no need for surface contact. It contains an onsite sewage plant; its own mass transit system and its own TV broadcast station. In a national emergency, the president is to relocate to Mount Weather, but if he can’t make it there is an Office of the President there to rule in his stead.

Having a police state waiting in the wings to step in during widely defined national emergencies is odd enough, but the Shadow Government and its backers are not content to wait for its turn to come. During the recent War on Terrorism, the Shadow Government has begun assisting the governmental agencies it mimics in carrying out anti-terrorist operations. FEMA has been added to the Office of Homeland security and has been using its resources to assist in the Office’s operations. Using this cooperation as a beachhead, they plan to slowly spread their influence throughout

CHAPTER ONE

the government. The Shadow Government then plans to steer the United States toward a plan of action that will cause a national emergency, allowing FEMA to step in and take control of the country. In one fell swoop, America will become a dictatorship. On many levels this plan has already been put into motion.

FEMA is also busy keeping track of the citizens of the United States so it will be ready when an emergency strikes. The information tracked includes education, military service, financial assets and the locations of food sources, transportation and manufacturing facilities. Using this information, FEMA hopes to build a solid plan for surviving and rebuilding after a national catastrophe. Gathering this information was never part of the FEMA mission statement though, and its collection has caused some concern amongst other agencies.

The backers of the Shadow Government are the standard list of conspirators, including the Rockefellers, the CIA, the NSA, the Bilderbergs, and those in the top ranks of government who want more power. Through the machinations of FEMA they hope to turn the United States into a police state that can be easily controlled with power brokers as the unquestioned heads of state.

True History: All the executive orders and hard facts of the Shadow Government are true. FEMA actually has all the powers, responsibilities and assets described above. Their intentions may not be nearly as sinister as indicated, but all the tools are present for FEMA to create a police state. FEMA has been prepared to step in and take control several times, including during the Cuban Missile Crisis. FEMA officially activated the Continuity of Government plan during the events of September 11th, 2001, but this was more a situation of using FEMA installations and communication systems than putting FEMA's plan into full motion. This can be seen as proof that FEMA is not waiting in the wings to take control, or instead the first step to FEMA taking control of everything.

Structure: The leadership of the Shadow Government is held by a small group of puppet masters from both within and without the United States Government. While the Under Secretary in charge of FEMA, the Directors of the CIA and NSA and several high ranking military officers are involved; most of the other leaders of the conspiracy are cloaked behind lesser titles or not directly involved in government. Ultimately the leader of the entire operation is never someone who officially holds a position of power in the government, allowing



them to avoid public scrutiny. The current leader of the Shadow Government is Raymond Desmond, a relative of the Rockefellers and former high-ranking member of the State Department who now operates a think tank in Washington, DC. While he holds no official government office, the entire operation of the Shadow Government runs at his direction.

Beneath Raymond Desmond, the organization of the Shadow Government is loose and nebulous outside of FEMA. There are no official ranks, though there is a pecking order created through seniority, internal politics and merit. All members of the Shadow Government are expected to be completely loyal and have no moral qualms about their mission. Due to the sensitive nature of their plans, the Shadow Government does not take exposure lightly and quickly eliminates any who may become a threat, such as defectors.

Only within FEMA are the ranks of the Shadow Government strictly delineated. Operating in the same fashion of other agencies, one can only advance if loyal to the Shadow Government and its goals. Everyone who has worked in FEMA for ten years or more is part of the conspiracy on some level, even if they do not know the repercussions of the entire operation. Within the COG plan a strict hierarchy mimicking the United States government waits in the wings to step into power. Several members

GOVERNMENT CONSPIRACIES

of this back-up administration are made up of the otherwise non-governmental members of the Shadow Government whose occupation of COG positions are closely guarded secrets. Once the COG plan is activated the Shadow Government becomes a heavily regulated police state with a obvious hierarchy, from the COG President, to his cabinet, on down with no elected officials to get in the way.

Campaign Hooks: FEMA and the Shadow Government serve as an excellent villain in *Spycraft* campaigns, especially if the agents are part of the United States intelligence services. The Shadow Government gives such agents a vast conspiracy in their own back yard, probably creating an acute sense of paranoia as the agents learn that the Shadow Government may actually have turned almost anyone they once thought an ally. FEMA makes a better foil for moralistic agents than for more ends-justify-the-means agents. FEMA's methods may seem agreeable to some more practical agents given the situation in which the COG plan is to be implemented, but other more virtuous agents may prickle at the thought of a police state created through such means.

Fighting against the Shadow Government will

probably consist of trying to find those involved with it, acquire proof of their activities, and present this proof to someone who can do something about it. Unfortunately this is easier said than done due to the limited oversight FEMA operates under. The agents will have to stir up quite a ruckus to get things to change and pull the Shadow Government out into the open. Unfortunately for the agents, the Shadow Government will not take this lying down and soon the agents will be involved in a stealth war with their own countrymen.

One possible mission is to have agents sent to deal with a national emergency only to learn that the Shadow Government orchestrated the event to institute the COG plan. It is up to the agents to stop the disaster from occurring before the COG plan activates, putting them in a race against the clock. This may be a good way for them to learn of the Shadow Government and what its goals are.

If the agents are from an intelligence agency outside the United States, they probably have a vested interest in not allowing the United States to become a police state. Such agents will have to go head to head with the United States government,

FIELD AGENT WILLA SORTEN

Codename: Outfield 5

Gender: Female

Height: 5 ft. 6 in.

Eyes: Blue

Place of Birth: Montclair, Alabama.

Distinguishing Characteristics: Long blonde hair, leather coat, usually wearing sunglasses.

Nationality: United States.

Handedness: Right

Weight: 156 lbs.

Hair: Blonde

Date of Birth: March 30th, 1970.

BACKGROUND

A long time agent of FEMA, Agent Sorten has worked in a variety of departments, from tribal relations to disaster relief. After proving her skills and loyalty with years of service, Agent Sorten was put through a cross-training program with both the FBI and the CIA to teach her the basics of investigation, combat, covert operations and leadership. Since completing the program she has served as a field agent for FEMA, specializing in security and helping implement COG plans in the field. She has more recently been involved in creating guidelines for population control while the COG plan is active, concentrating on riot and disobedience protocols.

Due to her wide range of expertise, it is likely that the agents can run into Agent Sorten anytime they deal with the Shadow Government. Completely loyal to the Shadow Government, but not a fanatic, she has a cool head and professional manner that others often find intimidating. Agent Sorten prefers settling matters without using violence, but if attacked she will respond with all possible force.

Agent Sorten – Tier II (Special NPC — 93 XP): Init III; Atk V; Def VI; Resilience IV; v/wp: VIII; Competence: IX; Skills: Bluff V, Slight of Hand V; Wealth: II; Weapons: H&K Mk. 23 service pistol (dmg 1d12 lethal, error 1, threat 19–20, ammo 12M4, range 30 ft., SZ/Hand D/1h, qualities: UPG (multi-mode laser sight, removable suppressor), BLK, CMP, RGD, TBR, TKD); Gear: Commercial GPS unit, low-profile armor; Vehicle: None; Qualities: *Class ability (assistance I, criminal mind (skill mastery: Sneak), dexterous, evasion I, uncanny dodge I), feat (Burglar, Iron Will, Mark, Observer, Red Tape Basics), superior attribute (12 Dex, 13 Con, 16 Int, 14 Wis, 11 Cha), talented (FEMA).*

CHAPTER ONE

possibly with minimal support from their home office in the hopes of plausible deniability. Regardless of their allegiances, the Shadow Government provides an excellent enemy for a “rogue agents vs. the government” campaign where the rogue agents are really the good guys.

Alternatively, the Shadow Government could be portrayed as a beneficial force, stepping in only when needed. The various natural disasters FEMA works against could merely be covers for covert missions against domestic targets that cannot be carried out openly, such as raiding a senator’s summer home for incriminating evidence of selling out to foreign powers, all under the guise of trying to control flash flooding in the region. In these instances, FEMA has no intentions of installing the COG plan unless it has to and will cede power back to the elected government as soon as possible. An interesting campaign could have the agents working for a benevolent police state, trying to help its citizens recover from nuclear war, environmental or other catastrophe as quickly as possible so martial law will be rescinded. In this case the agents get to ignore the Constitution and generally be jacked-booted thugs, but for a better cause... if such a thing is possible.

Links to Other Conspiracies: Several other conspiracies are possibly deeply involved in the Shadow Government of the United States. Primary amongst these could be the Alternative Conspiracy and the Illuminati. Both of these organizations (or maybe they are both the same organization in your campaign) have a vested interest in controlling the United States, and FEMA presents an excellent way to do so. Both the Alternative Conspiracy and the Illuminati hope to create a world-spanning dictatorial government and turning the United States into a police state is an excellent first step toward achieving that end. The Illuminati, through the use of Multi-Jurisdictional Task Forces, elite teams of black-clad soldiers chosen from both international and United States military forces, would help backup and stabilize the FEMA government. Using this starting point the United States will slowly turn into one of many vassal police states under the United Nations. If the Illuminati or the Alternative Conspiracy are aligned against the Shadow Government, there is likely to be a long, drawn out political and economic battle for control of the United States once FEMA makes its move.

Area 51 may well be an ally of the Shadow Government, lending it vehicles and technology for use in its field operations. In such a case, Area 51 is

likely to be part of the COG plan, complete with its own subterranean bunkers and backup government. Also if Area 51 is working with FEMA it is likely there are established protocols for dealing with alien invasion based on Area 51’s past experience. If Majestic 12 is allied with FEMA these invasion plans are likely to be quite detailed and possibly include intervention from other aliens. Majestic 12 will have offices in Mount Weather if it is part of the Shadow Government, always ready to provide its expertise on matters extraterrestrial. Project Phoenix of the Philadelphia Experiment is a likely tool of the Shadow Government, using phase technology to infiltrate the enemies of the Shadow Government. With such backing it is unlikely the extreme experiments of Project Phoenix will never be curtailed, regardless of their side effects.

The mind control operations of MK-Ultra are very likely to be used by the Shadow Government for both brainwashing procedures and for the chemical warfare technologies pioneered by that project. Brainwashing vital operatives needed for the COG plan will be carried out by MK-Ultra and many COG bases would be equipped with MK-Ultra brainwashing facilities to ensure the loyalty of base personnel after the COG plan is instituted. After a national disaster and the creation of a police state, you don’t want your people having second thoughts. FEMA is also likely to use the various hallucinogenic drugs created by MK-Ultra to pacify resisting population centers, hoping to minimize bloodshed and property damage. FEMA bases are likely to have large stockpiles of these non-lethal chemical weapons.

While the Freemasons may have members among the ranks of FEMA and the COG plan, they have no special interest in a police state and more than likely will work against such a turn of events. The average Freemason does not want America to be a dictatorship.

MK-ULTRA

Created in 1953 by CIA Director Alan Dulles, MK-Ultra was the CIA’s major mind control and drug experimentation program during the Cold War. MK-Ultra was the pet project of Richard Helms, a member of the Clandestine Services branch of the CIA, which was commonly known as the “dirty tricks department,” who had long been a proponent of using drugs in CIA operations. The forerunner of MK-Ultra was the ARTICHOKE project, which attempted to find an effective truth drug for use during CIA interrogations. During the ARTICHOKE project’s

GOVERNMENT CONSPIRACIES



research they tried using hallucinogenic drugs as truth drugs. While in some cases the hallucinogenic drugs made the subject more willing to talk, in other cases they were found unsuitable due to loss of contact with reality and acute paranoia brought on by the drugs, neither of which helped interrogation procedures. They did find the other properties of some hallucinogenic drugs interesting and began devising applications, trying to use them in everything from chemical weapons to brainwashing. MK-Ultra was started as a branch of the ARTICHOKE project to fully explore the uses of hallucinogenic drugs, but it soon eclipsed and absorbed its parent organization.

MK-Ultra quickly blossomed in size as its scientists tried to find uses for hallucinogenic drugs. Eventually the project's scope was increased and its researchers were charged with testing and finding uses for a wide variety of drugs. Eventually the CIA did develop a hallucinogenic drug as a tool to assist in interrogations, threatening to keep the victim tripping until they talk, and this strategy was used commonly during the 1950s and 60s. For the experiments MK-Ultra carried out, the CIA used a wide variety of means to acquire test subjects. For a time, CIA staffers were randomly given hallucinogens without their knowledge in order to observe the results. This became something of a professional hazard when working at the CIA, as almost everyone was fair game.

Eventually, the testing within the CIA stopped after a researcher committed suicide during a hallucinogenic drug trip. Eventually a larger test body was needed and the CIA began using prisons, drug rehabilitation clinics and mental hospitals, such as the US Public Service Hospital in Lexington, Kentucky, to gather test subjects. Some subjects were given hallucinogens for seventy-five days straight to see if a tolerance could be built-up, while others were tested to see what was required to cause an unpleasant trip. Drug addicts in the areas of these tests soon learned that if you ran out of money, getting yourself committed to the right hospital or sent to the right prison could get you a steady supply of drugs. Using these usually unwilling, and often unsuspecting, test subjects, MK-Ultra tested hundreds of drugs in the 1950s and 60s. Eventually these methods were called into question by outside agencies and the CIA had to look for new testing procedures, ones that would keep the testing procedures more tightly under CIA control to prevent information leaks.

Looking for a new method of testing, the CIA set up safe houses in New York City and San Francisco where a CIA agent would invite unwitting American citizens and give them hits of acid. This was sometimes done without warning, but at other times the visitors were willing participants. The safe house experiments ran from 1955-1963 and included giving hallucinogenic drugs to thousands of American citizens. When asked about the questionable nature of these tests Richard Helms, the project director at the time, said that MK-Ultra was vital to the security of the United States and that limiting the CIA's use of drugs because of insufficient testing would give the communists, such as the Soviet Union, the advantage in the arena of mind control. The CIA regularly claimed to be lagging behind Soviet mind control and drug research due to the moral constraints the CIA operated under, but in truth the KGB regularly was several years behind the CIA.

During the 1960s the CIA's preferred use of hallucinogenic drugs was to slip them to enemy political leaders so they would babble incoherently and act like fools in public, discrediting themselves. Both Fidel Castro and Egyptian president Gamal Abdal Nasser were on the CIA's list of targets, along with domestic socialist and left leaning politicians. It is unknown how many of these targets were successfully given drugs.

The United States Army also pursued hallucinogenic drugs as a means to subjugate civilian populations with minimal casualties. They hoped to

CHAPTER ONE

be able to introduce hallucinogenic drugs to an enemy city, either through the air or through the water supply, and then take the city while everyone in it goes crazy for a few hours. It was widely feared the Soviets already had such technology. The Army ran extensive testing, mostly through the Army Chemical Corps. This testing was mainly done on volunteers, but some members of the Chemical Corps wanted to test hallucinogenic drugs on civilian cities to get a better idea of the results. A number of unwitting civilians were given drugs under controlled situations, but these events were not common. Eventually most of the common hallucinogenic drugs were phased out in favor of the chemical weapon BZ, which had similar effects to the experimental hallucinogenic drugs but also was much more powerful, longer lasting, and had permanent side effects.

The CIA also tested various forms of mental torture and mind control, such as subjecting a victim to a sensory deprivation tank until they went insane or mentally torturing a subject to purposefully create multiple personalities. From these experiments the CIA developed a keen understanding of how to tear the human mind apart, both with drugs and with more external methods. Eventually they developed the means to create multiple personalities in their test patients, which they used to create special couriers where the dominant personality had no idea what type of information a secondary personality was carrying. The CIA also experimented in implanting electrical devices in the brain, allowing a controller to affect a subject's mind using radio waves and electrical charges.

MK-Ultra officially closed its doors in 1973, but the operation continued under the name Project Pandora. Project Pandora, still called MK-Ultra by many intelligence insiders, often assists CIA interrogators, but its most valuable contribution to the CIA is its brainwashing techniques. With a few weeks of intense psychological and drug-based torture, the subjects, who are normally drawn from the homeless, the poor, foreign nationals, or political enemies, are instilled with multiple personalities, one of which is a CIA sleeper agent or courier. When a specific stimulus is given to the brainwashing subject, the CIA created personality arises and may be given a mission or information without the primary personality being the wiser. In this way the subject can act without guilt or fear, completely unaware of its programming until a specific stimulus is introduced that brings up the secondary personality. Once the task is completed the secondary personality recedes and the primary

personality has no memory of what happened, creating the perfect assassin or courier.

True History: MK-Ultra is one of the scarier government conspiracies because many of the stories are true. Nearly everything detailed above except for the construction of multiple personalities has been admitted by the CIA or discovered by investigators. The CIA conducted random drug testing without warning within its own ranks and gave drugs to unwitting American civilians in order to test out a variety of drugs. Currently MK-Ultra is shut down according to the CIA, but rumors of further activities are common.

Structure: MK-Ultra is led by Assistant Director Wilfred Coyer, a career CIA officer, and falls under the Directorate of Science and Technology. MK-Ultra is completely funded by black book budgets and does not officially exist, keeping all its information on servers not linked to the rest of the CIA system. Internally referred to as Mental Warfare division, MK-Ultra's existence is only known to the directors of the various sections of the CIA. In an effort to hide its presence from outside forces, including Congress, the President, and other parties that might find MK-Ultra's activities objectionable, MK-Ultra is never discussed with those outside the CIA.

Below Assistant Director Coyer are approximately forty researchers based out of labs in the MK-Ultra headquarters at the CIA complex at Langley, Virginia and twenty field agents involved in the acquisition of subjects, carrying out field tests, and eliminating problems impeding the project. MK-Ultra is dedicated to protecting its own existence and the CIA, in that order. MK-Ultra has brainwashed numerous government and military personnel in order to provide itself with a large number of assets they can call into action. They also kidnap several foreign officials each year for brainwashing, usually while the officials are on vacation or similar events.

Campaign Hooks: MK-Ultra serves as a research and development division for the CIA, creating both mind-altering drugs and brainwashed agents for use by the CIA and allied agencies. MK-Ultra does not have a agenda on its own besides increasing its testing parameters, funding and power within the CIA, but it supports a number of other organizations that have grander aims. MK-Ultra does not usually carry out assassinations itself, but it does provide brainwashed assassins for other agencies. Through providing this assistance, MK-Ultra works to gain favor with its parent agencies and increase its influence, hopefully enabling it to carry out a wider variety of experiments

GOVERNMENT CONSPIRACIES

with fewer moral restrictions. MK-Ultra is firmly concentrating on its departmental goals and is willing to go to any length to achieve them, including assassinating rivals, embarrassing enemies by giving them BZ, or brainwashing their foes to create a more pliant personality. When MK-Ultra uses one of its own brainwashed assassins it is because something vital is on the line.

The agents are likely to first encounter MK-Ultra in the form of drugged-out political leaders, couriers who have no idea they are carrying important information, or assassins who do not remember carrying out their assignment. From there, the agents can follow a trail of kidnappings, blackouts caused by brainwashing, and

other clues that slowly lead them back to the MK-Ultra program. Depending on which side they are on, they may be working for the very people who are funding MK-Ultra. In this case the agents may have to put up with MK-Ultra operations without protest. If the agents are working for a different faction, even one inside the United States government, they may be tasked with exposing and shutting down the experiments carried out by MK-Ultra.

Even if the agents do not work toward shutting down MK-Ultra, brainwashed assassins and couriers present an interesting complication to a mission. If the assassin the agents are trying to stop doesn't even know he's an assassin, finding him becomes

ROBERT SINCLAIR, MK-ULTRA FIELD TESTER

Codename: Gascloud

Gender: Male

Height: 5 ft. 5 in.

Eyes: Green

Place of Birth: Sacramento, California.

Distinguishing Characteristics: Slicked back gray hair, suits that were the height of fashion ten years ago.

Nationality: United States.

Handedness: Left

Weight: 194 lbs.

Hair: Grey

Date of Birth: May 23rd, 1955.

BACKGROUND

A long-time CIA agent, Robert Sinclair entered the MK-Ultra program after its official closing in the 1970s. A loyal agent to the CIA and its goals, Sinclair believes that the CIA is shackled by the morals and weak wills of politicians and the public in general, feeling that there should be no limit to the activities the CIA carries out to protect the United States. Using the argument that the good of the many outweighs the good of the few, Sinclair believes in large-scale testing of drugs on the civilian populace of the United States and works to secretly set up such operations. Using cover stories such as gas leaks or train wrecks spilling toxic materials, Sinclair and his team of CIA chemists and field agents subject American civilians to new CIA drugs and record the results. He has no concern for the people whose lives he destroys, thinking them worthy sacrifices in the name of security.

While it is not his specialty, Sinclair takes an active interest in the brainwashing operations of MK-Ultra. He often assists the brainwashing experts in their operations and has extensive knowledge of the processes involved. He takes a perverse pleasure in such procedures, enjoying the idea of someone unwilling being turned into a tool for what he sees as the greater good.

Sinclair is aging now and goes out in the field less, but still gets giddy at the thought of seeing field action and carrying out large-scale subterfuge. A master of misdirection and eliminating problems, such as reporters who ask too many questions, he is likely to encounter the agents if they begin investigating the activities of MK-Ultra. Also, the agents may run into Sinclair while having no prior knowledge of MK-Ultra and are instead investigating whatever cover story Sinclair fabricated to cover his operations. In this case, they may become problems that have to be removed.

Robert Sinclair – Tier III (Special NPC — 134 XP): Init V; Atk V; Def V; Resilience VII; v/wp: VI; Competence: IX; Skills: Bluff VI, Impress VI, Investigation VI, Science (Pharmacology) VI, Sense Motive V; Wealth: VI; Weapons: Magnum Research Desert Eagle service pistol (dmg 3d6+1 lethal, error 1–3, threat 19–20, ammo 7M4, range 40 ft., SZ/Hand D/1h, qualities: BLK, TKD); Gear: antivenin shot (3 doses), basic knockout poison (3 doses), basic truth serum (3 doses), basic lethal poison (3 doses), basic neurotoxin (3 doses), chemical analyzer, hallucinogen A (3 doses); Vehicle: None; Qualities: *Class ability (bright idea × 2, professor, research project (faculty, skill mastery: Science)), feat (Diplomat, Government Contacts, Hypnotherapy Techniques, Mind Control Techniques, Poison Basics, Political Clout), mastermind, superior attribute (13 Dex, 12 Con, 15 Int, 12 Wis, 14 Cha), talented (MK-Ultra).*

CHAPTER ONE

much more difficult. Also, the fact that the assassin is essentially innocent may make taking him down much more complex. And how do you get information out of a courier who doesn't even know he possesses the desired information?

As a twist to the idea of the agents fighting against MK-Ultra, they could instead all be brainwashing subjects of the program. In this situation the agents would have a specific stimulus that would activate their secondary personality, but none of them would know what it is. The agents would be in a race against

time to learn about their programming before it is set off, and possibly get some revenge against the scientists who brainwashed them in the first place.

Links to Other Conspiracies: MK-Ultra is likely to be aligned with the Shadow Government, the Alternative Conspiracy and the Illuminati if these conspiracies are also in operation. The brainwashed assassins produced by MK-Ultra will be in high demand by all these agencies, allowing them to carry out assassinations with little evidence of their involvement. All of these conspiracies will work to

DANIELLE SIMMONS, MK-ULTRA BRAINWASHED ASSASSIN

Codename: EO12

Gender: Female

Height: 5 ft. 9 in.

Eyes: Blue

Place of Birth: New York City, New York.

Nationality: United States.

Handedness: Left

Weight: 178 lbs.

Hair: Blonde

Date of Birth: September 20th, 1977.

Distinguishing Characteristics: Rather non-descript, most often wearing mirrored sunglasses and a business suit, as is the standard practice of the Secret Service.

BACKGROUND

Once a dedicated member of the Secret Service, Danielle Simmons is now a tool of MK-Ultra. Kidnapped while on vacation two years ago, Danielle Simmons was programmed with a secondary personality that was trained as an assassin by MK-Ultra, after which she was reinserted into the Secret Service without anyone the wiser. In the time since, Danielle has had some disturbing dreams caused by her brainwashing and suspects she may have something psychological, but is nowhere near suspecting the truth. Danielle's position in the Secret Service is that of a driver, giving her ready contact with a large number of political officers.

Danielle's secondary personality is triggered by her answering a phone and hearing the phrase "Is this Leon's pizza?" Once the secondary personality is active it will carry out any orders given after the trigger phrase, including allowing Danielle's main personality control until certain parameters are met. Danielle was brainwashed so the CIA would have a means to remove problematic members of the executive branch with minimal chance of being blamed for the operation.

If the agents are a thorn in the side of the CIA or MK-Ultra, Danielle Simmons may be sent after them, but it is unlikely they will waste such a valued resource frivolously. Instead the agents may be engaged to stop an assassin from striking the President, never realizing the assassin is within the Secret Service.

Danielle Simmons – Tier II (Special NPC — 95 XP): Init IV; Atk VI; Def VI; Resilience V; v/wp: VIII; Competence: IX; Skills: Notice VIII, Drive V, Security IV; Wealth: II; Weapons: SiG-Sauer P229 service pistol (dmg 1d12 lethal, error 1–2, threat 20, ammo 12M4, range 25 ft., SZ/Hand D/1h, qualities: DST, TKD); Gear: Encrypted tactical radio, low-profile armor; Vehicle: None; Qualities: *Alternate identity* (supplementary identity), *class ability* (*dexterous*, *evasion I*, *manual adjustment (Mechanics)*, *vehicle familiarity I*), *feat* (Baby It, CQB Basics, Daredevil, Observer, Speed Demon), *inferior attribute* (8 Str, 9 Cha), *superior attribute* (14 Dex, 12 Con, 16 Int, 15 Wis).

Danielle Simmons (Supplementary Identity) – Tier II (Special NPC — 110 XP): Init VI; Atk VII; Def III; Resilience V; v/wp: VIII; Competence: V; Skills: Notice VII, Drive V, Security V; Wealth: III; Weapons: SiG-Sauer P229 service pistol (dmg 1d12 lethal, error 1–2, threat 20, ammo 12M4, range 25 ft., SZ/Hand D/1h, qualities: DST, TKD); Gear: Encrypted tactical radio, low-profile armor; Vehicle: None; Qualities: *Class ability* (*accurate*, *armor use II*, *fortunes of war I*, *weapon specialization (handgun proficiency: most deadly, mow down)*), *feat* (CQB Basics, CQB Mastery, Marksmanship Basics, Marksmanship Mastery, Marksmanship Supremacy, Sharpshooter Basics, Sharpshooter Mastery, Sharpshooter Supremacy), *henchman*, *inferior attribute* (8 Str, 9 Cha), *superior attribute* (14 Dex, 12 Con, 16 Int, 15 Wis).

GOVERNMENT CONSPIRACIES

expand the funding and power of MK-Ultra when possible, reaping the rewards of such arrangements themselves. While working for these conspiracies, MK-Ultra will put a sizeable amount of its efforts in developing population control technologies, such as the means to brainwash large groups of people simultaneously. Any brain implants used by the Alternative Conspiracy are likely to have been developed by MK-Ultra. The Shadow Government

will have a branch of MK-Ultra set up within the COG plan so they can continue to produce brainwashed assassins and develop means to control the post-catastrophe population.

Due to the mind reading and control experiments of Project Phoenix, MK-Ultra may have an alliance with the Philadelphia Experiment. Both agencies are deeply buried behind several layers of secrecy in different sectors of the government, so their cooperation is limited

WEAPONIZED HALLUCINOGENS

Being the most notorious boogiemens in the espionage communities when it comes to mind control and experimentation has its advantages. Though officially the U.S. has destroyed their stockpile of BZ in accordance to NATO's Chemical Weapons Convention (specifically Schedule 2), MK-Ultra still has access to the incapacitating agent and, as it is one of Robert Sinclair's favorites, still sees some usage in the field and in the labs for experimentation purposes. In addition, the project has been working on a new drug by the code name of "hallucinogen A." While it is not as effective as BZ, it has some unusual properties the CIA is still examining.

BZ

The more powerful military-grade version of hallucinogen A (known scientifically as 3-quinuclidinyl benzilate), BZ can be delivered by ingestion, injection or inhalation. The drug causes powerful and lasting hallucinations that can incapacitate a target for hours on end. BZ was designed to incapacitate troops on a battle field by rendering them temporarily insane, but the drug also has long-term effects on the stability of its victims. Unlike hallucinogen A, there is no possibility of a good trip, but it is possible to fight the drug off entirely.

A single dose of BZ can be requisitioned by an MK-Ultra character for 15 Reputation/\$500,000 Net Worth or by any other character for 20 Reputation/\$1,000,000 Net Worth. The requisitioning agent may choose the delivery method of pills, a syringe, or an aerosol sprayer (similar to an asthma inhaler) that can be used as a Hurling weapon attack to expose one adjacent target.

Hallucinogen A

A power hallucinogenic drug, hallucinogen A, has seen extensive use both in intelligence agencies and in the drug cultures of the United States and other nations. It has powerful psychoactive effects that cause the subject to hallucinate and experience a strange sense of detachment from the world at large, even from their own bodies. Experiences become far more profound, but the experience can go terribly awry if the user is in a hostile environment or goes into the situation with the wrong mindset. A "bad trip" becomes a nightmarish experience where commonplace items can take on a malevolent life that the subject cannot escape.

Hallucinogen A can be taken through contact, using small pieces of hallucinogen A-laden paper, ingested or injected. Once taken, it takes effect quickly and lasts for quite a few hours. Immediately following the Primary Phase's Fort save, the target must make a Will save at the same DC. With success, the suffers a -2 penalty to further Will saves and Reflex saves but gains a +2 bonus to Intelligence- and Wisdom-based skill checks for the duration of the contagion's effect. If the target fails, he still suffers the -2 penalty to Will saves and Reflex saves, but instead of any skill bonus is *frightened* for 1d6 hours.

Hallucinogen A can be requisitioned by MK-Ultra characters as a Caliber V Tradecraft item for 3 doses, or by other characters for 5 Reputation/\$250,000 Net Worth per dose.

Contagion	Primary Phase				Secondary Phase		
	Complexity	Onset Time	Fort Save DC	Damage/Effect	Onset Time	Fort Save DC	Damage/Effect
BZ	90/+7	3d4 hours	24	2d6 Wis	3d4 hours	22	1d6 Wis, <i>Stunned</i> for 1d6 hours
Hallucinogen A	45/+0	2d4 minutes	16	Special*	3d4 hours	14	1d4 Wis†

*See description for special rules.

† Half of this ability damage is permanent (rounded down).

CHAPTER ONE

but their members eventually will circumnavigate official channels of communication, sharing information behind the backs of their superiors. Both factions have little concern for bureaucracy that stands in the way of their research.

Alternately, instead of operating in alliance with the various other governmental conspiracies, MK-Ultra may be actively working against them. In this case, MK-Ultra would be sending brainwashed assassins after members of the Alternative Conspiracy, the Shadow Government and the Illuminati in an attempt to prevent their control of the United States. In this position, MK-Ultra is more a group of misguided patriots fighting groups attempting to infiltrate the United States government instead, simply, of a bunch of researchers creating killing machines. Such a case may cause a lot of confusion amongst the agents.

THE MEN IN BLACK

For years reports of UFO sightings have been followed by stories of men dressed all in black confronting witnesses with the goal of suppressing their stories or convincing witnesses they in fact saw something completely mundane. Through a mixture of intimidation, trickery and complex scientific explanations, these agents have worked to stop the spread of UFO stories, but instead have only worked to increase the fervor surrounding such events. Now the Men in Black are as much a part of UFO mythology as the UFOs themselves. Men in Black-like figures have appeared in historical accounts reaching back hundreds of years, leading some to believe they are part of some alien conspiracy trying to keep the presence of aliens on Earth a secret, but the truth is much more mundane than that.

Men in Black are usually reported as being men of approximately six feet in height with olive or pale skin. They act in odd ways, such as not understanding how to use commonplace tools and repeatedly requesting sugared water to drink. Some reports have the Men in Black using mind control to convince their victims to allow them inside or to forget specific events, such as the entire Men in Black encounter. The Men in Black wear suits that are completely black and often ill fitting, accompanied by sunglasses and a black fedora. Taken as a whole this set of evidence seems to point at something otherworldly, but that is the whole point. The Men in Black are nothing but a government sham trying to distract people from what's really going on.

The Men in Black encounters began in force in the 1950s along with the drastic rise in UFO sightings that

occurred at the same time. The term itself was coined by UFO-logist Albert K. Bender who had his UFO investigation organization, the International Flying Saucer Bureau, shut down by the Men in Black in 1953, and was adopted by the Men in Black themselves shortly thereafter, mainly because it caused confusion and they found it amusing. The Men in Black began as a NSA operation to discount and cover up the rash of UFO sightings that began with the 1950s. During this time the Men in Black were primarily charged with keeping witnesses from spreading stories of UFO sightings, usually by giving other explanations, intimidation, and taking all evidence of such sightings. The fear was that such reports would cause a panic and weaken the faith of the citizenry in their government, something that was highly feared because of the ongoing Cold War. The secondary objective of the Men in Black was to investigate such sightings to make sure the UFOs were not in fact Russian objects. Organizations backing the Men in Black were far more afraid of advanced Russian aircraft than visitors from outer space, but soon found out that such visitors had their own usefulness.

Over five decades of operation has changed the goal of the MiB from covering up possible UFO sightings to using UFO sightings to cover up a wide variety of incidents. Realizing that their efforts to get witnesses to remain silent were largely unsuccessful, the Men in Black found instead that their interference brought more attention to possible UFO sightings. Also government agents with a similar appearance to the Men in Black were also being labeled as such, despite having no relation to the NSA operations. People wanted to see a government cover-up of UFOs even when there was no relation to such things, so the NSA changed their tactics. Instead of covering up UFO sightings for the hope of quelling panic, the Men in Black began spreading stories of UFO events as a cover for other governmental functions. In conjunction with the United States military, CIA and FBI, the Men in Black were called in whenever a cover-up was needed, creating the impression of a UFO event instead of whatever actually occurred, be it weapons testing, accidental release of bacterial agents or kidnapping. By creating an otherworldly presence and purposeful acting in an off putting manner, in conjunction with use of hypnosis and mind altering drugs, the Men in Black were able to turn witnesses of legitimate government events into raving UFO conspiracy theorists who were ignored and discredited by the general public.

Over time, the NSA infiltrated governments allied to the United States, such as Great Britain and

GOVERNMENT CONSPIRACIES



Australia, and managed to create similar departments within these governments, such as the Directorate of Science and Technology Intelligence in Great Britain's Ministry of Defense (DSIT). These operations could use similar tactics to cover up all manner of American operations, especially those not sanctioned by the local government. Through all of its agents, the Men in Black have become a top-notch group of con artists, actors, special effect wizards and forgery experts, able to create anything up to and including a completely faked crash site with alien bodies and radiation leaks. These masters of misdirection and illusion are available to any of the United States intelligence agencies when a cover up is needed or the credibility of a witness needs to be destroyed.

True History: The actual history of the Men in Black is largely up for debate as any truth to their existence is mostly based on witness accounts and second hand stories instead of hard facts. Explanations ranging from aliens to faeries to other dimensional creatures have been offered over time, but the likelihood of any of these is remote at best. While the NSA and DSIT have been cited for covering up UFO events by UFO-logists, any actual participation in a Men in Black-like scheme has not been reported. In the end, the truth in terms of the MiB is still out there.

Structure: The Men in Black operate out of the NSA and are overseen by an Assistant Deputy Director, a position currently held by a former CIA agent William Parkin. The Men in Black are officially known within the NSA as Intelligence Interference

(INGINF), but they rarely interact with their fellow members of the NSA. Officially, INGINF is involved in intercepting and changing communications amongst the enemies of the United States, which they do in addition to the duties of the Men in Black. There are four hundred members of the INGINF, most of which are stationed in and around the NSA headquarters near Baltimore, Maryland. Two thirds of INGINF are involved in Men in Black operations, while the rest are mainly cryptologists and computer experts.

The Men in Black are broken up into three main groups: field agents, tech support, and fabricators. The field agents are those who actually meet with witnesses and interact with the outside world under the guise of being a Man in Black. These agents are usually top-notch actors and often make use of makeup to make their appearance appear unearthly. Tech support includes agents who delve into the backgrounds of those targeted by the Men in Black, collecting personal information and developing ways to intimidate them most effectively. The fabricators are those agents who build fake alien objects, anything from crash debris to radio signals to corpses. The Men in Black agents skilled in hypnosis are mostly members of tech support, though a few are field agents. The Men in Black use the standard system of ranks within the NSA.

When in the field Men in Black operate in teams of six to ten people, depending on the size of the operation. At least two of these agents will be field agents, and they will deal with any witnesses or other civilians the team must interact with to complete their mission. Most mission teams will also include at least one tech support agent and one fabricator.

Campaign Hooks: If used alone in a campaign the Men in Black are the ultimate red herring. They create the illusion of their being some vast UFO conspiracy in the works, but in truth they are a bunch of disinformation experts concealing smaller secrets with the promise of a larger secret. They work best as an occasional means to mislead the agents or a recurring opponent who constantly works to discredit the team or the mission they are pursuing. If the agents cause a problem for someone allied to the Men in Black, the PCs may find themselves in a whirlwind investigation of UFO events and wreckage, spending weeks working on such leads only to find out eventually they were all faked. The Men in Black are used as a tool by the powerful to get others to look away from more important matters, so the agents may fall prey to their efforts at sleight of hand, especially if they have allies in the United States government.

CHAPTER ONE

Alternatively, the PCs could be part of the Men in Black; concocting complex ruses to fool others into believing aliens are among us. In this case, the agents assist the Men in Black in preventing the public from learning about government operations they need not know of. Also, there could be one or two Men in Black agents attached to a team to help them cover up their activities, as a sort of a self-cleaning spy team.

Links to Other Conspiracies: The Men in Black are most useful when used with the other conspiracies on this book, specifically Majestic 12, Area 51, and the Alternative Conspiracy. If these conspiracies are active, the Men in Black will be possibly unknowing stooges in helping cover up the actions of these other conspiracies. The Men in Black will help direct attention away from sightings of Majestic 12 operations with fake UFO events and assist in destroying the credibility of witnesses who see through these deceptions. Similar

tactics will be used to hide the operations of Area 51 and the Alternative Conspiracy, concealing real spacecraft with fake spacecraft that are more visually appealing or by creating fake contact scenarios where a witness is approached by benevolent “aliens” and asked to remain silent for good reason.

In these situations the Men in Black may simply be unwitting pawns of these other agencies, carrying out orders under the assumption that the events they are covering up are nothing of particular interest or out of the ordinary. In this case, if the Men in Black learned the truth they might have second thoughts about their efforts, creating an excellent possibility for a campaign with Men in Black agents who turn to fighting against their backers in order to find the truth they once obscured. Or the Men in Black could be willing participants in the great charade, playing out their part knowing that they hide a fantastic truth with a more fantastic lie.

FIELD AGENT DENNIS SMITH

Codename: Agent Smith 3

Gender: Male

Height: 6 ft. 0 in.

Eyes: Green

Place of Birth: Salt Lake City, Utah.

Distinguishing Characteristics: Pale white skin, slicked back black hair, completely black suit and fedora, mirrored sunglasses.

Nationality: United States.

Handedness: Left

Weight: 194 lbs.

Hair: Black

Date of Birth: May 12th, 1972.

BACKGROUND

A long-term NSA agent, Agent Smith began at the NSA as an intelligence analyst and researcher. He eventually proved himself in the field when a research mission went awry, forcing Smith and his team to lay their way out of being caught in Southern China without authorization to be there. This ability to think on his feet and his knowledge of intelligence gathering got him transferred to the INTINF division to assist in Men in Black operations. The fact that Agent Smith was also an amateur actor and had a good knowledge of disguise techniques allowed him to excel easily in the Men in Black as a field agent.

Since joining the Men in Black, Agent Smith has proved himself an excellent student of the human mind, having a remarkable ability to unnerve people with a single glance or strange question. Able to easily create an aura of being from another world, Agent Smith favors intimidation and confusion when dealing with witnesses. He is little concerned with the truth of the stories he spins or the goals of the INTINF, instead reveling in the idea of fooling people on a regular basis. Something of a practical joker, Agent Smith feels this type of trickery is the ultimate high.

Agents may run into Agent Smith if they look too closely at a Men in Black operation or need to be discredited. An excellent actor and having many years of pretending to be an alien under his belt, Agent Smith will try to confuse them as to what they saw and tell them to keep quiet, but never reveal his own identity. Under direct threat of immediate violence Agent Smith may crack, but this is only likely if the agents have somehow isolated him from contact with the Men in Black.

Agent Smith – Tier II (Special NPC — 142 XP): Init VI; Atk V; Def V; Resilience IV; v/wp: VIII; Competence: X; Skills: Sense Motive VIII, Bluff VI, Falsify VI, Investigation VI; Wealth: IV; Weapons: .45 ACP SiG-Sauer P220 service pistol (dmg 1d12 lethal, error 1–2, threat 19–20, ammo 7M7, range 25 ft., SZ/ Hand D/1h, qualities: DEP, TKD); Gear: Disguise kit I; Vehicle: None; Qualities: *Class ability (backup I, cold read, doublespeak, masks (convincing, skill mastery: Falsify), quick change × 4, smooth operator), feat (False Start (Hustler), Flawless Identity, Formless, Hard Core, Hustler, Mark of a Professional (Hustler), Misdirection, Silver Tongue, Tampered Evidence), henchman, superior attribute (14 Int, 14 Wis, 16 Cha), talented (MiB).*

HISTORICAL CONSPIRACIES



2

Stuart: "Well, it's a well known fact, Sunny Jim, that there's a secret society of the five wealthiest people in the world, known as The Pentavirate, who run everything in the world, including the newspapers, and meet tri-annually at a secret country mansion in Colorado, known as The Meadows."

Tony: "So who's in this Pentavirate?"

Stuart: "The Queen, The Vatican, The Gettys, The Rothschilds, and Colonel Sanders before he went tits up. Oh, I hated the Colonel with his wee beady eye! And that smug look on his face, "Oh, you're gonna buy my chicken! Ohhhhhh!" "

-Stuart MacKenzie to Tony Giardino in
"So I Married an Axe Murderer"

CHAPTER TWO

FREEMASONS

To the modern observer, Freemasons seem to be little more than a large social club for men that has branches, called lodges, spread out around the world. Besides social gatherings and charity works, Freemasons rarely attract public attention. In fact, in recent years they have attracted the most attention by announcing stepped up efforts to attract new recruits because of shrinking membership. The Freemasons are not open about their rituals or history, cloaking both in a veil of secrecy enforced by oaths promising dire torture if the secrets of the order are revealed. Even within their own ranks the Freemasons are not clear about their history and goals, citing differing and conflicting versions of the order's past over the course of its history. Behind this confusing façade lies a centuries old order with far larger goals than simple good works.

The Freemasons announced their existence to the world in 1717 when the formation of the Grand Lodge of London was announced as four lodges bound themselves together to try and claim superiority over other lodges. Openly the Freemasons claim to be descended from medieval stonemason guilds formed by itinerant craftsmen who wanted to protect their craft from untrained interlopers, but lacked formal guildhalls and territory which most guilds used to enforce their control of a trade. The Freemasons mostly stick to this story, but within their own ranks a different history is shared. Only through elevation to the rank of Master Mason, the third and last of the open ranks of the Freemasons, is the "real" history of the Freemasons revealed. This history has the Freemasons as the descendants of an order started by Hiram Abiff, the Master Mason for the Temple of Solomon in Jerusalem. Hiram Abiff was killed by those jealous of his skills, but the Freemasons carried his teachings through the ages, inducting good and just men to their order, which always kept a strong tie to masonry and using its tools in the order's symbology. This long history led some of the more zealous Freemason historians to construct an immense roster of past Freemasons from ancient times, hoping to gain respect with a long pedigree of past members, with some Masonic historians ignoring the Temple of Solomon in total and instead citing Adam as the first Freemason. These more extravagant histories included everyone from Noah to Achilles to Alexander the Great within the number of the Freemasons at some time or another. In more modern times, these lists of every notable male historical figure of the western world have been

removed from most historical accounts of masonry and replaced with the more nebulous history of the order stemming from Hiram Abiff, but the time between the building of the Temple of Solomon and the 1717 is left largely undefined. Most masons are little concerned with the historical ambiguity the order allows within its own ranks, not realizing only those of lower stature are not told the truth.

Amongst most Freemasons there are three official recognized ranks: the Enter Apprentice, the Fellow Craft, and the Master Mason. Most Freemasons never venture above Master Mason. A minority of the Freemasons know there are in fact thirty other ranks in the order above Master Mason, in which the true history and goals of the order are shared. Those holding these advanced ranks know that Freemasonry began in 1307 when then The Poor Soldiers Of Christ of the Temple of Solomon, more commonly known as the Knights Templar, were outlawed by Phillip IV, the king of France and Pope Clement V. This was primarily due to the fact that the Templars were an immense political and financial power in Europe, having riches equaling many countries, owning massive estates and having many contacts to nobility. Most of these strengths were drawn from the fact many second sons of nobles who would not inherit their father's title instead joined the Templars, which was considered a worthwhile organization for a young noble. No individual Templar could own property, so all the wealth these noble recruits brought with them was donated to the coffers of the order. Phillip the IV of France wanted this wealth and the Pope Clement V hoped to join the Knights Templar with the Knights Hospitaller, creating a single order where there had been to rival factions, and this single order would be directly responsible to the Pope. Phillip IV also exerted a great deal of influence on Clement V to go along with his plans because Phillip IV had helped arrange Clement V's assumption of the Papacy, assassinating his predecessor. The two conspired to surprise the Templars and arrest all Templars in France on the same morning, giving them no warning or time to flee. The Pope issued Papal Bulls asking for the same actions from other countries, but only received limited results. Many of the Templars in France were arrested, tortured, tried and either left to rot in prison for several years or executed. During these trials the Templars admitted to all manner of blasphemy, but most of these claims stemmed more from the fact that they were tortured until they confessed than any actual wrong doing. Within a few scant years the Templars as an order had been destroyed and in 1312

HISTORICAL CONSPIRACIES



they were officially disbanded by the Pope and all their property given to the Hospitallers, what little of it had not been claimed by other nations.

While many of the Templars in France were captured, some did manage to escape, and those in other nations fared much better in their attempts to evade capture. In England, King Edward II waited two months to enforce the Papal Bull condemning the Templars, giving them ample opportunity to prepare and go underground. Even when the Bull was enforced it was only done so half-heartedly, with limitations on torture of prisoners and little actual efforts in hunting down Templars who went underground. In Scotland, the Papal Bull was never enforced and Templars were instead welcomed by William the Bruce, who needed trained warriors like the Templars for his wars against England. In short, the British Isles became a haven for those Templars fleeing France and the Pope, but they could no longer exist in the open. Instead, they needed to exist in the shadows of society as a secret brotherhood dedicated to helping each other survive.

From this underground network of Templars, created to protect and aid each other, the Freemasons evolved. Many of the Old Charges, the supposedly ancient rules that govern Freemasonry, are concerned with providing other Freemasons shelter, helping them find work, and assisting them in traveling to other Freemasons in other towns. In many ways the Old Charges read as an instruction manual for

creating an underground railroad to help a persecuted group survive while in hiding. How exactly the Templars came to be associated with stonemasons no one is sure, but it was likely a convenient cover for their organization. Given their many connections with nobility and the great wealth that the Templars managed to retain even while on the run, they were able to work their way back up into the upper echelons of society and over hundreds of years a group of knights without a home became one of the most powerful secret societies in the world. Freemasonry spread along with the British Empire, taking hold in America, Australia, and Britain's other colonies.

To become a Freemason an individual must seek out a Lodge and ask to join, be a man of upstanding character, and believe in some form of Supreme Being, called the Great Architect by the Freemasons. Women, atheists, and men of low character are not allowed to join, though the last qualification is completely in the eye of the beholder and not all Freemasons are virtuous men. There are a number of separate organizations for women, such as Job's Daughters and the Daughters of the Nile; they are not allowed to enter the Masonic temple or take part in the order's secret rites. Religion and politics are not to be discussed within the Lodge, but these events do happen. Because of the Masonic idea of all monotheistic gods such as the Christian God or the Islamic Allah are the same being, some religious groups persecute the Freemasons for being a religious

CHAPTER TWO

organization. The Catholic Church has long been an enemy of the Freemasons, for obvious historical reasons as well as religious ones, claiming that no Christian can be a Freemason in good conscience. Stories have long surfaced of the Freemasons practicing strange religious rituals that included the worship of devils, and similar charges were leveled against the Templars in their day, but these charges are based on little more than circumstantial evidence and bad translations.

At times popular non-religious opposition to Freemasons has surfaced, mainly due to the bloody oaths Freemasons swear and the favoritism its members show to each other. At each initiation the Mason swears to be slain in a number of unpleasant and gruesome ways and to be left unburied afterwards as punishment for revealing any secrets of the Freemasons or betraying a fellow Freemason. These oaths to a modern eye do not seem particularly repugnant, with worse scenes of gore available every day through television and movies, but to members of past centuries these punishments were unbelievably gruesome and, to some, something to which no Christian should agree. These anti-Masonic movements are most common in the United States and Britain, but they have not been influential for many years. In Britain, anti-Masonic feelings have always run stronger than in the United States due to the strong influence it has on many professions and levels of government.

Using a complex series of handshakes, foot placements, and special keywords, Freemasons can signal their allegiance and rank without informing any non-Masons. At each initiation to a new rank, a Freemason is taught a new stance and handshake with which to indicate their place in the order. Masonic symbology is based largely on the tools of stonemasons, such as rulers and squares. "Being on the square," is a common means of referring to someone who is a Freemason.

There are several different traditions of Freemasonry, the most common in the United States being Scottish Rite Freemasonry. Numerous other traditions have sprung up over the centuries using different ranks and concentrating on different aspects of Freemasonry. Some, due to their drastic departures from the core concepts of Masonry, such as Lodges that embrace atheism, are cast out of the order completely. For the most part, all Masons see all other traditions as being brother Masons and the differences are largely cosmetic, such as different names for positions and the like.

The actual goals of Freemasonry are pretty basic for most members. Freemasons do good works and donate to charity, have many social events dominated by ceremony and pomp, and act as one of the oldest network of contacts in the world. Many join Freemasonry in the hopes of securing business with other Freemasons, something that occurs regularly within its ranks. In some professions, particularly in Britain, joining the Freemasons is an unofficial requirement for promotions above a certain level. Also, being a Freemason is an excellent means to make contacts in political and financial circles, especially within the higher ranks of the order. Many United States Presidents have been Freemasons, and those that were inevitably surrounded themselves with Masonic advisors.

The secret goals known only to the highest ranking members of the organization, most of which are members of the 32nd or 33rd rank, are reducing the power of the Catholic Church and acquiring political power for Freemasons. The conflict with the Catholic Church has lasted since the destruction of the Templars, and still the Freemasons work to undermine the Pope and those who serve him. The Freemasons have worked to ruin the finances of the Catholic Church, expose it to negative publicity and reduce its influence in the world community. In recent years, this process has abated as the Freemasons have begun subverting the Catholic Church, drawing members from within its ranks due to the steady modernizing of church guidelines. In terms of gaining political power the Freemasons have little in terms of a plan or concrete goals besides using their influence to empower their allies and themselves. This includes favoring Freemasons in such decisions as political appointments, government contracts, or what countries to give aid to based on the number of Freemasons in its government. While the Freemasons do not have commando squads or the advanced technologies of other conspiracies, they have the largest system of contacts and the most powerful "Old Boys" network in the world.

True History: The actual history of the Freemasons is not completely clear, even to its own members. Even different historians within the Freemasons disagree as to exactly where their organization comes from. For the most part though, the Knights Templar theory has the most facts to back it up, but some Masonic historians still avidly back the idea of Freemasonry being handed down from medieval stonemasons. There is no definitive answer to where Freemasonry comes from, but the Knights Templar theory matches most of

HISTORICAL CONSPIRACIES

the known facts.

While Freemasons are often cited as being political puppet masters who have immense control over the world, they are really nothing more than a group of men dedicated to charity, improving yourself, and helping your fellow man, both Masonic and non-Masonic. Freemasons undoubtedly aid each other, showing what outsiders may term favoritism, but this rarely has the sinister aims that Freemasons are ascribed. Instead, Freemasons simply help out their brother Masons in the workplace, as well as other facets of life.

Of course this aid can have far reaching results when the Freemasons involved are in the upper ranks of government. Several United States Presidents have been Freemasons, and until Prince Charles every male candidate for the throne of Great Britain for several hundred years has been the leader of Freemasonry in Great Britain. When involving such powerful individuals, the slightest bit of favoritism such as awarding government contracts to Freemasons over non-Masonic bidders, can have drastic results.

Structure: There are thirty-three ranks to Freemasonry, from the Entered Apprentice to the Grand Inquisitor General. There are numerous non-rank related titles in Freemasonry, such as Tylers,

who oversee the security of rooms where Masonic secrets are being discussed. Most Freemasons do not progress beyond the third rank, the Master Mason, and many do not even know about the levels beyond Master Mason. Each rank demands respect from the individuals below it, but little ability to give orders to underlings exists. Instead Freemasons tend to work together in a sense of mutual aid.

Freemasonry is organized into Lodges, each of which is a group of Masons united either by location, social group or occupation. Lodges fall under the domain of Grand Lodges, which control all the Lodges in a geographic region. For example, each of the states in the U.S. has its own Grand Lodge. Grand Lodges organize Lodges, keep them from conflicting, arrange social events and hand down disciplinary actions against Lodges which have broken the precepts of Freemasonry, such as Lodges that admit atheists. Grand Lodges answer to no official authority, instead operating on a system of mutual cooperation with fellow Grand Lodges. The leaders of these Grand Lodges convene occasionally to discuss important matters in the order.

Generally, Freemasonry does not have the hard and fast discipline found in other conspiracies. Instead, most Freemasons do as they're told in the

SECRET HANDSHAKES

With as complicated and secretive as a hierarchy as the Freemasons have, it's no surprise that they have an equally complicated and secretive method of identifying themselves.

Any character with the Freemason Allegiance or The Freemasons as an Interest (*see page 53 of the Spycraft 2.0 Rulebook*) may make a Sense Motive/Innuendo check to send or receive Masonic symbols using hand gestures, body posture, and special catch phrases. The message complexity for this check is based on the information the character wishes to convey as follows. A message cannot have its complexity reduced below Simple or above Monologue. (*For more information on Innuendo checks, see page 158 of the Spycraft 2.0 Rulebook*). Characters with the Enter the Fold feat or higher (*see page XX*) apply the bonus to Charisma-based skill checks to these Innuendo checks.

Table 2.XX: Masonic Symbols

Information to Convey	Message Complexity	DC Modifier
Identify Freemason membership	Simple	-5
Request Freemason identification	Simple	-5
Identify specific Freemason Rank/Title	Average	+0
Request assistance from nearby Freemasons	Average	+0
Without speaking (check loses Language tag)	1 grade higher	+5
With a handshake	1 grade lower	-5

If you score a Critical Threat when conveying information with this check you may spend 1 action die to improve the target's disposition towards you by 1 grade for the duration of the mission. If you score a Critical Failure, however, the target perceives you as a fraud and their disposition towards you worsens by 1 grade per action die spent to confirm the error for the duration of the mission (two action dice maximum).

CHAPTER TWO

hopes of gaining wealth or prestige through the order. Those that do not are simply kicked out, though if their transgressions are particularly heinous, other Freemasons may ruin their lives. More than one Freemason has been kicked out, his house repossessed, his business ruined and his life torn apart because he told someone outside the order more than he should have.

Campaign Hooks: Freemasons work as an excellent means to give your agents' enemies a wide-ranging network of informants and allies. Freemasonry itself is not an organization with goals of world domination, but its members may have such goals and will use their brothers to their own ends. The average Freemason knows nothing of such matters, instead concerning himself with his

Lodge meetings, seeing his friends, and meeting the requirements for advancement. This preponderance of "everyday people" in the Freemasons may limit the agents' actions against them, as killing Freemasons who unknowingly help a brother Mason take over the world is murder. Freemasonry can easily call on an army of accomplices who all think they are doing a favor for a fellow Mason. These dupes are not likely to do anything violent or dangerous in such instances, but they will allow access to financial records, withhold government support, or have the local police follow the agents for a brother Mason.

Most of those who are in the upper ranks of Freemasonry do want world power, and amongst their number are Presidents, Senators, Kings and Princes. If the agents are part of a government

AGENT WINSTON PRYCE

Codename: Tyler 6

Gender: Male

Height: 6 ft. 2 in.

Eyes: Green

Place of Birth: Manchester, Great Britain.

Nationality: English.

Handedness: Left

Weight: 210 lbs.

Hair: Black

Date of Birth: January 21st, 1966.

Distinguishing Characteristics: Always clean-shaven and well kept, wears expensive suits, has a G tattooed on the bottom of his foot.

BACKGROUND

An active member of MI5, Winston Pryce is a senior field agent within that organization, but spends most of his time carrying out missions for his Masonic superiors. A 27th rank Freemason, for which the title is Commander of the Temple, Winston Pryce serves as an unofficial troubleshooter for his Masonic colleagues in Britain. Working his way up the ladder in MI5 through ability and perseverance, he only joined the Freemasons ten years ago and has rocketed up the ranks due to his loyalty and willingness to go to any lengths to carry out the orders of his superiors.

When not on Masonic assignments, Winston Pryce spends much of his time on counter-intelligence assignments within Great Britain. He is a highly skilled organizer and team leader, but is not above going into the field himself to make sure a mission is carried out properly. On the other hand, the Freemasons rely on Winston Pryce for infiltration missions against enemies of high-ranking Freemasons, and their removal if it is warranted. Winston Pryce has arranged more than one convenient accident for someone who has spoken out about Freemasonry.

The agents are likely to get a visit from Winston Pryce if they become a bother to important Freemasons, particularly if they do so in Britain. In such cases, he is probably going to go after the agents using lethal force. If, instead, they have acquired evidence that may embarrass or hurt Freemasons, Winston Pryce will be sent to retrieve such incriminating facts before they can be revealed. Winston Pryce also organizes security for important Masonic meetings in Britain and often oversees these operations directly.

Agent Pryce – Tier III (Special NPC — 105 XP): Init IV; Atk V; Def VI; Resilience VI; v/wp: VII; Competence: IX; Skills: Notice VI, Search VI, Sense Motive IV; Wealth: III; Weapons: Glock 18 service pistol (dmg 1d10+1 lethal, error 1–3, threat 20, ammo 31M2 or 19M3, range 25 ft., SZ/Hand D/1h, qualities: CMP, NFM (S/B/F)), melee stun gun (dmg 5d4 electrical, error 1, threat 18–20, ammo 20, SZ/Hand D/1h, qualities: FIN); Gear: Basic lethal poison (3 doses), consumer-grade tape recorder; Vehicle: None; Qualities: *Class ability (assistance I, criminal mind (skill mastery: Notice), dexterous, evasion I, lead, orders I, uncanny dodge I), feat (Career Agent, Enter the Fold, Guard the Secrets, Observer, Pull the Strings), superior attribute (15 Dex, 12 Con, 12 Int, 16 Wis).*

HISTORICAL CONSPIRACIES

SENATOR HENRY MERCATUS

Codename: Red Prince

Gender: Male

Height: 5 ft. 7 in.

Eyes: Green

Place of Birth: Austin, Texas.

Distinguishing Characteristics: Determined look in eyes, strong facial features and build, almost always smiling.

Nationality: United States.

Handedness: Right

Weight: 182 lbs.

Hair: Brown

Date of Birth: May 28th, 1962.

BACKGROUND

From the time he was five years old, Henry Mercatus knew he wanted to be President. He went to all the best schools, joined the Marines (because military service is expected of a Presidential candidate) and as a Lewis (a child of a Freemason), he joined the Freemasons at age 18. Henry spent his time in the Marines, got a degree in economics, and immediately began running for public office. Coming from a long line of politicians with a sizeable family fortune, Henry quickly worked his way up from his state House of Representatives to the United States Senate, becoming one of the youngest Senators in the history of the United States. While Henry is intelligent, well spoken and has a head for politics, it was not his gifts alone that allowed him to advance so quickly. He had the backing of many influential Freemasons who have helped him with the goal of eventually having their favors returned when Henry sits in the Oval Office.

Now Henry is simply biding his time until 2008 when he will receive the Republican Party nomination for President. With the backing of numerous Freemasons of the 30th rank and above, Henry sees the election as all but sewn up. Once he gets in office he plans on paying back all his Masonic backers in spades, heralding in a new age of pork barrel legislation. Henry Mercatus has little concern for the politics of his party or the population of the United States, instead merely concerning himself with his personal wealth and power. He has few qualms about how this power is increased, only that it is.

The agents can encounter Henry Mercatus in a number of ways, but he works best as a shadowy puppet master directing a Masonic conspiracy that will take over the Presidency if he isn't stopped. In such a setup, Henry's more immoral activities, such as bribery or having enemies eliminated, are best played up to make sure the team feels he is a threat worth removing.



Senator Mercatus – Tier III (Special NPC — 118 XP): Init VI; Atk VI; Def IV; Resilience V; v/wp: IX; Competence: VII; Skills: Intimidate V, Sense Motive V, Impress IV, Bluff III; Wealth: V; Weapons: Glock 31 service pistol (dmg 2d6 lethal, error 1, threat 20, ammo 17M3, range 25 ft., SZ/hand D/1h, qualities: CMP); Gear: None; Vehicle: None; Qualities: *Class ability (absolute certainty, accurate, armor use I, behind the scenes I, by any means (Intimidate), fortunes of war I, small steps (favor for a favor)), feat (Actor, Enter the Fold, Iron Will, Martial Arts (Strength), Pull the Strings, Spin the Web, Spirit Basics), mastermind, superior attribute (15 Str, 12 Int, 12 Wis, 16 Cha), talented (Freemasons).*

CHAPTER TWO

agency, particularly in the United States or Britain, it is likely that some of their superiors or coworkers are Freemasons. When fighting a villain with Masonic connections the team is likely to run into resistance at every level of government.

Alternatively the characters themselves could be Masons by being Faction characters with the Freemasons as their Faction. Masonry for them may simply be another means to an end, not an end itself. This will give the PCs a wide variety of options to call on during a mission, such as using a Mason at a local bank to access private financial records. The agents may in turn be called on to carry out favors for other Freemasons, but that is the nature of the order. This option is especially relevant if the agents are British, as the Masons are found in all levels of the British intelligence community. If the agents eventually work up to the higher ranks of Freemasonry they may become involved with the political conspiracies its highest leaders undertake.

Links to Other Conspiracies: Freemasonry is likely to be a tool used by many of the conspiracies bent on world domination, such as the Alternative Conspiracy or the Illuminati. Most of the conspiracies listed in this book will have Freemasons in their ranks, meaning that conspiracies may draw on the Freemasons to support their own efforts. The Freemason organization as a whole may not favor such involvements, but the men at the top certainly will.

The conspiracy with the longest standing relationship to the Freemasons is the Priory de Scion. Both organizations can trace their ancestry back to the Knights Templar, but in 1188 the two organizations split apart. The two have remained close allies since and the Priory de Scion helped warn the Templars of their imminent arrest in 1307. Many members of the Priory de Scion are members of the Freemasons and use the organization to their advantage when possible. The two are also allies of a common cause against the Catholic Church, which opposes the Priory de Scion since it hides the secret of Christ's descendants, the Merovingian Dynasty. In such a situation Masonic opposition against the Catholic Church could have been part of a long-term plan on the part of the Priory de Scion.

THE ILLUMINATI (NEW WORLD ORDER)

One of the most widely circulated conspiracy theories, with tendrils tying together several other conspiracies, the Illuminati is considered by many the core conspiracy from which all others trace their origin. Much like the Alternative Conspiracy, the Illuminati is a clearing house for conspiracies, linking together Freemasonry, the Shadow Government, the Rothschilds, and the Round Table into one massive scheme. This conspiracy is often called the Bavarian Illuminati because its plans were once accidentally exposed to Bavarian authorities after an Illuminati courier was killed by lightning, but the Illuminati has no specific ties to Bavaria other than this. And the revealed plans did nothing to stop this juggernaut of world domination with the aim of creating a New World Order.

The Illuminati began in 1770 when the Rothschild banking family, descended from the Black Nobility of Europe and long rumored to practice dark magics, convinced a Jewish-scholar-turned-Catholic-priest to defect to their cause. This priest, Adam Weishaupt, created a plan by which the Synagogue of Satan, the name by which Jesus Christ was said to have given the long-standing occult organization the Rothschilds belonged to, would take control of the world and rule it as an infernally influenced despotism. How much these occult influences actually affect the Illuminati varies, but for the most part the Illuminati runs on raw ambition and thirst for power that is sometimes cloaked in religious iconography. The Illuminati has the simple goal of ruling the world by breaking down all national borders, uniting all people under a non-hereditary oligarchy with one monetary system, one army, and one ruler. Weishaupt finished his plan on May 1st, 1776, a date that is celebrated by communist countries as May Day.

The Illuminati plan was a long-term blueprint for world domination that would take many generations to carry out. Weishaupt and his backers knew that their conspiracy could not reach its goals in a single lifetime, so they set out a plan that would take centuries to culminate. Weishaupt's plan had four main points for taking control of the world that form the basis for the Illuminati methods of subversion. The first point was to use sex and bribery to gain control of those already in power, falling back on blackmail and threats of violence if other methods would not suffice. This would allow the Illuminati to obtain a foothold in an existing government while they work their own people into the power structure or worked to tear down the structure entirely.

HISTORICAL CONSPIRACIES

The second point is to recruit new Illuminati operatives from the best and the brightest at colleges and universities. These students, all of whom would have to come from suitable families, would receive special training in international affairs while being brainwashed to accept that others of lower social standing or intelligence are fit only to be ruled by those of higher standing and intelligence. Scholarships such as the Rhodes Scholar program are the most common form of this recruitment practice.

Weishaupt's third point was that members of the Illuminati should serve in the background, as advisors or councilors, instead of becoming leaders themselves. This would allow them to lead governments and organizations to their destruction without drawing too much attention to their activities. This process also has a built-in scapegoat for the Illuminati's actions in the form of those actually holding office.

The last point was to gain complete control of all forms of media, such as newspapers, television and radio. By controlling these information sources, the Illuminati could control what the population sees and hears, enabling the populace to go completely unaware of some events while being forced to pay attention to other, more trivial events. Thus the people of the world are kept completely unaware that they are falling under the Illuminati's sway.

In addition to this basic plan, Weishaupt laid out a process by which the Illuminati, through the Rothschilds and their banking allies, would use their vast wealth to constantly foment wars and conflict, causing powerful nations to falter and the people of the world feel more and more factionalized and at odds with each other. The Rothschilds put this plan into place immediately, using their influence and cross-membership with the Freemasons to spark the Revolutionary War in 1776. The Rothschilds sold arms to both sides of the conflict, a practice they continued in the Napoleonic wars in the early 19th century. The Rothschilds also carried out other sorts of underhanded operations to extend their power, such as causing a stock market crash in England in 1815 by initially reporting that Napoleon won the battle of Waterloo, allowing them to buy up vast quantities of stock at rock bottom prices before the truth of the matter reached England. Since 1776 the Rothschilds have been involved in starting and funding every major conflict in the world with the aim of tearing down those nations powerful enough to oppose them and to make all the people of the world distrust their neighbors. They have also been involved in ending such conflicts, putting forth their agents as peace

brokers in order to gain prestige and trust for their operatives. At the Council of Vienna, convened after the Napoleonic wars to restore order to Europe, the Illuminati put forth the concept of an international organization of states, much like the United Nations, in the hopes that they could thereby take a large step towards world domination. The Illuminati believed that since all the nations at the meeting were deeply in debt to the Rothschilds that they would capitulate in return for reducing their debts, but Czar of Russia caught wind of the plot and stopped the measure from being implemented. In return for this slight the Illuminati arranged World War I and the Russian Revolution of 1917 to punish Russia.

The Illuminati plan to start World War III soon, having pushed their plans back several decades to avoid the nuclear devastation such a conflict would have caused during the Cold War. Their plan calls for a war between Israel and its Arab neighbors, which will spread to the rest of the globe, trimming the world's population down to five and a half billion. The conflict will only end when the Illuminati arranges for a peaceful resolution, and the resulting world government, brought about by using the horrors of the war to convince the world that separate nations only cause conflicts, will be completely controlled by the Illuminati. The Illuminati tried to start this conflict in 1956 with the Suez War but were foiled by the United States and the Soviet Union. They will try to start this conflict again within the next ten years.

The Illuminati also work to create and popularize conflicting ideologies, such as communism and racism. These ideologies are used to create conflicts, such as World War II, allowing them to weaken governments and sell arms to all sides. By this method of creating conflict, the Illuminati seeks to fracture the people of the world into small groups, none of which trust each other, allowing them to be easily cowed instead of standing together against a common threat.

The Illuminati has long operated in the shadows, using such organizations as the Round Table, the Council on Foreign Relations and the Trilateral Commission to carry out its goals. Their most public front is the United Nations, which they control through a complex set of debtor nations, agents placed in national governments, and control of the organization's bureaucracy. The United Nations is one of the Illuminati's final moves in their drive for world domination and is the platform from which they will take control of the planet. While the United Nations appears on the surface to be largely powerless, in fact it is immensely powerful, and hidden in its bylaws

CHAPTER TWO

are provisions for the United Nations to invade and take control of member states, for their own good of course. From the United Nations, World War III will be ended and those who do so will become the rulers in the oligarchy that follows. The United Nations Assembly may be kept for appearances sake, but after World War III all power will ultimately rest in a small group of Illuminati members called the Council of 3.

In addition to sparking conflict, the Illuminati makes use of large scale methods of mind control using ultra low frequency radio (ULF), sound transmission utilizing methods pioneered by the MK-Ultra program and research at the Montauk facility used by Project Phoenix. Using this technology, the Illuminati program people to automatically consider some topics, such as conspiracy theories, completely ridiculous without examining them thoroughly. This is so people do not ask too many questions that may lead them to the truth. Also there are certain words that will trigger a highly suggestive hypnotic state in the populace, allowing the Illuminati to quickly instill short-term programming. ULF broadcasting towers are sprinkled around the world with the highest concentration in the United States. They commonly are disguised as radio antennas or cell phone towers.

Now the Illuminati works to cause international discord, increasing the debts nations owe Illuminati members, breaking down powerful nations, and increasing the power of the UN. In the United States, these operations are most visible in the form of controlled media, measures such as the Patriot Act, and the powers of government agencies like FEMA. The Illuminati long ago penetrated all levels of government both in the United States and abroad, so fighting the Illuminati will always consist of fighting your own people on some level. The Illuminati works to start wars, sew unrest, and build a cataclysmic finale after which they will pick up all the pieces. Opposing them openly is difficult due to the high places Illuminati members hold in governments across the world, but there are those who fight.

True History: Other than the papers revealed in 1785 by Bavarian authorities, there is little in the way of proof of Illuminati activities. The groups involved in it are, for the most part, actual organizations that fit the roles detailed to them in the Illuminati conspiracy, but there is little proof of their actual involvement. The Illuminati conspiracy is held together mainly by suppositions and facts from unrevealed sources, making it difficult to glean any sort of true story from the myriad versions of the story put forth. While the overall machinations of the Illuminati seem to

jive with some trends in international politics, there is little that indicates a centuries old satanic cult is behind it all.

Structure: The thirteen families that founded it, the largest of which is the Rothschilds, dominate the leadership of the Illuminati. These families are the Astor, Bundy, Collins, DuPont, Freeman, Kennedy, Li, Onassis, Rockefeller, Rothschild, Russell, van Duyn and Merovingian lineages. The Illuminati is headed by the Council of 3, which sits above the Council of 5, which is above the Council of 7 on down to the Council of 300. The Illuminati is an oligarchy led by a few individuals picked from their own ranks, though many are also members of allied organizations like the Freemasons, the Alternative Council and the United Nations. These councils are each charged with overseeing a certain level of decision making for the Illuminati, with each successive level able to overrule the levels below it. Thus the Council of 3 is the ultimate head of the Illuminati.

Currently the most powerful member of the Illuminati is Victor Rothschild who sits on the Council of 3 after faking his death five years ago. A virtual non-entity to the world at large, he can crush national economies with a phone call and is not afraid of doing so. Victor Rothschild hopes to move the Illuminati into its final phase of world domination in a few years and once in control he will rule the world from behind a more charismatic puppet ruler.

Campaign Hooks: The Illuminati makes an excellent villainous organization for the agents to oppose, thwarting the Illuminati on the small scale with little hope of winning the war. The Illuminati are almost too large and powerful to be stopped by anything other than the entire population of the planet; their reach and grasp are so powerful. If the team opposes the Illuminati, anyone could turn out to be an enemy, from their bosses, to their family, to their own national leaders. Such agents are likely to be rogue agents, members of a wayward intelligence branch that somehow avoids Illuminati notice, or members of an independent organization founded to tear down the shroud of secrecy around the Illuminati. In any case, doing significant damage to the Illuminati should take many, *many* missions and probably trigger harsh reprisals.

Individual missions against the Illuminati can vary a great deal from capturing Illuminati officials for interrogation, removing troublesome Illuminati figures permanently, or shutting down Illuminati operations, such as destroying ULF antennas or defusing international conflicts before they break out

HISTORICAL CONSPIRACIES

into full scale war. The Illuminati has control over most of the intelligence agencies in the world so the agents are likely to face stiff opposition that is as well trained and equipped as the agents. In between missions the agents best lie low, or it is likely they will receive some unexpected visits by Illuminati personnel tired of their interference.

Alternatively, the agents could be willing members of the Illuminati conspiracy. The GC could alter the methods of the Illuminati to make them more benign and make the organization's goal a benevolent world democracy. In this case, the agents will work against those who would try and disrupt the Illuminati's operations, sometimes working to carry out small evils in the name of a greater good. A darker option would be to not change the Illuminati at all and have the agents completely buy into the party line. In this case, the agents are villains working to assist in a world domination scheme. For a slightly

less dastardly campaign, the team may not know the totality of the Illuminati plan and even turn against the Illuminati once they learn its true goals.

Links to Other Conspiracies: The Illuminati are strongly tied to the Freemasons, the Shadow Government, the Alternative Council and MK-Ultra, if they exist. The Freemasons are likely to be little more than an unofficial branch of the Illuminati, while the Shadow Government is simply the American branch of the Illuminati's world domination plot. The Alternative Council serves as a branch of the Illuminati investigating methods of population control and ways to secure the Illuminati elite once the final war begins in case nuclear weapons are used. MK-Ultra brainwashing technology is used by the Illuminati to control the world population and create sleeper agents as needed.

Area 51, Majestic 12 and the Philadelphia Experiment are likely to be controlled by the Illuminati

MARIA GREEN, ILLUMINATI TROUBLESHOOTER

Codename: Falling Weight

Gender: Female

Height: 5 ft. 10 in.

Eyes: Black

Place of Birth: Bristol, Great Britain.

Distinguishing Characteristics: Short blonde hair, numerous defensive scars on her forearms, slight Afrikaner accent.

Nationality: South African.

Handedness: Right

Weight: 156 lbs.

Hair: Blonde

Date of Birth: March 29th, 1972.

BACKGROUND

Originally from Great Britain, Maria's family moved to South Africa during the later stages of apartheid. Membership in the Illuminati is a family business for the Green family and they went to South Africa with the goal of overthrowing apartheid because the Illuminati felt that opposition to apartheid was too much of a unifying element for South Africa and the world at large. Through careful manipulation Maria's father was inserted into the South African government and preceded to cause such friction that the fall of the government was hastened by many years. Maria's mother, on the other hand, assassinated leading anti-apartheid leaders to cause more strife. Their efforts greatly accelerated the fall of apartheid.

Maria took more after her mother than her father and attended the South African Military Academy before entering service with a succession of South African military organizations and intelligence agencies. Eventually, she was recruited by the Illuminati to serve as a troubleshooter, sent to anywhere the Illuminati needed someone removed discreetly. Maria has developed quite a reputation as a ruthless killer willing to go to any steps to carry out her assignments, but to her it's just the family business.

Maria Green – Tier III (Special NPC — 106 XP): Init V; Atk VII; Def III; Resilience V; v/wp: IX; Competence: V; Skills: Intimidate IV, Drive III, Notice III, Sneak II; Wealth: III; Weapons: Glock 17 service pistol (dmg 1d10+1 lethal, error 1, threat 20, ammo 19M3, range 25 ft., SZ/Hand D/1h, qualities: CMP), heavy club (dmg 1d8+3 subdual, error 1, threat 20, SZ/Hand S/2h, upgrades: deadly precision, retractable), survival knife (1d6+3 lethal AP (1), error 1, threat 19–20, SZ/Hand D/1h, qualities: BLD), .45 ACP MAC M10 light SMG (dmg 1d12 lethal, error 1–3, threat 19–20, ammo 32M3, range 25 ft., SZ/Hand D/1h, qualities: CLS, IMP, NFM (B/F), TKD); Gear: Basic lethal poison (3 doses); Vehicle: None; Qualities: *Class ability (armor use I, dexterous, evasion I, fortunes of war I, uncanny dodge I, weapon specialization (blunt proficiency: killer instinct))*, *feat* (Autofire Basics, Burglar, Dueling Basics, Equilibrium Basics, Follow-Up Shot, Ghost Basics, Lightning Reflexes, World Traveler), *henchman, superior attribute* (14 Str, 16 Dex, 12 Con, 12 Wis, 11 Cha).

CHAPTER TWO

and their technologies regularly utilized by Illuminati agents, but are not tied so tightly as the Freemasons or Shadow Government. Many reports link the Illuminati to alien and demonic influences, including creatures possibly from other dimensions, meaning all these groups may be heavily involved in trafficking with the Illuminati's otherworldly allies. The stealth helicopters of Area 51 are likely to be regularly used by the Illuminati during covert operations if the two conspiracies are allied.

The Priory de Scion will be involved with the Illuminati because the Merovingian family was one of the founding families of the Illuminati, but the satanic overtones of the organization may be a bit much for a group seeking to place the descendant of Christ on the world throne. The Priory de Scion could serve as an excellent inside source for those aligned against the Illuminati, using the organization to gain world domination for the descendant of Christ, but at the same time working against the Illuminati to prevent their chosen leader from assuming control. In this case the Priory de Scion could serve as an excellent ally, or even home, for the agents.

Then again, these other conspiracies could be fighting against the Illuminati as many consider it the most powerful conspiracy on the planet. In this case, the Shadow Government will instead be a means to instill martial law in order to fight the Illuminati when the final war starts. Area 51 and the Philadelphia Experiment will be means to develop technology beyond that of the Illuminati, while Majestic 12 and the Alternative Conspiracy will seek out otherworldly resources to fight the Illuminati with. In this case the conspiracies of the world do not link together as some sort of puzzle or set of allied organizations, but instead constantly fight secret wars to forward their own agendas.

PRIORY DE SCION

Quite possibly the longest-running of the conspiracies in this book, the Priory de Scion has pulled one of the largest frauds in the history of the world. The Priory de Scion owes its entire existence to one concealed truth: Jesus Christ's bloodline did not die during the Crucifixion and instead was spirited away to France. Jesus Christ had children with Mary Magdalene before his death, founding the Merovingian line. The Merovingians had been kings in their times, but now they wait, guarded by the Priory de Scion, for the day the Merovingian may take his rightly place as the divinely chosen king of the world.

Though lost in much of popular culture, as cited in the Gospel of Matthew, Jesus Christ was actually descended of a line of priest-kings, granting him a legitimate claim to the kingdom of Palestine. He was not in fact a poor carpenter, but an aristocrat with some training as a rabbi, though these facts do not change the message he brought forth. The Romans had already claimed the region and feared the influence Jesus may have as the rightful ruler, as did other Jewish leaders in the region. This claim explains the title King of the Jews that was often used to describe him, which was completely accurate. These claims to royalty though would eventually form the basis for the drive of the Priory de Scion.

The formation of the Priory de Scion began in 33 AD with the Crucifixion of Christ. By this point Mary Magdalene, also known as Mary of Bethany, had already borne Christ a child, but both were captured after the Last Supper and imprisoned by Rome for disturbing the peace and turning popular sentiment against the Romans. As the story goes, the people of Jerusalem were given a chance to free one prisoner by Pontius Pilates, and they requested Jesus Barrabas, a corruption of Jesus bar Abba, meaning the son of the father. By this request the son of Jesus escaped death. This was done because two groups backed Christ, the common people who followed the message and the aristocrats who wanted Christ to assume the power that went along with his title King of the Jews, thinking they would then benefit from his gratitude for their support. The aristocrats arranged to save Jesus' son, valuing Christ's bloodline over his message, setting basis for the priorities of the Priory de Scion for centuries to come.

Mary Magdalene and Joseph of Arimathea traveled with Jesus bar Abba, also called the Holy Graal or holy blood, to France. Centuries of hiding the blood of Christ is where many stories of the Holy Grail come from and is the reason for Joseph of Arimathea and his descendant, Perceval, being connected so strongly to the Grail. After several centuries in France the line of Christ intermarried with the royal line of the Franks, eventually creating the Merovingian Dynasty that would take power in France and rule from 476-679. While all kings of that age claim divine right, the Merovingians actually could claim to be direct descendants from God himself. Eventually the Church turned against the Merovingians because they completely undermined Church authority. After all, who needs a Pope when you have a descendant of Christ? Along with the help of the Carolingians, they took power from the Merovingians. In 679

HISTORICAL CONSPIRACIES



the last true Merovingian monarch, Dagobert II was killed in a suspicious hunting accident and the Merovingian's power began to wane until 754 when the last king of their line, Childrec III, died. The Carolingians had been slowly taking power from the Merovingians for decades while serving as "mayor of the palace" and other similar bureaucratic roles under the Merovingians. With the death of Dagobert they assumed control secretly and after Childrec's demise, did so openly. The Church and the Carolingians worked to remove any record of Dagobert from history, attempting to cover up their part in his death, which was effectively the assassination of a direct descendant of Christ. After this event, those of the Merovingian line went into hiding to avoid the wrath of the Carolingians and the Church, but still remained in contact and intermarried with other noble families. It was very common for the next few centuries for kings to claim Merovingian descent to back up shaky claims to the throne. Through the Merovingian dynasty, the line of Christ had a legal claim to both the thrones of France and Palestine and less concrete claims to numerous other thrones.

After the loss of the throne of France, those dedicated to the bloodline of Christ formed the Priory de Scion, a secret society dedicated to placing the world under the rule of a king descended directly from Christ. While they worked to keep the bloodline of Christ safe, they also worked to help those of the line who were already in power gain more power. In 1099 Godfroi de Bouillon, a descendant of Christ,

was offered the title of King of Jerusalem after the city was captured during the First Crusade, but instead took the title Defender of the Holy Sepulcher, becoming a king in all but name. The Priory de Scion also founded the Knights Templar in 1099 to act as a military arm in keeping the Holy Lands and its king safe, but ultimately the two organizations split in 1188 after a ritual at Gisors, France in which an elm tree was cleaved in twain. This was because the increased emphasis on banking and politics on the part of the Templars was bringing undue attention to the Priory de Scion, and so the two split but remained staunch allies. After the end of the Crusades, the Priory decided it had better luck with political arrangements than wars and concentrated more on secret political movements than fomenting wars and founding orders of warrior-monks.

Since the 13th century, the Priory de Scion has operated in the background of politics, expending most of their effort in Europe, the Middle East and eventually North America. Through contacts to Freemasonry left over from the days where the Templars and Priory de Scion were the same group, the Priory works to direct politics so that eventually, centuries from now, the entire world will be united under a single king. They have had several victories in their history, such as an alliance with Napoleon Bonaparte that almost lead to a united Europe, but most of these have eventually turned against them. Napoleon himself almost destroyed the Priory de Scion after it started preparing to replace him with a descendant of Christ.

In 1903, the Priory de Scion was almost revealed to the world at large when a document called the Protocols of the Elders of Sion was revealed to the Czar of Russia. The Protocols of the Elders of Sion described a method of world domination that concentrates on infiltrating other organizations, such as Freemasonry, but the document was considered by most scholars at the time to have been created by some secret Jewish organization and was a plan for Jewish world domination. The stated purpose of the Protocols of the Elders of Sion was correct, but the people blamed for it were completely innocent, but this did not stop the article from being used as a rallying point by the White Russian Army in 1917 to kill 60,000 Jews.

More recent activities include helping arrange the formation of the European Union so eventually a member of the Merovingian line can take control of the organization. Recently, the Priory de Scion has allowed knowledge of its existence leak into popular culture in order to misdirect investigations into its

CHAPTER TWO

operations towards its historical roots and possible members of ages pass, convincing most observers that it is mostly harmless currently and more a historical curio than a secret society with an active agenda. The future goals of the Priory de Scion rely on the growing cynicism directed toward most current forms of government by the governed to allow for the installation of an inspirational priest-king with a divine heritage through the promise of a better world. The fact that most of the people in the world are not Christian and that many would no more follow a descendant of Christ than anyone else, seems completely lost on the Priory de Scion. Once their priest-king is installed they plan for him to “govern, but not rule,” leaving the day-to-day matters of government to underlings made up of the Priory de Scion. While some of the Priory de Scion undoubtedly belong to the organization out of faith and hope for a better world, many are members simply because they hope to partake in the spoils once the Priory de Scion has won.

Unfortunately, the Priory de Scion has one major operational flaw. While they wish to install a descendant of Christ into a position of world leadership, at the same time they are extremely loathe placing such individuals in any type of danger. Few leadership positions are without danger, limiting their operations in many areas. Until this policy changes, the Priory de Scion is forced to use bait and switch maneuvers where they somehow use a descendant of Christ to replace one of their agents who has already worked his way into a position of power.

Common tactics of the Priory de Scion include recruiting important public officials, inserting their members into office, controlling financial markets and public opinion in their own favor and actively working against the Church, who is their longest standing enemy. The Priory de Scion is not a particularly violent or bloodthirsty group, preferring to promote their own efforts rather than thwart the works of others. They avoid clashes with most other organizations, shirking from the attention such conflicts often bring. The only group they readily oppose is the Catholic Church, who acts in the same manner towards the Priory de Scion. If the Priory de Scion went public with their history and gained public acceptance, the Catholic Church would be in a tough spot to stay relevant to its members when a true descendant of Christ is available outside its membership. Because of this danger, the Catholic Church actively works to demean and weaken the Priory de Scion, but ultimately hopes to absorb the organization in order to solidify its claim to being the

proper channel to worship God.

True History: The history of the Priory de Scion, also known as the Prieure de Sion, is long, complex, and what is commonly known of it is incomplete. The description above is only the barest overview of the organization’s efforts, which have continued for almost two thousand years. The overall themes and large scale events of the Priory de Scion, such as the ritual at Gisors in 1188 or the installation of Godfroi de Bouillon in 1099, seem to have a factual basis, but much of the history of the order is based on educated guesses, textual accounts of questionable veracity centuries old, and secret documents revealed by unknown parties. The mass of information about the Priory de Scion indicates that such an organization existed at some point, but what exactly it is or what it has done, no one can be sure.

Structure: The Priory de Scion is divided into nine levels or grades, all of which are organized into the general assembly of the organization. The general assembly consists of 729 provinces, 27 commanderies, and an Arch designated “Kyria.” Each of the commanderies, as well as the Arch, must consist of forty members and each province of thirteen members. The Priory de Scion is further divided into two groups, the Legion, who are charged with meeting the political objectives of the order, and the Phalange, who are responsible for the security of the Priory de Scion. The leader of the Priory de Scion is called the Nautonnier, a position currently held by Phillipe Aiton, a local politician and president of an investment firm in Paris. Below the Nautonnier are three Sénéchaux, under which are nine Connétables. These three highest ranks are part of the Arch. Below them are twenty-seven Commandeurs, eighty-one Chevaliers, 243 Ecuyers, and 729 Preux, which make up the twenty-seven commanderies. The 729 provinces consist of 2,187 Criosés and 6,561 Novices. Outside of the ranks in the Arch, the Priory de Scion only meets in small local groups or when specific tasks are required. The Arch meets regularly, usually in France, to discuss recent events in the order.

Those of the Merovingian line are separate from this hierarchy. Those valuable to the Priory de Scion are protected, educated, and backed by the order, but are not actual members of the order. They are considered by most to be above the order since it exists to serve them, but some more self-involved members of the Priory de Scion see this relationship working the other way. For the most part, those of the bloodline of Christ serve as figureheads of the Priory de Scion and hold little actual power.

HISTORICAL CONSPIRACIES

The current Merovingian backed by the Priory de Scion is Alex Poher, grandson of Alain Poher. Alain Poher served for many decades in French politics, won the Resistance Medal and the Croix de Guerre in World War II, and served as the President of the French senate. Alex is a budding politician with a strong history of military service and is the most charismatic and capable of the Merovingian candidates the Priory de Scion currently has available. More so than his predecessors, Alex is not content to let others find him a throne and he regularly tries to undertake Priory de Scion assignments himself. This drives the leadership of the group crazy.

Campaign Hooks: The Priory de Scion is one of the more esoteric of the conspiracies presented here, having the standard goal of world domination, but for

reasons that most people would consider unimportant, or at least a bit odd. The Priory de Scion is not involved in commando raids, assassinations or kidnappings, but it is hip deep in intrigue, political machinations and conspiracies. While the agents may oppose the goals of the Priory de Scion, it is an organization that cannot be stopped with a pistol or a chase scene; it must be stopped through careful diplomacy and political maneuvers. And while the Priory de Scion may not appreciate the agent's efforts opposing them, they aren't likely to hire goons to gun them down for it.

The Priory de Scion may work best as a wild card or foil instead of a villainous organization, sometimes helping the agents while at other times hindering them. The goals, agents and methods of the Priory de Scion are pretty inscrutable and their view is very

ALEX POHER

Codename: Merovingian Prime

Gender: Male

Height: 6 ft. 1 in.

Eyes: Brown

Place of Birth: Paris, France.

Distinguishing Characteristics: Long black hair tied back in a ponytail, always wears expensive suits, a tattoo of a cross on the bottom of his left foot.

Nationality: French.

Handedness: Left

Weight: 190 lbs.

Hair: Black

Date of Birth: July 9th, 1973.

BACKGROUND

The current top Merovingian candidate backed by the Priory de Scion, Alex Poher attended all the finest schools before entering the Army, eventually seeing service with the 1er Regiment Parachutiste d'Infanterie de Marine (1er RPIMa), the French Army's primary special operations unit. From there, Alex returned home and entered local politics, taking after his grandfather. Soon, his charisma and competence came to the attention of the Priory de Scion, who had been monitoring Alex for some time. He was brought into the organization, told of its secrets, the part his grandfather played in it and asked to take on the role of the Merovingian king for the Priory de Scion.

Alex agreed and did an exemplary job of living up to the expectations of the Priory de Scion, proving himself clever, personable, and possessed of a keen political mind. Much to his watchers chagrin, he is also far more hands-on than any of the Priory de Scion leadership are comfortable with. Alex fears no assassin's bullet and regularly places himself into dangerous situations, such as avoiding his security detail to get more time with the common people, which causes Nautonnier Aiton no end of headaches. Alex Poher is not content to merely be a figurehead.

The agents can readily encounter Alex Poher given his nature for putting himself in harms way. If they are allies or members of the Priory de Scion, he may attempt to accompany them on missions, and they will catch hell if they let him do so. If the agents are working against the Priory de Scion, Alex is one of the few members not afraid of a good fight and will fight the agents tooth and nail if he or other members of the Priory de Scion are attacked.

Alex Poher – Tier IV (Special NPC — 146 XP): Init IV; Atk IV; Def IV; Resilience VII; v/wp: V; Competence: V; Skills: Bluff V, Sense Motive V, Impress III; Wealth: IV; Weapons: .45 ACP H&K USP service pistol (dmg 1d12 lethal, error 1, threat 19–20, ammo 12M4, range 25 ft., SZ/Hand D/1h, qualities: CMP, TKD); Gear: Commercial GPS unit, consumer-grade still camera; Vehicle: None; Qualities: *Class ability (assistance I, divinity I, fortunes of war I, generous, lead × 2, merovingian ability, oath, orders I, rebuke), feat (Bloodstain Resistant, Charmer, Dueling Basics, Fortunate, Gorgeous, Hard Core, Iron Will, Political Clout), mastermind, story-critical, superior attribute (13 Dex, 12 Con, 11 Int, 15 Wis, 17 Cha), talented (Merovingian).*

CHAPTER TWO

long term, meaning their actions may seem ridiculous to the team while they are in fact part of a carefully calculated plan. The Priory de Scion may aid the agents in stopping a terrorist group from killing some hostages (one of which is a Merovingian descendant, but the agents don't know that) on one mission, while on the next they try and stop the agents from investigating a case of blackmail involving Priory de Scion agents.

Alternatively the agents could be part of the Priory de Scion. In this case it may be better to change the tone and structure of the organization a little bit, making it

more benevolent group on something more akin to a holy quest than world domination. In this case, the goal would be to have the Merovingian descendant, who could even be one of the agents, elected to some type of leadership position instead of being politically manipulated into office. In this type of campaign the agents will be modern day knights, fighting the good fight, but doing so behind closed doors.

Links to Other Conspiracies: The Priory de Scion is involved with several other conspiracies, but keeps them at arms distance because ultimately they must all bow to the Merovingian, and allies don't like

CHEVALIER MINA DELVEN, PHALANGE SECURITY SPECIALIST

Codename: Perceval

Nationality: French.

Gender: Female

Handedness: Right

Height: 5 ft. 10 in.

Weight: 168 lbs.

Eyes: Blue

Hair: Brown

Place of Birth: Marseilles, France.

Date of Birth: April 19th, 1972.

Distinguishing Characteristics: Short blonde hair, mirrored sunglasses, small radio earpiece in one ear, stylish black clothes with an overcoat.

BACKGROUND

Born to a long line of French Gendarmerie, Mina Delven followed in the family business, joining the Gendarmerie as soon as possible. She eventually made it into the Groupement d'Intervention de la Gendarmerie Nationale (GIGN), France's premiere counter-terrorism unit. During her service with the GIGN she carried out a mission against a group of terrorists who had taken a group of Priory de Scion diplomats hostage while they were meeting with a delegation from Israel. Due to her excellent performance during the rescue, she caught the eye of the Priory de Scion, which later contacted her with an offer to do similar work for a higher cause, though this cause was not explicitly explained. She accepted the initial offer and began working for the Priory de Scion as a security officer, overseeing their meetings and properties to insure their safety.

After several years of service, during which she unknowingly met the Merovingian Alex Poher, Mina was recruited into the Priory de Scion ranks. The goals of the organization were explained to her and having met the Merovingian, she considered the idea of him ruling the world not a bad idea. Since being inducted, she has advanced several ranks and become a regular companion to the Merovingian as a member of his security detail. Alex Poher regularly gives Mina the slip in order to do things his own way and the two have numerous screaming matches about security protocols, but this is all underscored by strong sexual tension between them.

If the agents go after the Priory de Scion in a violent manner, they are likely to run into Mina Delven, especially if they go after the Merovingian. Mina is still officially an officer of the law, having been transferred to special duty by Priory de Scion agents in the government, and conducts herself as one. She does not kill and only uses lethal force when called upon. If the Merovingian is threatened she responds violently, overreacting to such threats at times.

Mina Delven – Tier III (Special NPC — 138 XP): Init VI; Atk V; Def III; Resilience IX; v/wp: X; Competence: VI; Skills: Intimidate V, Security IV, Notice II; Wealth: II; Weapons: Glock 31 service pistol (dmg 2d6 lethal, error 1, threat 20, ammo 17M3, range 25 ft., SZ/Hand D/1h, qualities: CMP), .45 ACP Kimber Ultra Carry backup pistol (dmg 1d12 lethal, error 1, threat 19–20, ammo 7M4, range 20 ft., SZ/Hand D/1h, qualities: TKD), melee stun gun (dmg 5d4 electrical, error 1, threat 18–20, ammo 20, SZ/Hand D/1h, qualities: FIN); Gear: Antivenin shot (3 doses), encrypted tactical radio, liquid skin patch (3 patches); Vehicle: None; Qualities: *Class ability (armor use I, evasion I, fortunes of war I, generous, the getaway, protect the package (Initiative/ Reflex saves, cover ID), take the hit I, watchful, you better think again (Will saves)), feat (CQB Basics, Dash, Lightning Reflexes, Observer, Quick Draw, Surge of Speed), henchman, inferior attribute (8 Cha), superior attribute (16 Dex, 12 Con, 13 Int, 16 Wis).*

HISTORICAL CONSPIRACIES

hearing that. The Priory de Scion is a member of the original families behind the Illuminati, but of all those families is the least involved in that conspiracy. The Priory de Scion hopes to swoop in once the Illuminati have put their final plan into motion, foil it, and put their own ruler of choice in power. For now, though, they act out the part of being a dutiful member of the Illuminati.

The Freemasons, on the other hand, are intimately tied to the Priory de Scion. Both were once one

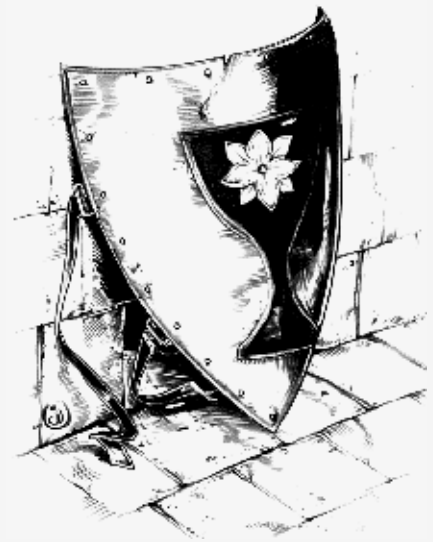
organization and strong ties exist between them. The Priory de Scion was instrumental in warning the Templars of their imminent arrest in 1307 and helped the Templars in their conversion from a military brotherhood to a secret organization. Many members of the Priory de Scion are Masons and regularly use Masonic contacts to their own ends. The two organizations go out of their way to help each other, the Priory de Scion considering the Freemasons their own secret army of the common people if the need ever arises

THE MEROVINGIAN DYNASTY

The following Talent is mainly meant for NPCs, but the GC may allow agents to select this department if it fits the campaign tone. This department is particularly appropriate if the agents are working for the Priory de Scion. It is suggested that no more than one agent have this Talent in a group.

Merovingian: Able to eventually track their ancestry back to Jesus Christ, the Merovingians are the selected few protected by the Priory de Scion. Those of the Merovingian dynasty rarely know their own ancestry before it is revealed to them by the Priory de Scion, but many have strange events in their life that this information helps to explain. Descendants of Christ often are ascribed supernatural powers, such as the ability to heal with a touch, but others are completely normal.

- Allegiance: You may not possess any Allegiance other than Neutral to choose this Talent (*see page XX*).
- +1 Charisma.
- Inspired Bloodline: You may only choose Clergy, Entertainer, Instructor, Playboy, Rescuer, or Spiritualist as your specialty.
- Your starting weapon proficiencies are reduced by 2 (minimum 0).
- Choose 2 of the following abilities. Each of these abilities may be chosen only once (unless otherwise specified).
 - *Divine Luck:* Gain 1 additional action dice at the start of each session. You may choose this ability more than once. If supernatural abilities do not suit the campaign (GC's discretion), you may only choose this option.
 - *Fearless Aura:* Once per session as a free action, you may grant yourself and your allies within CQB Range the ability to automatically succeed at all Morale checks and ignore all effects of the *frightened* condition for a number of rounds equal to double your Wisdom score.
 - *Grace:* Once per session as a half action, you can bless a meal to grant up to a number of people equal to double your Charisma score that consume the food 2 points of stress damage resistance and a +2 morale bonus to Will saves for the duration of the scene.
 - *Heal the Sick:* Once per session as a full action, you may remove one contagion from an adjacent target with a Secondary save DC equal or less than double your Intelligence score. The damage dealt by this contagion recovers at double the normal rate.
 - *Laying on Hands:* As a full action, you may restore 1d4+1 subdual damage, 1d4+1 wound points, and a number of vitality points equal to his career level to an adjacent special character or reduce an adjacent standard character or animal's accumulated damage by 1/2 (rounded down). You may use this ability a number of times per session equal to your Wisdom modifier (minimum 1/session).
 - *Take Pain:* As a half action, you may remove the *fatigued*, *nauseated*, or *sickened* condition from an adjacent target. You may use this ability a number of times per session equal to your Intelligence modifier (minimum 1/session).
 - *Tongues:* As a free action, you gain 1 temporary Cultures focus of your choosing until the end of the scene. You may use this ability a number of times per session equal to your Charisma modifier (minimum 1/session).



SCI-FI CONSPIRACIES



“But the key meeting took place July 3rd, 1958, when the Air Force brought the space visitor to the White House for an interview with President Eisenhower. And Ike said, “hey look, give us your technology, we’ll give you all the cow lips you want.”
- Mother in “Sneakers”

SCI-FI CONSPIRACIES

AREA 51

Area 51 is the old name for Detachment 3, Edwards Air Force Base, which is also known as Groom Lake, the Skunkworks, and the Dreamlands, in addition to a plethora of other names. Given its mysterious name by the Atomic Energy Commission in 1951, Area 51 has long been at the center of UFO controversies and conspiracies. This reputation caused the change of the Area 51 moniker to Detachment 3, Edwards Air Force Base in the 1980s due to the widespread use of the name in less than flattering movies and books. Despite this change, few people outside the military refer to the base as anything other than Area 51.

The involvement of Area 51 in UFO mythology began in July 1947. A flying saucer reportedly crashed in a field outside Roswell, NM. In addition to a large amount of debris, several corpses were recovered from the crash site. Some reports state that at least one living alien creature was recovered from the ship, but that this alien did not survive long under government captivity. Other evidence of a landing in the form of large burnt areas of ground were also found and flying saucers had been sighted recently in the area by both civilian and military officials. The entire event was laden with evidence and eyewitness accounts.

Initially, news of the crash was officially released to the local newspaper by the Air Force, making it one of the few times the Air Force has in public endorsed the idea of flying saucers. This story was quickly retracted and replaced with a story of a crashed weather balloon, which was later replaced with a story of dropping dummies from a great height to measure impact effects once the stories of the recovered alien bodies began to circulate. All the debris from the crash was collected and shipped off to Area 51, which was only a small Air Force base for experimental aircraft at that time. In the days that followed, the Air Force denied to the FBI that the vessel recovered at Roswell was an Air Force vehicle, but only a few days later requested that the FBI stop all further investigation of UFO sightings. The Air Force sought to deny all claims of something alien crashing in Roswell, spending large amounts of time and resources convincing everyone of a more mundane explanation.

In short order the Air Force had acquired the remains of an alien spacecraft along with its pilots and managed to block other governmental agencies from inquiring after the event. Area 51 was quickly transformed into a much larger facility and became the center for experimental aircraft testing for the Air

Force. Area 51's first official testing assignment was the U-2 Spy plane in 1955, which was constructed using new materials derived from the saucer debris. Over the next fifty years the base would be expanded, eventually testing such vehicles as the SR-71 Blackbird and the F-117 Stealth Bomber. Every major United States aircraft advancement of the last fifty years has come out of Area 51, much of which is due to the alien debris kept there.

With advances in materials and computer science over the last twenty years, the scientists at Area 51 have managed to reverse engineer a primitive version of the original Roswell saucer craft. This vehicle, referred to as the D-21 Super Valkyrie, has been flown out of a compound known as S-4 located 10 miles south of Groom Lake since 1989. During the same time period stealth helicopters, units, and cloaking technology have all been successfully tested at Area 51. Most of these advances can be traced back to a single event though – the crash at Roswell.

Since its establishment, all further alien debris has been brought to Area 51 and studied, but none of it has had the impact of the original Roswell remains. In the hopes of making similar finds, Area 51 began an aggressive program of tracking down and recovering remains of other extraterrestrial objects. Their concern is not convincing people UFOs do not exist or intimidating witnesses as the Men in Black do, but acquiring alien technology that ends up on Earth. To this end the Area 51 command has expanded to include Special Forces teams trained to acquire alien objects from other, possibly hostile organizations. During the Cold War, most of these efforts were focused on chasing after UFO debris recovered by the Russians, but more recent missions have included recovering a partially-intact saucer craft from Iraq after the Second Gulf War. Now Area 51 expends as much effort acquiring extraterrestrial debris as they do testing experimental aircraft, though most of these acquisition missions are wild goose chases. It is through these missions that the widest ranging affects of the Area 51 Conspiracy are felt.

Although Area 51 exists as part of the military command structure, it is beyond civilian oversight. While the Joint Chiefs of Staff know of the program, the President is usually not informed of its existence. All budgeting for alien oriented programs at Area 51 are done through black book funding, preventing anyone from following a monetary trail to the truth. Essentially, Area 51 operates outside the bounds of civilian law and control.

The bodies obtained at Roswell were eventually

CHAPTER THREE

sent to Area 54, an Air Force base in the remote Nevada desert. This base is under the same administration as Area 51 and serves as the biological containment complex for any organic objects found by Area 51. Area 54 is a much smaller and less prestigious operation due to its limited success over the years, but it has the best-trained xeno-medicine experts on the planet. Other than the original bodies recovered from Roswell, most of the organic material recovered was very small, only fragments of bone or burnt flesh. The Roswell alien bodies were small, gray-skinned humanoids, resembling what is commonly called a “gray” in popular culture. While the biology of the creatures is similar to that of human biology, little of the alien’s culture was gleaned from the bodies. Hints of a war between these grays and a race of reptilian humanoid aliens were found through deciphering some of the script found in the Roswell debris, but the information was incomplete and included few details. Area 54 hopes to one-day find one of these reptilian humanoids, commonly called reptoids, but have had no luck so far. Area 51 and Area 54 are always on the look out for evidence of this other alien species.

Despite all the advances that have been developed at Area 51, the means the Roswell ship used for interplanetary travel remains a mystery. The scientists hope that additional samples from other ships will help unlock this technology, hence their interest in acquiring other samples. They hope that such advances will allow the establishment of interplanetary bases in the next fifty years.

True History: Area 51 is one of the primary locations used in the testing of experimental aircraft by the United States Air Force, and has been for the past fifty years. Almost every major advanced concept plane flew out of Area 51, including the U-2 spy plane which was the first plane tested at Area 51. The government has at some point denied the existence of almost every project to come out of Area 51, but few people think alien spacecraft are actually at Area 51. While there are numerous rumors and versions of the truth about the events at Roswell, NM there has been precious little evidence to back up any one version, even the official Air Force version. In truth, according to Air Force records the site for Area 51 had not even been chosen when the Roswell incident occurred. While advanced technology continues to come out of Detachment 3, Edwards Air Force Base, there is no evidence of alien involvement in it.

Structure: The commander of the Area 51 is always a General in the Air Force and the Joint Chiefs of Staff directly oversee this highly political position.



The installation has a standard military command structure plus a large number of civilian employees. These civilians are flown in on a special airstrip or brought in to the compound on the White Bus, a well-known and regular bus service. Most of the staff of the base is unaware of the more unusual operations taking place there, but all sign binding confidentiality agreements that are rigorously enforced. Those who break these agreements have a habit of disappearing or suffering unfortunate accidents, some of which involve exposure to toxic chemicals. Only a select few know the entire truth, and all those so informed have served at the base for at least ten years. Testing of the more security sensitive vehicles only takes place at certain hours, usually at night, to prevent anyone from observing who is not cleared to.

Area 51’s retrieval teams are usually made up of six to ten men, each led by a Captain or Major. There are ten retrieval teams assigned to Area 51, numbered Retrieval 1 through Retrieval 10. Each team has its own specialty, such as heavy combat retrieval, covert retrieval, or public retrieval. These teams are made up of a mixture of combat personnel, field scientists, investigators and various support personnel. When in the field, these teams usually operate as black-ops agents, carrying no insignia or faked credentials, unless the retrieval mission is to be carried out in the open. These missions often require extensive

SCI-FI CONSPIRACIES

investigation and research, meaning on many of the retrieval teams most of the members are trained in matters other than combat.

Campaign Hooks: Of all the conspiracies listed in this book, Area 51 is one of the least malevolent. Area 51 seeks to acquire and exploit advanced alien technology and will go to great and immoral lengths to get it, but their goals are not world domination or depopulation. Instead, Area 51 is simply an overzealous branch of the United States Armed Forces, doing its best to secure the aerospace dominance of the United States. This means it is conceivable that the agents could be working with or for Area 51. Setting up the characters as a retrieval team for Area 51 could become for the basis for an entire campaign. Not telling the characters the nature of the technology they are procuring works to heighten their paranoia and may help downplay the presence of alien technology in the campaign. Simply introducing the existence of flying saucers with little or no lead up can be quite jarring to a campaign.

If the agents are not part of the Area 51 conspiracy, they can instead compete directly against it. Nearly any advanced technology the characters possess or are assigned to acquire could be based on some bit of alien crash debris, meaning the team may regularly run into retrieval teams trying to steal the same high-tech objectives the characters are sent after. Particularly powerful gadgets used by the characters may come to the attention of Area 51, prompting a retrieval team to be sent after them. Also, if the characters are part of an operation that investigates UFO crashes or sightings they may regularly run into retrieval teams on such missions. If they become a particular thorn in the side of Area 51, they may be visited by retrieval teams in their own base or while in the field on unrelated missions, caught by surprise by the silent, radar-invisible black helicopters of Area 51.

If the characters work for some part of the United States government they may end up operating in concert with Area 51 retrieval teams, especially on

CAPTAIN MICHAEL OVERTON, AREA 51 RETRIEVAL SQUAD COMMANDER

Codename: Repo Man

Gender: Male

Height: 6 ft 2 in.

Eyes: Brown

Place of Birth: Fort Bragg, North Carolina

Distinguishing Characteristics: Circular, mirrored shades, a slightly bent nose from a badly healed break, wears fatigues in all but formal situations.

Nationality: United States.

Handedness: Right

Weight: 245 lbs.

Hair: Black

Date of Birth: March 28th, 1970.

BACKGROUND

Formerly an officer in the Air Force Special Forces, Captain Overton has been stationed at Area 51 for the last eleven years as a member of Retrieval Squad 7. Carrying on a long family tradition of military service, Captain Overton has known little of life outside the military and has complete faith in the military and its leadership. He thinks most civilians merely exist to be protected and produce goods for the military machine, a mindset that gives him few qualms about the means used to complete his mission when it comes to civilian casualties.

Retrieval Squad 7 is considered the premiere retrieval squad of Area 51, specializing in missions involving heavy resistance or infiltration. Trained mainly in stealth and heavy weaponry, Retrieval Squad 7 has an exemplary recovery record and is usually sent out on the most dangerous recovery missions. Despite this high success rate, Retrieval Squad 7 also suffers a high number of casualties, forcing a constantly rotating roster on Captain Overton.

Captain Overton – Tier II (Special NPC — 118 XP): Init VI; Atk VI; Def III; Resilience VI; v/wp: X; Competence: VII; Skills: Medicine VI, Security VI, Intimidate V; Wealth: III; Weapons: H&K MP5SD6 heavy SMG (dmg 1d10+1 lethal, error 1–2, threat 20, ammo 30M5, range 30 ft., SZ/Hand T/2h, qualities: CLS, INS); Gear: Encrypted tactical radio, gas mask, knee and elbow pads, modern ballistic helmet; Vehicle: None; Qualities: *Class ability (accurate, armor use I, fortunes of war II, weapon specialization (submachine gun proficiency: mow down)), feat (Autofire Basics, Autofire Mastery, CQB Basics, CQB Mastery, Guts, Technological Aptitude), henchman, superior attribute (14 Str, 13 Dex, 16 Con, 11 Int, 13 Cha), talented (Area 51).*

CHAPTER THREE

investigation missions where civilian assistance or expertise may be needed. In these situations the agents are not likely to be told any more than they need to know, and even any information they learn will be regarded as top secret. Such missions are likely to leave the characters with more questions than answers.

Links to Other Conspiracies: Area 51 is part of the United States Armed Forces, so its knowledge and advanced technologies are at the disposal of the Shadow Government of the United States. Such technologies are likely to be used in any attempts by the Shadow Government to fully assert its power. Likewise, Area 51 is likely a valued tool of the Illuminati, especially for the black stealth helicopters it may provide to Illuminati agents.

The Alternative Conspiracy may either be an ally or enemy of Area 51. Due to its government ties and possession of saucer technology, the Alternative Conspiracy may assist in and benefit from Area 51's research, using the operation to perfect its own saucer technology. In this case, the Alternative Council is likely to see Area 51 as one of their most valued assets and the best chance at unlocking faster interplanetary travel. In this case, Area 51 saucercraft are able to travel at interplanetary speeds similar to the Alternative Conspiracy's saucercraft. If, instead of an ally, Area 51 is an enemy to the Alternative Council, it is likely to be one of the most important enemies the Alternative operation faces. Possessing the only aircraft capable of matching Alternative saucercraft and knowing a portion of the truth behind aliens visiting Earth, Area 51 presents a viable threat to the operations of the Alternative Council. There is likely to be direct conflict between the groups, giving the characters a number of possible missions if they are part of an Area 51 retrieval team.

Area 51 and the Philadelphia Experiment work with similar, otherworldly technology, and the two can share their findings. Due to the fact Project Phoenix is a Navy operation and Area 51 an Air Force operation, the cooperation between the two programs may not be all that it could be. If these two agencies are working together, Area 51 saucer vehicles are likely to have phase fields and some retrieval teams may even contain phase agents.

Majestic 12 is likely to be involved in the oversight of Area 51, having more advanced knowledge of alien races and technology. Area 51 is not fully informed as to the extent of Majestic 12's operations but will likely receive some of the benefits, such as pieces of new technology gained from alien sources.

To Majestic 12, Area 51 is currently the most likely means of acquiring spacecraft for Earth.

The Men In Black operated by the NSA and DSIT may work with Area 51, but the two have different goals and come into conflict even when trying to work together. The MiB are concerned with hiding UFO activity, causing confusion and disseminating disinformation, placing the retrieval of extraterrestrial debris in a secondary position. To Area 51 personnel this was an unacceptable situation, especially when the MiB was willing to destroy valuable materials in order to confuse witnesses and the public in general. The two conspiracies often are forced to work hand-in-hand by their governmental superiors, but neither goes out of their way to assist each other.

THE PHILADELPHIA PROJECT

During the United States involvement in World War II, vast sums of money were spent in weapons research, dwarfing all other types of research and consuming a large portion of the scientific community's expertise. One of these experiments was a Navy operation called Project RAINBOW, carried out at the Philadelphia shipyards. The experiment involved using Einstein's Unified Field Theory (which, contrary to popular opinion, he had completed but not released, because he feared it would end up in the wrong hands) to bend light around a ship. This process used a powerful magnetic field based on technologies developed by Nikolai Tesla and was planned to render the ship invisible and deflect projectiles made of ferrous materials. On July 22, 1943, on board the test ship the USS Eldridge, the electromagnets were turned on, a green mist surrounded the ship and then faded, taking the ship with it and leaving only a slight outline and an area of visible displaced water. The ship was invisible to radar and the naked eye for fifteen minutes before the generators were ordered shut down. The crew onboard was found disoriented, nauseated and generally unwell after the experiment. Despite the difficulties with the crew, the result was a resounding success.

Needing a second test, the generators on the Eldridge were fired up again on October 28th, 1943, this time in full view of the civilian merchant SS Andrew Furseth. This time the Eldridge disappeared completely in a flash of blue light, only to reappear seconds later at the naval yards in Norfolk, Virginia over three hundred miles away. The ship then disappeared again and reappeared at Philadelphia. All of the crew was badly disoriented, some had

SCI-FI CONSPIRACIES



disappeared completely, and five had become fused directly with the hull of the ship, killing them instantly. Of those who did survive the experiment half were driven completely insane by the experience and were committed to various military mental institutions under a number of cover stories. The other survivors suffered from a variety of short-term illnesses, and a single long-term side effect.

Those who survived the experiment with their minds intact found they would occasionally slip “out of time,” which the men called “freezing,” “getting stuck,” or “Hell Incorporated.” When one of the men would freeze one of the other men would have to touch the frozen man to bring him back, a process that could take many hours. Some men went into what they termed deep freeze, becoming stuck for months on end. Eventually the Philadelphia Experiment constructed a device to bring the men out of this state, but several men were stuck for up to six months before the device was perfected. Unfortunately, becoming frozen for more than two days caused madness in the victim without exception. While stuck these men were in a coma like state and became invisible and insubstantial to all except the other men of the experiment. Sometimes horrible side effects would accompany freeing a man from being stuck, such as spontaneous human combustion lasting eighteen days or men becoming stuck in solid objects. This

made many of the men reticent to pull each other out of being stuck, fearing deadly consequences.

After the first experiment, Project RAINBOW was officially closed down, but the experiments on the men and what exactly happened to them continued under Dr. John von Neumann. Eventually, the survivors of the Eldridge learned to control this process under the direction of the experiment’s scientists and remain mobile while “phased out.” While most of the time the men used the ability to phase out at the direction of the scientists, they occasionally used it to escape their confinement and see the outside world. In 1946, several of the men used this ability to raid a nearby bar, causing a stir by wrecking the place in a brawl that witnesses described as being fought by men who could turn invisible.

Eventually these men were transferred to Montauk, New York on the far end of Long Island from New York City. The Montauk operation, called both the Montauk Project and Project Phoenix over the years, was dedicated to discovering what exactly had happened during the Philadelphia Experiment, learning years later that the intense electromagnetic field created around the Eldridge caused the ship to slip into another dimension, exit this other dimension near Norfolk, Virginia, and then return to Philadelphia. This dimension, called ‘phased space’ by the scientists of Project Phoenix, was innately dangerous to matter from our dimension, causing it to become insubstantial. Because of this change some of the men on the ship slipped into the ship itself and were slain when the ship reappeared in our dimension, cut in two by a floor or bulkhead that materialized inside them. Phased space also causes mental damage to all human beings who enter it, though those of strong mind are able to fight off the effects for longer. The long term effects of traveling to this other dimension caused test subjects to go insubstantial and invisible at random after entering it, but this could be controlled with proper equipment and training.

Project Phoenix had branched out by the 1980s to include exploration of the phased space, attempts to create time travel through phased space, and creating a process by which humans could be sent to the other dimension, brought back, and trained in the use of their phasing ability, becoming valuable intelligence and military assets. The project was reduced in scope in the 1990s and much of the Montauk facility shut down due to diminishing returns in terms of extra-dimensional research; the scientists had not been able to perfect time travel, breech other dimensions besides phased space, or develop an application other than

CHAPTER THREE

very limited teleportation via the Montauk facility. They were able to harness the phasing ability and build phase suits, which were specially designed suits that mimicked the phase ability of those who traveled to the other dimension, however. Hundreds of subjects were killed or driven mad in these experiments, many of whom in ways too horrible to contemplate. The Navy was on the verge of pulling the plug completely until 1998, when one of the subjects visiting phased space saw another, non-human being. The possibility of contacting alien creatures through phased space has renewed interest in the project.

The Montauk project had a research arm dedicated to investigating the human mind and its negative reaction to dimensional travel. This branch eventually developed a means for the human brain to interact directly with a computer via radio crystal. This project was shut down after a mind reading experiment where a mentally controlled computer was used to control a dimensional portal, during which a creature emerged from the portal and did significant damage to the Montauk facility. The creature, first explained as an incarnation of the mind reading subject's subconscious but later said to be a mass hallucination, was never seen again and that area of the facility was permanently sealed off.

True History: The Philadelphia Experiment and the Montauk Project are two interrelated conspiracy theories involving terrible experiments, other dimensions, time travel and similar strangeness. The story above actually is based on some of the tamer accounts of the events involved. For the most part, both conspiracies have sprung from the words of two men. In the case of the Philadelphia Experiment this is Carlos Allende, and for the Montauk Experiment the source is Al Bieleck.

Carlos Allende claims to have witnessed the second Philadelphia Experiment test and some of the freezing events involving the sailors that occurred afterward. He recorded his story in a series letter to a noted astronomer, Morris Jessup, and this story was later brought to the attention of the military and given a large amount of attention. Eventually the entire story was denied and in the ensuing years, besides Allende's rather bizarre eyewitness testimony and information from unnamed sources, no real proof has surfaced. Allende remained a man of mystery for many years, unable to be tracked down, but in recent years he has been found by researchers and discovered to be of less than a sound mind in the opinion of many researchers. Without the account of Allende, the entire conspiracy has little ground to stand on.

EFFECTS OF PHASED SPACE

When a living being enters phased space, they are assaulted by loud noises, bright lights, and swirling mists that disorient and confuse. Lightning crackles through phase space at random, occasionally burning those who travel there. The experience is altogether unpleasant. In the past, there has been little use for going to phase space except for creating phase agents, but the recent reports of non-human beings in phased space has spurred on new exploration efforts.

The only way to enter phased space is through a Phase Gate Generator (*see page XX*). Agents using the *phase self* ability of the Phase Agent (*see page XX*) partially shift over to phase space, but do not suffer the penalties described below because of the limited nature of the shift.

While in phased space, a character suffers a -2 penalty to all attack checks, skill checks, and saving throws and cannot Take 10 or Take 20 on any checks. Each round the character must make a Will save (DC 15 + 1 per minute he has been in phased space) or suffer 1 point of permanent Wisdom damage. If the character is wearing a phase suit or possesses the *phase self* ability, he gains a +4 bonus to this save.

Further, each round there is a 20% chance of a visitor to phase space being struck with lightning. If hit, this inflicts 2d6 points of electricity damage and 1d6 bang damage with a Reflex save equal to the electricity damage suffered for half damage. If a character fails this save, he must make an immediate Fortitude save at the same DC or suffer 1 point of permanent Dexterity damage due to nerve damage.

If the agent stays in phased space for one minute or more, when he returns to normal space he will phase randomly until he gains the *phase self* ability or becomes stuck. Every day the agent has a 10% chance of phasing at a random point during the day. When this occurs the agent instantly phases and takes 1 point of permanent Wisdom damage for each round phased. The agent can try to return to normal each round by making a Resolve (Wis) check (DC 25). Also, the agent can try to activate his *phase self* ability consciously, but this requires a Resolve (Wis) check (DC 40) to activate, in addition to the Resolve check required to stop phasing. If the agent falls unconscious or his Wisdom reaches zero, he become stuck phased, as described under the *phase self* ability.

SCI-FI CONSPIRACIES

The Montauk Project conspiracy has gained most of its fame from the words of Al Bieleck, who claims to have been pulled into the future from 1943 to 1983, brainwashed and de-aged to one year old, sent back in time to 1927, where he was adopted and began his current life. Bieleck claims Montauk was filled with aliens, time travel experiments, bases on other planets (specifically mentioning the Alternative 3 broadcast as being true and using real footage from the Mars base), and similar exotic stories. There has been no other verification of these events, although countless other stories of weirdness surround the Montauk facility, ranging from mind control to weather control. Other strange events surround the facility, such as people who are recognized as being former employees at Montauk but never remember working there or stories that a time hole opened to 1943 was responsible for the disappearance of the USS Eldridge.

Structure: Commander Richard Styre, a long time veteran of Navy research projects, heads the current operations of Project Phoenix at the Montauk facility, also known as Camp Hero. Beneath him is a standard naval command structure, but the entire base operates at the highest level of secrecy. No other military branches know of its existence and only the CIA and some of the highest levels of the executive branch know of its operations. The entire facility is operated under a façade of having been shut down years ago and the staff is said to be made up of caretakers and maintenance staff. All operations are carried out underground far from prying eyes and security around the base is very tight. On the base grounds is a nearly-deserted neighborhood for base personnel, but most of the buildings have long ago passed into disrepair, giving the whole place a haunted, run down feeling. The air around Montauk seems constantly charged and occasionally gravity is known to fluctuate in the area, disturbing those not used to the phenomenon. Compasses are practically useless due to all the electromagnets used in the base.

There are one hundred regular staff members at the base, most of which are researchers or security guards. There are usually five to ten phase agents on the premises either undergoing training or awaiting field missions. These agents are loaned out to the CIA and Naval operations for missions of particular importance. Creating each phase agent takes years of training and tens of millions of dollars, making each one a highly valued commodity. Recently Project Phoenix has begun its own training program for phase

agents to avoid drawing recruits from other areas of the Navy to better insure their loyalty.

Campaign Hooks: The Philadelphia Experiment is a source of much weirdness and you should consider its inclusion in your campaign carefully before doing so. Agents with the capacity to phase through walls and stories of dimensional travel are likely to quickly destroy the tone of a more realistic game. The unpredictable and uncontrollable nature of the technology involved makes it impossible for these elements to be common in a campaign, but they can still be disruptive to the feel of the game.

The Philadelphia Project can easily serve as an ally or an enemy of the characters. If they are part of the United States intelligence community they may be assigned a phase agent or a phase suit at some point, possibly sparking their curiosity about the technology involved. Over time, as the team earns the trust of Project Phoenix, they may have more and more regular contact with the project members. Eventually the characters could even be turned into phase agents or asked to Montauk to help deal with the monster trapped in the lower levels of the building. Agents who undergo the phase agent process must take the Phase Agent master class to fully take advantage of the process.

As an enemy, the Phoenix Project is science run amuck, tampering with forces beyond the comprehension of man. Their experiments may have all manner of unforeseen side effects, such as changing weather patterns and disturbing the earth's magnetic field. Also, the Phoenix Project will not take opposition lightly, dispatching phase agents to remove threats to their funding or mandate. In this case the agents will be hard pressed to mount an effective defense against the Phoenix Project as they have no way to counter phase agents unless they develop Siler fields (*see page 76*). In this case, the agents will have to rely on their cunning and wits to shed the light of the day on Project Phoenix and bring word of its experiments to the correct ears so it may be shut down before it does lasting harm to the world.

The monster released in 1983 is a possible campaign hook in and of itself. This monster, drawn from the subconscious of a Project Phoenix researcher, is a beast that exists in no solid state and can take on whatever form will cause the most fear in those nearby. The creature is bound to the radio crystals used in the device that created it and it cannot travel more than a few hundred yards from the crystal. The beast can only be harmed by destroying this

CHAPTER THREE

crystal; doing so slays it instantly. Until that point the beast's physical body may be destroyed, but it forms a new one a few minutes later. For the monster's stats, the GC should feel free to convert any of the many monsters available from compatible games or design something completely new every time it is encountered.

The sightings of other creatures in phased space also presents the mission opportunity. Not only can the team go into phased space after these beings, but they can also be sent all over the world tracking down reports of incursions into our dimension. It is up to the GC as to what these beings are, or if they exist at all. They could be anything from explorers from another

dimension to the native inhabitants of phased space looking to escape into a more pleasant dimension.

Links to Other Conspiracies: Several conspiracies, including the Alternative Conspiracy, the Shadow Government and the Illuminati will find Project Phoenix's advancements useful and will be sure to have a firm hand controlling the operation. These conspiracies would in turn be equipped with phase technology and Siler field defenses. Few in these conspiracies would fear the long-term effects of Project Phoenix's experiments, considering their creations are more important than some weather disturbances. They will fight hard to keep the project secret and operational.

CAPTAIN KENDRICK ORSUN, PHASE AGENT

Codename: Blue Shade 1

Nationality: United States.

Gender: Male

Handedness: Right

Height: 5 ft. 4 in.

Weight: 139 lbs.

Eyes: Gray

Hair: Black

Place of Birth: Poughkeepsie, New York.

Date of Birth: June 28th, 1972.

Distinguishing Characteristics: Short black hair, striking gray eyes, severe burn scars on his right arm.

BACKGROUND

A career military officer, Kendrick Orsun was about to enter his tenth year of service with the Navy SEALs when he was transferred to Project Phoenix. Considered a perfect candidate for becoming a phase agent, Kendrick underwent several months of rigorous mental training before finally being sent into phased space. He survived the trip with his sanity intact, but received severe burns over most of his right arm. Captain Orsun has since spent five years as a phase agent, carrying out operations for the Navy around the world. While Captain Orsun is loyal to Project Phoenix, his loyalty is more to the United States and the Navy than this specific operation. This has gotten him in some trouble over time as he often questions the need for operations carried out against civilians or other agencies in order to obtain research materials.

Captain Orsun has survived his time as a phase agent mostly intact, suffering only physical scars and one catatonic episode during his service thus far. Many phase agents do not make it to the five-year mark, suffering mental collapse long before then, making Captain Orsun something of a role model for the other phase agents. Captain Orsun avoids relying on his phase power when possible, preferring to save it only for emergencies. This has become a trend amongst the other phase agents, leading to a lowered level of overall mental damage in the program.

Despite his experience and value, Captain Orsun is beginning to feel pushed aside by Project Phoenix's commander, Richard Styre, in favor of new recruits who have been trained strictly under the auspices of Project Phoenix. This has created a growing feeling of annoyance within Captain Orsun, especially since several inexperienced phase agents were killed recently for making rookie mistakes on a mission Captain Orsun had been removed from in favor of a less seasoned officer. Captain Orsun is very loyal to his fellow phase agents and does not look well on their needless deaths.

Captain Orsun – Tier III (Special NPC — 138 XP): Init V; Atk VII; Def IV; Resilience X; v/wp: VIII; Competence: VI; Skills: Security IV, Sneak IV, Athletics II; Wealth: IV; Weapons: FN P90 Heavy SMG (dmg 1d10+1 lethal (AP 4), error 1–3, threat 20, ammo 50M3, range 35 ft., SZ/Hand T/2h, qualities: UPG (red dot sight), CMP, DST, NUL (2R), QKY), survival knife (dmg 1d6+3 lethal AP (1), error 1, threat 19–20, SZ/Hand D/1h, qualities: BLD); Gear: Tactical radio, tactical vest; Vehicle: None; Qualities: *Class ability (accurate, armor use I, assistance I, evasion II, fortunes of war I, lead, orders I, phase self, stranger), feat (Autofire Basics, Burglar, CQB Basics, CQB Mastery, Dash, Guts, Phased Space Training, Private Eye), henchman, superior attribute* (14 Str, 15 Con, 13 Wis, 13 Cha).

SCI-FI CONSPIRACIES

Area 51 is likely to operate in competition with Project Phoenix, one being a Navy operation and the other Air Force. Both develop advanced technologies; though of different fields and both place a high value on extraterrestrial debris. While at the command of a higher authority these groups may cooperate, without such an authority the two may wage a secret war for the technologies of the future using their own unique resources. Thus if the characters are part of Area 51 or Project Phoenix they may become embroiled in this conflict.

MK-Ultra finds the phase technologies fascinating, but does not trust them or the people of Project Phoenix, despite a long-standing relationship with the CIA. MK-Ultra may have a few phase agents in their employ, but they are likely to be treated with suspicion within the agency. The agents of Majestic 12 may see phase technology as one of Earth's few technological bargaining chips and want to see it developed and protected at all costs.

MAJESTIC 12

Formerly known as the MAJESTIC AGENCY FOR JOINT INTELLIGENCE, Majestic 12 has long been at the center of UFO research and lore. Also known as Project SIGN, GRUDGE and AQUARIUS, Majestic 12 is the United States government's answer to alien visitation in terms of setting up relations with off world visitors. Majestic 12 is responsible for all manner of communications, diplomatic relations, and technology exchanges involving the government's alien allies, who have been in contact with Majestic 12 for over half a century. While Area 51 works to unravel alien secrets from crashed ships, Majestic 12 gets the technology straight from the source.

In the period after World War II, UFO activity picked up dramatically from previous years and at least sixteen alien craft crashed between 1947 and 1953, eleven of which were in the boundaries of the United States. From these crash sites sixty-five alien corpses and one live alien were recovered. A blanket of secrecy stronger than that hiding the Manhattan Project was quickly placed over the investigation of extraterrestrial matter, a level of secrecy that remains to this day. Beginning under President Truman in 1947 a number of national security commands, NSC-4, NSA-4A, NSC-1/10, and NSC-10/2, were issued by the President that resulted in the intelligence agencies of the United States being able to operate without supervision from other agencies. Essentially these orders directed intelligence agencies to only inform government officials of illegal actions after they

have been carried out successfully, meaning even the President need not be informed of large-scale illegal operations unless they are successfully carried out. These mandates were implemented officially to fight communism, but in truth they were created to enable research involving the newly acquired aliens and their technology without having to worry about any outside interference, or curiosity from future Presidents less supportive of the military and intelligence agencies than Truman. After Truman, most Presidents have been unaware of the existence of Majestic 12, which has successfully operated in the dark corners of the CIA and NSA without being noticed by outsiders.

The first incarnation of Majestic 12 was created in December 1947, in the form of Project Sign. President Truman formed Project Sign from top scientists of the day to study the acquired alien technology and determine if the aliens were a threat to the United States. Project Sign was renamed Project Grudge in 1948 and concentrated more on unraveling alien secrets than determining if they posed a threat. One of the primary sources of information for both projects was the one live alien that had been captured, which came to be called EBE (Extraterrestrial Biological Entity). EBE lied and misled researchers for the first year of his captivity, but in the second year began to reveal the truth about himself and his people. Amongst EBE's claims were that his people had been directing the development of humans for eons, including creating religion as a means for humans to be easily controlled, and that humans were somehow a creation of his people. The veracity of these claims has not been substantiated, though others of EBE's race have backed up these claims. EBE was humanoid in appearance, slightly smaller than most humans without body hair or external ears, appearing much like the popular image of the "gray" aliens. EBE's people, usually referred to as "grays," relied on photosynthesis to survive, but needed to ingest the fluids of other creatures to do so, such as blood. They preferred human materials when available, but could also survive on animal fluids. Their operations to obtain such food supplies are the primary reason for the many UFO abductions and cattle mutilations commonplace in the last half-century. EBE provided information until mid-1952, when he died of unknown causes.

In 1952 Truman created the NSA to oversee all alien research projects and attempts at communication, taking such duties from the CIA, but this was his last act involving the aliens as President. In 1953 President Eisenhower came into office and, after a

CHAPTER THREE

discussion with Nelson Rockefeller, founded Majestic 12 as an agency to oversee all alien matters, be they NSA, NASA, Air Force (such as Project: Blue Book) or CIA operations. Initially called Majority 12, this agency was made up of twelve men, including Nelson Rockefeller, CIA Director Allen Dulles, Secretary of State John Foster Dulles, the Secretary of Defense Charles E. Wilson, the Chairman of the Joint Chiefs of Staff Admiral Arthur W. Radford, the Director of the FBI J. Edgar Hoover, and six men from the Council of Foreign Relations. Over time other notable politicians would join this group as the original members retired, including George Bush, Sr. These twelve men and their successors would oversee alien relations through a number of government agencies up until the current day.

During the first year of Eisenhower's term, ten more alien craft crashed on Earth, but the real test came in 1953 when Project Sigma, charged with monitoring the solar system for alien craft, detected a large group of objects approaching earth. Through Project Plato, responsible for finding ways to communicate with alien visitors, a meeting with the approaching fleet's leader was arranged on Earth. These ships were piloted by gray aliens claiming to hail from a red star in the constellation of Orion called Betelgeuse, but their planet was dying and they were searching for new homes. A second meeting was arranged to include the President and a treaty was signed between the gray alien's Omnipotent Highness Krll and President Eisenhower. This treaty allowed the aliens several subterranean bases in the United States overseen by the Department of Naval Intelligence, the ability to kidnap United States citizens for fluid harvesting and experimentation as long as they were returned unharmed with no memory of the event, and an exchange of sixteen personnel, including an ambassador, from each side. In return for these concessions, the United States received alien technology. The aliens also agreed to deal only with the United States, forgoing relations with other countries.

The alien bases were constructed underground in sparsely populated areas of western states. Built using funds for underground emergency bunkers for FEMA and similar agencies, these underground facilities blossomed in number and spread across the country over time as the relationship between the United States and the aliens developed. This relationship was not without problems, as by 1955 it was apparent the aliens had broken the treaty by abducting more humans than agreed and not returning them unharmed.



The aliens had begun to show the truth behind their initial shroud of good will, demonstrating their main interest in the human race was as a food source, slave stock, and source of genetic information. Majestic 12 tried to enforce the treaty, but found the weapons at the time were useless against the alien technology. While officially the United States government negotiated a new treaty that granted the aliens more freedom, unofficially Majestic 12 was given a new mandate: find a way to eliminate the gray aliens on earth and remove them as a threat in general.

Majestic 12 now had to fight a two front conflict: keeping the aliens pacified and thinking that the United States government was in their thrall on one hand, but developing weapons to fight them at the same time. Majestic 12 has been successful for the most part in keeping the aliens from knowing of their weapon development programs, preparing for a day when the United States can forcibly remove the gray aliens from Earth. They hope this day will come soon though as the gray aliens have not been idle, infiltrating Earth governments and destabilizing society in general in the hopes of creating a worldwide police state from which they can take slaves and food at will. The Trilateral Commission, Council on Foreign Relations, the Round Table and similar groups are all tools in their plan at world domination. To keep the conflict from going public, Majestic 12 has had to take some extreme actions, such as arranging the assassination of President Kennedy before he could

SCI-FI CONSPIRACIES

reveal the truth to the American people. Of the Presidents since, Kennedy, Carter and Clinton have had no knowledge of Majestic 12 and its operations, while Reagan, Nixon and both Bushes have known on some level or another, but no President since Eisenhower have known the full range of Majestic 12 operations.

Luckily for Majestic 12 there are other aliens present on earth, and one of the races, known as reptoids, has become an ally against the grays. Reptoid aliens have the appearance of tailless humanoid reptiles. Reptoids are hostile to grays and have been providing covert support to the United States against the grays since 1954. Majestic 12 does not trust the

ALIENS

Alien life forms have a drastically different mindset, emotional state, set of physical signals and logical process than humans, making them very difficult to relate to. They also have vastly different technology and physiology.

All alien technology (and gear derived from alien technology) possesses the *advanced technology* quality. All gear in an alien's possession that does not originate from Earth possesses this quality, even if the gear normally doesn't (this allows GC's to introduce standard gear for the alien without having to include additional basic gear here).

Also, a new Cultures focus is introduced: "Alien." This covers both the languages of the Gray aliens and the Reptoid aliens detailed below. Characters cannot normally gain this focus without special character options (or GC's discretion). Aliens on the other hand, may gain Earth Cultures focuses normally.

The following NPC quality should be applied to all alien characters:

Alien (+6 XP): The character is humanoid, but not exactly human. Attempts to treat the character with human medicine suffer a -4 penalty. Also, the character suffers a -4 penalty on all attempts to disguise itself as a human. Skill checks requiring social interaction targeting this character, as well as those made by this character against characters without this quality, suffer a -4 penalty and are unaffected by either character's Appearance modifier. Further, the character gains the Alien Cultures focus in addition to any Cultures focuses it normally receives.

Finally, the character ignores the penalties inflicted by the *advanced technology* quality. Any gear with this quality is requisitioned as if it has a Caliber equal to its Reputation or Net Worth cost /10 (round up to nearest Caliber, minimum 1).

Also, due to their unusual diet, all Gray aliens possess the following quality:

Alternate Food Source (-3 XP): The character requires a special diet to maintain normal functions (e.g. blood, refuse). If the character does not receive their normal amount of sustenance, they begin to suffer the effects of starvation (*see page 349 of the Spycraft 2.0 Rulebook*). If the character consumes a daily requirement of another food source, they become *sickened* until they return to their normal diet, but any adverse effects of starvation are postponed for one day.

Finally, the following sample NPCs can be used as bases; modifying grades up or down, altering qualities, or switching from Standard to Special NPC status to suit individual characters:

Gray Alien (Standard NPC — 50 XP): Init V; Atk III; Def VI; Resilience III; Damage Save: I (or v/wp: I for Special NPCs); Competence: IX; Skills: Analysis V, Computers V, Electronics IV, Mechanics IV; Wealth: None; Weapons: Gray hand blaster (dmg 6d6 (AP 3) lethal, error 1-2, threat 19-20, ammo 50, range 50 ft., SZ/Hand F/1h, qualities: ADV, CMP, DST, INA (-1)); Gear: None; Vehicle: None; Qualities: *Alien*, *alternative food source* (1 quart of biological fluids from another creature per day), *feat* (Advanced Skill Mastery (Techie), Iron Will, Pack Rat, Techie, Two-Weapon Basics), *sluggish* (-10 ft.), *undersized* (Small).

Reptoid Alien (Standard NPC — 50 XP): Init V; Atk VII; Def IV; Resilience V; Damage Save: IX (or v/wp: IX for Special NPCs); Competence: VIII; Skills: Sneak V, Intimidate IV; Wealth: None; Weapons: Reptoid mind cannon (dmg special, error 1, threat 19-20, range 150 ft., SZ/Hand D/1h, qualities: ADV, DST, INS, QKY); Gear: None; Vehicle: None; Qualities: *Alien*, *fearsome*, *feat* (Burglar, Great Fortitude, Pack Rat, Faceless, Traceless), *hulking* (Large).

CHAPTER THREE

reptoids considering their other experiences with aliens, but Majestic 12 is currently following an “enemy of my enemy is my friend” philosophy.

Currently, Majestic 12 is concerned with keeping up appearances of aiding the gray aliens’ goals of Earth domination while developing weapons and technology to fight them with the aid of the reptoids. The most promising weapons have been codenamed Gabriel and Excalibur. Gabriel is a low frequency sonic weapon based on designs taken from Germany after World War II that can shatter almost any object, while Excalibur is a low altitude missile that can penetrate deep into the earth before exploding, destroying underground bases such as those used by the aliens. More recent advances have concentrated on developing orbital weaponry capable of destroying

gray ships in orbit. Their agents spend most of their time covertly thwarting gray missions, aiding reptoid aliens in remaining undiscovered, or putting on a front of cooperation with the grays. Majestic 12 has also spent large amount of resources manipulating Hollywood into creating films that portray hostile alien invasion to prepare the people of Earth for the gray invasion and hopefully instill in them the will to fight back.

The gray aliens are currently concerned with developing mind control techniques for controlling the Earth’s population. The gray home planet seems to have grown even more unstable recently, causing them to step up their timetable for Earth. From what Majestic 12 has been able to learn, the trip from Betelgeuse to earth is several months, so

CAPTAIN BENJAMIN TAGGERT, BLUE TEAM LEADER

Codename: Blue 1

Gender: Male

Height: 5 ft. 6 in.

Eyes: Blue

Place of Birth: Milwaukee, Wisconsin.

Distinguishing Characteristics: Shaved head, mirrored sunglasses, never wears or carries any real ID.

Nationality: United States.

Handedness: Right

Weight: 192 lbs.

Hair: Blonde

Date of Birth: September 13th, 1974.

BACKGROUND

A career military officer, Captain Taggert has spent the last four years as a Navy SEAL and the last year as an operative of Majestic 12. As part of a Blue Team, Captain Taggert and his squad are charged with capturing crashed gray ships before the gray aliens can recover them. Captain Taggert’s team has been remarkably successful at these missions to the point of recovering several prisoners in addition to crashed ships. This impressive record of success has spurred his Majestic 12 superiors to begin a new program of kidnapping and interrogating or eliminating agents known to be in the pocket of the EBE 1 aliens, even if they are United States military or government officials. Captain Taggert and his men even ambushed and killed a group of gray aliens scouting for minerals in the Andes six months ago, a mission that has yet to be discovered by the other gray aliens.

Captain Taggert is a consummate professional, completely dedicated to his country but not completely comfortable with some of the missions he has carried out. Although he understands the threat the gray aliens pose to the world, he does not agree with all of Majestic 12’s methods. He will not disobey a direct order, but longs for the day when the cloak and dagger games end and the real battle starts. If the agents become a problem to Majestic 12, Captain Taggert and his squad may be sent to remove them from the picture. Captain Taggert and his men will attempt to ambush the agents while their defenses are down, preferring to catch them while sleeping.

Captain Taggert – Tier III (Special NPC — 100 XP): Init V; Atk VII; Def III; Resilience VII; v/wp: VIII; Competence: VII; Skills: Security IV, Sneak IV; Wealth: III; Weapons: H&K MP5SD6 heavy SMG (dmg 1d10+1 lethal, error 1–2, threat 20, ammo 30M5, range 30 ft., SZ/Hand T/2h, qualities: CLS, INS), survival knife (dmg 1d6+3 lethal AP (1), error 1, threat 19–20, SZ/Hand D/1h, qualities: BLD); Gear: Tactical radio, tactical vest; Vehicle: None; Qualities: *Class ability (armor use I, dexterous, evasion I, fortunes of war I, uncanny dodge I, weapon specialization (edged proficiency: foibles))*, feat (Burglar, Combat Expertise, Combat Instincts, Darting Weapon, Finesse Basics, Finesse Mastery, Flashing Weapon, Knife Basics), *henchman, superior attribute* (14 Str, 12 Dex, 16 Con, 13 Wis).

SCI-FI CONSPIRACIES

the final invasion force could already be on the way to Earth. For the time being though, gray operatives are spending most of their time abducting and experimenting on humans or harvesting them for their biological fluids.

The reptoid aliens on the other hand are rarely seen and only contact Majestic 12 every few months. They provide assistance mainly through passing along intelligence about gray activities and small pieces of their technology, but Majestic 12 has little idea of the reptoid activities on Earth, how many of them are here on Earth, and what their end goal is. For now, reptoids are keeping Majestic 12 at arms

length, making it difficult for Majestic 12 to learn more about them.

True History: The entirety of the Majestic 12 conspiracy theory has evolved from a set of government documents discovered in 1984 that claimed to deal with a government agency, Majestic 12, which is charged with diplomacy regarding alien races. Specifically, the documents provide a blueprint for establishing relations with alien races and the United States willingly helping the aliens gain a position of power over Earth in exchange for technology. From this basis, a wide variety of other papers and documents detailing other aspects

INFORMATION SEEKER MNK

Codename: IAM

Gender: N/A

Height: 4 ft. 5 in.

Eyes: Black

Place of Birth: Gray Earth Base 1, Nevada.

Distinguishing Characteristics: Gray skin, burn scars on left hand, wears ill-fitting human clothes.

Nationality: Gray Alien.

Handedness: Ambidextrous

Weight: 78 lbs.

Hair: None

Date of Birth: June 2nd, 1972.

BACKGROUND

One of the few gray aliens born on Earth, Mnk has been trained as an expert in both human and gray information technologies. Able to easily integrate the two, “he” constantly monitors local and national communications for word of UFO sightings, reptoid sightings and other events that the gray aliens wish to know about. To this end Mnk has hacked many of the computers in governments around the world, creating back doors so he can access them at a later date. Only the most secure systems have remained outside his reach, which luckily includes the Majestic 12 servers detailing the entirety of their operations, thanks to some reptoid encryption technology.

More so than most gray aliens, Mnk tries to blend in with humans, wearing their clothes and using their tools when possible. He hopes this puts other humans at ease, but more often it makes him look foolish. This wish for comfort should not be mistaken for goodwill toward humans; Mnk just thinks that pets behave better when they are made comfortable, especially herd animals like humans. He doesn’t want to be in the way if they choose to stampee.

Mnk can be used as a long-term opponent for the agents, constantly thwarting their missions from his secure computer room in the bowels of a subterranean Majestic 12/gray alien base. From creating false arrest warrants to destroying the agent’s credit ratings, he can cause no end of trouble for the team. Eventually the agents should be given the chance to track down and take out this trickster, possibly not even knowing he is an alien until they actually meet.

Information Seeker Mnk – Tier IV (Special NPC — 160 XP): Init IV; Atk IV; Def VII; Resilience IV; v/wp: IV; Competence: X; Skills: Resolve VII, Analysis VII, Computers VII, Electronics VI, Mechanics VI; Wealth: IV; Weapons: Gray hand blaster (dmg 6d6 (AP 3) lethal, error 1–2, threat 19–20, ammo 50, range 50 ft., SZ/Hand F/1h, qualities: ADV, CMP, DST, INA (-1)); Gear: Antivenin (3 doses), laptop computer (PR 5), liquid skin patch (3 patches), tactical radio; Vehicle: None; Qualities: *Alien*, *alternative food source* (1 quart of biological fluids from another creature per day), *class ability* (“abort!”, *astute*, *big brother*, *black hat* × 2, *flawless search*, *intercept communications* × 2, *spookshow* (*complex substitution*, *intelligence analysis*)), *feat* (Advanced Skill Mastery (Speed Demon), Advanced Skill Mastery (Techie), Faceless, Iron Will, Speed Demon, Techie, Two-Weapon Basics), *mastermind*, *inferior attribute* (7 Str, 8 Con), *sluggish* (-10 ft.), *superior attribute* (20 Int, 16 Wis, 13 Cha), *undersized* (Small).

CHAPTER THREE

of the conspiracy were found, but few of these have been substantiated. In 1988, the FBI carried out an investigation of the original Majestic 12 documents and where they came from to determine if their release had been against the law, but found the documents to be completely fake. The FBI report and the original documents are now commonly available under the Freedom of Information Act, but Majestic 12 conspiracy enthusiasts say this is just a disinformation campaign to distract from the truth behind Majestic 12.

Structure: At the top of the Majestic 12 organization are the twelve men for which the organization is named. These individuals are always drawn from the upper ranks of the United States government or the Council on Foreign Relations.

Occasionally members are drawn from other organizations, such as the United Nations or the Trilateral Commission, but these members are looked on with suspicion by their colleagues for possibly being gray agents. These twelve men make all the operation decisions of Majestic 12 with no input from the President, Congress, or any other part of government. The Director of the CIA, Director of the NSA, Secretary of State and at least one member of the Joint Chiefs of Staff are present on this council.

Below the top twelve of Majestic 12, the organization has many projects in a number of different civilian and military organizations. Each of these organizations follows its standard structure and hierarchy, but answers to Majestic 12 in addition to its normal chain of command, with Majestic 12

DISSENSION OFFICER SISSIK

Codename: Red Godzilla

Nationality: Reptoid alien.

Gender: Male

Handedness: Left

Height: 6 ft. 8 in.

Weight: 256 lbs.

Eyes: Red

Hair: None

Place of Birth: Reptoid homeworld. **Date of Birth:** February 13th, 1892 (by standard Earth calendar).

Distinguishing Characteristics: Scars on both forearms, one toe missing on right foot, golden stripes on scales on back

BACKGROUND

On long-term assignment as a scout and provocateur for the reptoid aliens, Dissension Officer Sissik currently works to stir up trouble between the gray aliens and the inhabitants of Earth. He has contacted several governments, sharing technology and information with them in the hopes of causing problems for the gray aliens. He has been one of the primary contacts between Majestic 12 and the reptoid leadership, and brokered the current alliance between the two groups. He is not content with such arrangements though, and constantly urges moving up the plans for throwing off the yoke of the gray aliens.

Unfortunately for Earth, Dissension Officer Sissik has no concern for humans and hopes that the conflict between Earth and the gray aliens will leave both weakened enough for the reptoid aliens to swoop in and take control of both races. Ultimately the reptoid aliens may prove more of a threat than the gray aliens. Reptoid aliens hope to enslave both humans and gray aliens and use humans as a food source. Human flesh is particularly tasty to reptoid aliens.

Dissension Officer Sissik can easily serve as an ally or mysterious benefactor to agents involved in Majestic 12, offering them advice or equipment from behind a curtain of secrecy. Sissik will reveal his true identity to no one if possible. Although Sissik may help the team, he does not have their best interests in heart and will sacrifice them in an instant if he feels such an action will be to his gain.

Dissension Officer Sissik – Tier IV (Special NPC — 118 XP): Init IV; Atk VI; Def II; Resilience VI; v/wp: VII; Competence: VII; Skills: Medicine IV, Intimidate III, Sneak III; Wealth: IV; Weapons: Reptoid mind cannon (dmg special, error 1, threat 19–20, range 150 ft., SZ/Hand D/1h, qualities: ADV, DST, INS, QKY); Gear: Encrypted tactical radio, modular tactical armor; Vehicle: None; Qualities: *Alien, class ability (armor use I, assistance I, dexterous, evasion I, fortunes of war I, lead, orders I, uncanny dodge I), fearsome, feat* (Burglar, Kicking Basics, Martial Arts (Constitution), Rolling Moves, Spirit Basics, Submission Basics, Submission Moves, Weapon Focus (Hurled)), *henchman, hulking* (Large), *inferior attribute* (8 Dex, 8 Cha), *superior attribute* (16 Str, 16 Con, 16 Int, 12 Wis).

SCI-FI CONSPIRACIES

taking precedence between the two.

Blue Teams, also known as Alpha Teams, are specially trained recovery teams assigned to recover crashed alien craft. When dealing with gray craft they try to beat other gray craft to the site and get the ship before the gray aliens know what happened. If they are caught in the process they are disavowed by the government and left up to the gray aliens to deal with. Most Blue Teams are formed from Navy SEALs, Army Rangers, or CIA operatives. These teams are collectively organized under Project Pounce.

Project Aquarius is charged with compiling all information about alien technology, culture and biology. It has grown dramatically over time and is one of the largest branches of Majestic 12. A subsection of Project Aquarius is Project Pluto, which specifically deals with all alien technology related to space travel. This information is eventually routed to Project Redlight, which is attempting to build a spacecraft using alien technology. Project Redlight oversees Area 51 in addition to other similar facilities. Project Snowbird is a cover for Project Redlight; Project Snowbird is an attempt to build saucer-like craft using conventional technology in an attempt to deflect any questions about accidental sightings of Project Redlight craft. Project Snowbird also is based out of Area 51.

Campaign Hooks: Revealing the entirety of the Majestic 12 conspiracy early in a campaign will easily transform the campaign from a spy game to a flat out science fiction game. Majestic 12 works best as a conspiracy with incomprehensible goals and inscrutable methods that the agents have to spend some time on to understand. Humans simultaneously both serving and fighting alien invaders is not a conclusion most agents will come to readily, so it may take quite some time before all the pieces fall into place. Most of the time agents fighting against Majestic 12 will not encounter aliens, but instead human minions. Only after several missions and a prolonged investigation should the agents catch sight of one of the alien masterminds.

Majestic 12 can easily serve as both an ally and an enemy of the agents due to its dual missions. The agents could be assisting a Majestic 12 operative in stopping population mind control experiments one mission, or fighting against Majestic 12 commandos helping abduct test subjects in another mission. If the agents are particularly helpful or harmful to Majestic 12 operations they may be approached for recruitment, or if they are part of the United States intelligence community they may be forcibly recruited.

Early encounters with Majestic 12 will probably involve investigations of abductions; strange weapon experiments, missing funding or strange sightings. These missions are rarely going to provide concrete clues to the activities of Majestic 12, but may encourage the team to dig deeper. Eventually they could take an active hand in thwarting the efforts of the grays and maybe even take part in the final battle to remove them from the Earth. Majestic 12 can easily function as a home for the agents instead of another agency, assuming they can stomach the deeds done to placate the grays until sufficient technology has been developed to deal with them.

The details involving the aliens and their technologies in this section are purposefully vague to avoid GC's concentrating on the alien parts of this conspiracy. The parts of the conspiracy best used in a *Spycraft* game are the human vs. human elements, not details about home planets, space ships and alien anatomy. Also this lack of detail allows the GC more room to fashion his own version of the Majestic 12 conspiracy.

Links to Other Conspiracies: Majestic 12 is readily linked to a number of other conspiracies, most notably Area 51, the Alternative Conspiracy, the Men in Black, and the Shadow Government. Area 51 is part of Project Redlight and is developing technology based on gray saucercraft, though Area 51 itself has no knowledge of the full extent of the alien presence on Earth. Instead, they have been fed a line about the saucer technology brought to them has been recovered from crashed ships. Area 51 has its own retrieval teams, but these are only notified of craft that the grays are not likely to quickly recover and that did not survive the crash well. Area 51 is given just enough information to complete their assigned task, but not enough to know the whole story.

The Alternative Conspiracy is possibly run by the same groups involved in Majestic 12 and uses the same technologies. The bases set up by the Alternative Conspiracy are likely to have a sizeable alien population, particularly the base on the far side of the moon. These bases serve as alien testing facilities as much as they serve as hideouts for refugees from Earth.

As part of the plan for gray world domination, the Shadow Government exists as a means to take control of the United States. FEMA's COG plan has been completely infiltrated by the gray aliens and their allies to the point that most COG underground bases have gray representatives in them. When the time comes and the COG plan is activated, it is the

CHAPTER THREE

gray aliens who will be running the United States.

Men in Black serve as a disinformation department for Majestic 12. The MiB know nothing of the truth of Majestic 12 and instead think all flying saucers are bunk, so a mission of misleading those who believe in flying saucers seems to the MiB a simple case of directing the public's attention away from more important issues. If the MiB were to ever learn the truth behind Majestic 12 and their own operations they may become a valuable ally to those fighting the gray aliens.

Of the other conspiracies the Illuminati has the most contacts with Majestic 12, working in many of the same circles and groups as the top members of Majestic 12. This could mean that the Illuminati organization has been subverted into becoming a pawn for the gray aliens, giving them a strong foothold in international relations. Most other conspiracies are not involved in Majestic 12, and would oppose it if they learned of it.

Alternatively, Area 51, the Alternative Conspiracy and the Shadow Government could be efforts by Majestic 12 to work against the gray aliens. In this case, the conflict between humans and the gray aliens is likely to be much more overt, with battles between the two factions' saucercraft commonplace events. Unfortunately, the gray aliens still have the advantage in terms of technology.

PROJECT STARGAZER

For centuries militaries have been trying to find an edge using psychic phenomena, from reading the entrails of animals in ancient Greece to Hitler's interest in the occult in World War II. The United States military has finally achieved this long held dream of generals and soldiers, developing a program by which its test subjects can remotely view far away locations without even leaving their chair. Called "remote viewing," this new psychic tool has come under heavy fire from some groups, feeling it is a waste of the military's time and money. But those who have seen the results remote viewing has provided through Project STARGAZER, the Air Force project researching the phenomena, would argue the point.

Remote viewing allows a person to see in their minds a far off place, located either through a description of the place, a specific person being there, or by the location of specific objects. The means necessary to locate a specific location are fairly nebulous; some remote viewers can view locations before they are even given details of its location, somehow sensing their assignment before it is given

to them. Remote viewing is normally accomplished by the remote viewer placing himself or herself in a meditative state, sometimes with the aid of a sensory deprivation tank, and they concentrate on the location they have been assigned. While viewing the targeted area the remote viewer tells an observer the observed details of the location, who then records the information for later interpretation. It is vital the observer have no knowledge of the location because he can possibly contaminate the results with his preconceived notions of what the target area should look like. Carrying out a remote viewing session can take anywhere from a few minutes to over an hour, but the time required generally decreases with practice. Usually a single target is given to multiple reviewers and their results cross-indexed to try and get a more accurate picture of the target location. The intelligence provided by remote viewing can rarely be duplicated by other sources and it is able to provide information on a wide variety of targets with only the barest information, such as searching for a kidnapped government official with no idea as to his actual location. Unfortunately, the accuracy of remote viewing, especially amongst newly recruited viewers, is not high.

The United States government became interested in remote viewing in the late 1960s as rumors began to circulate in intelligence circles of the Soviet Union spending millions of rubles on psychic research. Fearing that they would fall behind in a psychic weapons race, the CIA started a project SCANATE in 1970 which undertook a study of remote viewing in 1972 at the Stanford Research Institute (SRI) in Menlo Park, a long standing center of psychic research. Using various "psychically gifted" civilians, SCANATE boasted a 65% accuracy rate with their initial tests. Due to this success rate, the Army became interested and in the 1970s launched GONDOLA WISH, an effort by an Assistant Chief of Staff for Intelligence Systems Exploitation Detachment to evaluate the usefulness of remote viewing against the enemies of the United States in a military capacity. This led to the creation of Project GRILL FLAME under Army Intelligence, based out of buildings 2560 and 2561 at Fort Meade, Maryland. Also known as INSCOM Detachment G, this unit was made up of soldiers and civilians selected for having some manner of psi potential. These individuals spent months in training, carrying out test viewings regularly and demonstrating the potential of remote viewing. This group ran into regular problems with funding, personnel (recruits with the appropriate abilities were hard to find), training, and resources allocation. Project GRILL FLAME was regularly

SCI-FI CONSPIRACIES

tasked by other United States military and intelligence agencies, managing an immense workload with a limited pool of skilled remote viewers. Training new remote viewers took many months, and attempts to speed this process up produced viewers with a very low accuracy. Eventually training programs were developed to allow anyone to develop remote viewing skills, but these programs were far less effective than the long-term training used at the founding of GRILL FLAME. Throughout Project GRILL FLAME faced disbelief and difficulties from people asking them take on a larger and larger workload.

In 1979 the experiments at SRI were combined with those at GRILL FLAME, creating one centralized unit for military and intelligence remote viewing. Unfortunately, in 1984 the National Academy of Sciences' Research reported unfavorably on Project GRILL FLAME's results, leading the project to lose Army funding in 1985. The project was then transferred directly to the Defense Intelligence Agency's Scientific and Technological Intelligence Directorate and was renamed SUN STREAK. In 1991 the Project was changed from Special Access Program (SAP) to a Limited Dissemination (LIMDIS) program and was transferred to a civilian contractor, Science Applications International Corporation. After this change the project was renamed Project STARGAZER, but it did not last long under this guise.

During the 1990s Project STARGAZER suffered from funding, personnel and morale issues, rarely having more than three active remote viewers at a time and none of them very experienced. In 1995 Project STARGAZER was transferred back to the CIA, which asked for an accounting of the operations effectiveness. Project STARGAZER closed its doors in 1995 after an American Institute for Research (AIR) inspection produced a very unfavorable report on the returns of STARGAZER, causing the operation to be closed down despite having provided valuable intelligence many times in its twenty years of operation through its various incarnations. The AIR inspection allowed the CIA to shut down STARGAZER and use the personnel slots to keep staff in other areas while being reduced in size.

While Project STARGAZER was officially closed down in 1995, with the recent increase in defense spending it has been reborn as part of the NSA. Using remote reviewers recruited from the surviving members of Project STARGAZER and a number of



new recruits picked for possible psi potential, the new Project STARGAZER spends most of its time trying to locate terrorists and other threats to national security, but few other intelligence agencies will admit to making use of Project STARGAZER.

True History: Up until the last paragraph, everything described above is more or less true. Over twenty years of remote viewing operations, the United States government has spent roughly twenty million dollars on remote viewing, and has

used nearly forty remote viewers in that time. They have produced amazingly accurate intelligence at some points, but grossly inaccurate information at others. Those remote viewers from the original long term training program and those with the most experience could reliably produce remarkably accurate intelligence, but there was always a short supply of such individuals and many outside the program would not give it a chance due to the odd basis for its operations.

Structure: Project STARGAZER's current incarnation is headed by Assistant Deputy Director John Macintosh, one of the few administrative officers to remain throughout all of the incarnations of the United States remote viewing program. He oversees a staff of five remote viewers and fifteen support staff, most of which help oversee remote viewing sessions and catalog the information gained from them. The operation is always on the look out for possible remote viewers, recruiting both soldiers and civilians who demonstrate any type of sixth sense or other psychic abilities. The members of Project STARGAZER rarely leave their base in Fort Meade, Maryland on assignment. Usually when they do so it is to investigate the effectiveness of their viewings or to gather more information about a viewing target, but the remote viewers themselves are never placed in harms way.

Campaign Hooks: Project STARGAZER serves as both a possible ally and enemy to the agents, depending on which side they fall. Agents working against any part of the United States government, even if they are fighting internal corruption, may find the skills of Project STARGAZER turned against them. In such a case the agents' enemies may be able to find them wherever they hide and however they cover their tracks. This dogged pursuit may eventually lead the team to research how their enemies have such

CHAPTER THREE

an easy time finding them, through which they may learn of the existence of Project STARGAZER. Then they could either take down or try to convert Project STARGAZER to their own cause.

Agents working with the United States government may receive intelligence from Project STARGAZER or even carry out operations in tandem with them. In such cases the team may be highly dubious of the information gathered by psychic spies. Such confusion can add a layer of tension to the mission. Is any of their intelligence accurate, and if so how much? Such a situation could be the basis for an entire campaign if some of the agents are themselves remote viewers.

Links to Other Conspiracies: Much like MK-Ultra, Project STARGAZER is likely to be used by any conspiracy in control of the United States government. In particular, the Shadow Government and the Illuminati would make great use of Project STARGAZER, using it to locate enemies and other threats to their plans of domination. In such cases,

Project STARGAZER is likely to be a better-funded project than under other administrations. Area 51, Majestic 12 and the Alternative Conspiracy may occasionally call on Project STARGAZER to locate certain objects vital to their operation, such as crashed spacecraft or missing extraterrestrial technology. In such cases, the secrecy surrounding Project STARGAZER will be extremely heavy and might even include the liquidation of any remote viewers involved, which would be unfortunate if the agents were involved.

Alternately, Project STARGAZER could be working against other conspiracies or used in a war between conspiracies. In either case it is likely to be a highly valued intelligence asset, but also it is not likely to remain the only group involved in remote viewing. In such situations, it is likely that other conspiracies would form their own remote viewing operations, possibly picking up the remains of operations run by the Soviet Union or other nations.

CAPTAIN CHRIS MCGONEGAL

Codename: Eagle Eye 6

Gender: Male

Height: 5 ft. 11 in.

Eyes: Blue

Place of Birth: Miami, Florida.

Distinguishing Characteristics: Short, graying hair, scar on left cheek, often walks with a cane despite not needing it.

Nationality: United States.

Handedness: Right

Weight: 212 lbs.

Hair: Gray

Date of Birth: April 16th, 1962.

BACKGROUND

Originally a logistics officer in the Army, Captain McGonegal spent most of the Cold War in various European bases preparing for an invasion that never came. During this time, he demonstrated an uncanny ability to avoid dangerous situations, such as backing out of plane flights that crashed accidentally or subconsciously jumping out of cars gone out of control. Eventually, he developed a reputation as a good luck charm for his unit, a practice that brought him to the attention of Project GRILL FLAME.

In 1983 McGonegal was brought back to the United States to undergo training as a remote viewer, progressing quickly through the training program and demonstrating remarkable ability in his earliest missions. He soon became the backbone remote viewer of Project GRILL FLAME, serving as the remote viewer against which others were compared for accuracy. His reports helped direct government and military actions for a little over a decade before Project STARGAZER was closed down and Captain McGonegal was transferred back to logistic duty. Now with the revived program he has been brought back and serves as the senior remote viewer in the program.

Agents may encounter Captain McGonegal through any dealings involving the remote viewers of Project STARGAZER. If they receive intelligence from remote view it is likely to have been collected, at least partially, by Captain McGonegal. If the agents are part of Project STARGAZER, Captain McGonegal probably trained them.

Captain McGonegal – Tier II (Special NPC — 106 XP): Init V; Atk V; Def VI; Resilience VI; v/wp: VII; Competence: IX; Skills: Resolve VIII, Profession (Military) VI; Wealth: II; Weapons: Beretta 92 service pistol (dmg 1d10+1 lethal, error 1–2, threat 20, ammo 15M4, range 25 ft., SZ/Hand D/1h); Gear: Consumer-grade tape recorder; Vehicle: None; Qualities: *Class ability (armor use I, dexterous, evasion I, fortunes of war I, uncanny dodge I), feat (Advanced Skill Mastery (Advisor), Advisor, CQB Basics, CQB Mastery, Iron Will, Mark, Remote Viewing Basics, Remote Viewing Mastery), henchman, superior attribute (11 Str, 14 Con, 12 Int, 16 Wis, 13 Cha), talented (Project STARGAZER).*

NEW RULES



***"He is but one man. One man alone cannot fight the future."
Strughold referring to Fox Mulder in the "X-Files"***

4

CHAPTER FOUR

NEW TALENTS

For more about Talents, see page 17 of the *Spycraft 2.0 Rulebook*.

Alternative Conspiracy: The Alternative conspiracy is so large-reaching that it has created its own training and recruitment operations under the guise of governmental or financial operations. Agents recruited directly for the agency are usually brought in because they are exceptionally gifted or valuable. Most recruits for the conspiracy are brought in from other governmental organizations, so the few who are brought in from the very beginning must quickly prove their worth or leave the conspiracy in the only way possible for those who know the truth: in a body bag.

- **Allegiance:** You must be a member of the Government Conspiracy (The Alternative Conspiracy) faction to choose this Talent (*see page 8*).
- +2 Wisdom, -2 Strength.
- Bureaucracy and Intimidate are always class skills for you. Further, your result cap with these skills increases by 5 (maximum 60).
- You gain a +1 bonus with Request checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Area 51: Personnel trained at Area 51 receive training like no other members of the United States military. Schooled in a mixture of Special Forces tactics, alien technologies and abstract sciences, these soldiers are prepared to face a wide variety of situations and unusual technologies. Unfortunately their specialized training and insular nature leaves them lacking in other areas.

- **Allegiance:** You must be a member of the Sci-fi Conspiracy (Area 51) faction to choose this Talent (*see page 43*).
- +2 Intelligence, -2 Charisma.
- Your Intelligence increases by an additional +1 at Career Levels 7 and 14.
- You gain a +1 bonus with Knowledge checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.
- At the start of each mission, you gain 1 Caliber II kit without spending an action die or making a Request check.

FEMA: Officially mandated to help United States citizens recover from all manner of catastrophes and disasters, FEMA also serves as the backup government of the United States should the primary government be destroyed. Its members are trained in a variety of areas, but most concentrate on organization and leadership, both vital tools when helping repair massive flood damage or organizing survivors of a nuclear war. FEMA agents are trained to be take-charge organizers and leaders, rarely having formal combat or espionage training.

- **Allegiance:** You must be a member of the Government Conspiracy (The Shadow Government) faction to choose this Talent (*see page 13*).
- +2 Charisma, -2 Strength.
- Once per session, you may make any 1 Request check of any type without spending an action die.
- Your threat range with Bureaucracy checks increases by 1. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

Freemason: While most Freemasons do not join the order until they are twenty-one, those who are sons of Freemasons, which are commonly called a Lewis, can join at eighteen. This process allows Freemasons to spend nearly their entire adult life within its ranks. While such individuals do not receive training per se, those who immerse themselves fully in Masonic society can spend most of their time making contacts and learning all the ins and outs of Freemasonry. These career Freemasons can be found in nearly any field, spending their off-hours with their Lodge and working hard to make it to the next rank.

- **Allegiance:** You must be a member of the Historical Conspiracy (Freemasons) faction to choose this Talent (*see page 26*).
- +2 Charisma, -2 to highest attribute other than Charisma.
- Once per session, you may make a Bribe check at the minimum Bribe value without paying its cost.
- You gain 1 acquaintance-grade contact. This contact improves by 1 grade at Career Levels 6, 12, and 18.
- Your threat range with Networking checks increases by 1. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

NEW RULES

Illuminati: Illuminati agents are selected from the best and brightest attendees of the world's universities, but all those selected must be from families of sufficient repute and social standing that they already feel somewhat superior to those below them. These individuals receive advanced training in international affairs, diplomacy, finance and economics, along with being instilled with a strong sense of superiority towards those below them. Those who complete the Illuminati training program become experts in their field and are ready to work towards the destruction of personal freedoms and the elimination of those of lower standing.

- **Allegiance:** You must be a member of the Historical Conspiracy (The Illuminati) faction to choose this Talent (*see page 32*).
- +2 Intelligence, Wisdom, or Charisma, -2 to Strength, Dexterity, or Constitution.
- Once per session, you may improve the disposition of any 1 non-villain NPC who shares your Allegiance by 1 grade without a skill check.
- You gain 1 additional skill focus, or 1 forte for any 1 skill focus you possess.
- Choose 1 skill. This is always a class skill for you. Further, your result cap with this skill increases by 5 (maximum 60).
- When you or any of your teammates makes a skill check with the Project Investment tag, the time and cost are calculated as if the DC were 5 lower (minimum 15).

MiB: Widely feared as being the messengers of alien terror, these agents are the visible face of the Men in Black, even if that face is only seen in shadows by terrified witnesses. Trained in acting, makeup, intimidation and hypnosis, these agents are experts in making people doubt their own eyes and fear for their lives because of what they have seen. Men in Black field agents are often very creepy people.

- **Allegiance:** You must be a member of the Government Conspiracy (The Men in Black) faction to choose this Talent (*see page 22*).
- +2 Charisma or Intelligence, -2 Strength or Constitution.
- At the start of each mission, you gain 1 Caliber IV cover identity Tradecraft pick without spending any action die or making a Request check. When using this cover identity, all dispositions towards you are automatically lowered one grade.

- When you take a Diversion action, you may target 1 additional opponent. You roll only once for all Diversion actions, while each opponent rolls to resist separately. The number of additional opponents you may target with a Diversion action increases by an additional 1 at Career Levels 4, 8, 12, 16, and 20.

MK-Ultra: A department within the CIA concentrating on experimental drugs and mind control, MK-Ultra is mostly made up of researchers and field agents who arrange tests of new drugs and procedures. MK-Ultra personnel usually feel that science cannot be bound by moral limitations and that if they are stopped from doing everything they can for science, other countries will get ahead of the United States and become a threat. MK-Ultra agents are not a very personable bunch, but they are very effective at their duties.

- **Allegiance:** You must be a member of the Government Conspiracy (MK-Ultra) faction to choose this Talent (*see page 16*).
- +2 Intelligence, -2 Charisma.
- At the start of each mission, you gain 1 Caliber IV contagion Tradecraft pick without spending an action die or making a Request check.
- You gain a +1 insight bonus with Will saves. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Majestic 12: In charge of dealing with all extraterrestrial matters for the United States government, the agents of Majestic 12 are trained in a wide variety of disciplines, but more than anything they are trained to keep their mouths shut. Operating levels of secrecy high above the President, these agents work to keep the Earth free of alien rule while at the same time not letting our alien foes know we are fighting back. Majestic 12 agents receive extensive training in dealing with the odd mannerisms and mindsets of aliens, allowing them to bridge large gaps in culture and language.

- **Allegiance:** You must be a member of the Sci-Fi Conspiracy (Majestic 12) faction to choose this Talent (*see page 51*).
- You gain the Cultures (Alien) focus.
- When making a skill check, you may ignore all penalties imposed by the Disposition tag.
- You gain 4 additional skill points at Career Level 1, and 1 additional skill point for each Career Level gained thereafter.

CHAPTER FOUR

Priory: Dedicated to the protection of the bloodline of Jesus Christ, the Priory de Scion has been working for centuries to restore the Merovingian kings to their throne. The Priory de Scion specializes in political maneuvers rather than combat and their agents are masters of misdirection and have numerous contacts around the world. The Priory de Scion has a long reach and though they may wear a velvet glove; it is a hand that can easily be formed into a fist.

- **Allegiance:** You must be a member of the Historical Conspiracy (Priory de Scion) faction to choose this Talent (*see page 36*).
- +2 Charisma, -2 Strength.
- Manipulate is always a class skill for you. Further, your result cap with this skill increases by 5 (maximum 60).
- You may retry a skill check without suffering any penalties listed in its Retry entry a number of times per session equal to your starting action dice.
- Twice per session, you may make a Bribe check at the minimum Bribe value without paying its cost.
- Once per session, you may make any 1 Request check of any type without spending an action die.

Project Phoenix: On the forefront of dimensional research, incredible feats of science are an ordinary occurrence in Project Phoenix. Made up of researchers, security officers, administration and phase agents, Project Phoenix is an odd combination of research facility, training center and covert ops command center. Those trained within Project Phoenix are versed in disciplines from firearms to theoretical physics, but most rarely see field duty. Few members of Project Phoenix rarely go on assignments outside their facility at Fort Hero, the exceptions being the occasional field test and phase agent mission.

- **Allegiance:** You must be a member of the Sci-Fi Conspiracy (The Philadelphia Project) faction to choose this Talent (*see page 46*).
- Resolve is always a class skill for you. Further, your result cap with this skill increases by 5 (maximum 60).
- Each time you suffer attribute damage, the attribute damage suffered decreases by 2 (minimum 1).
- You gain a +1 insight bonus with Will saves. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Project STARGATE: Project STARGATE is the foremost remote viewing operation in existence, regularly providing intelligence for other areas of the United States government. Part of the NSA, this small department is comprised mainly of remote viewers and administrative staff, and has no permanent field personnel. Instead, its agents are trained in the art of remote viewing and all the support skills that go along with it.

- **Allegiance:** You must be a member of the Sci-Fi Conspiracy (Project STARGATE) faction to choose this Talent (*see page 58*).
- +2 Wisdom, -2 Charisma.
- You gain a +1 bonus with Knowledge checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.
- Your threat range with Resolve checks increases by 1. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

NEW SPECIALTIES

For more about Specialties, see page 17 of the Spycraft 2.0 Rulebook.

Antique: You've been around since the "good old days" and your time spent in the field has given you an advantage over all these youngsters that keep popping up.

- **Bonus Feat:** Old School. Your class levels are considered 2 higher for the purposes of this feat.
- Your starting age must fall within at least the Middle Age category.
- You gain 1 acquaintance-grade contact. This contact improves by 1 grade at Career Levels 6, 12, and 18.
- You gain 1 additional action die at the start of each session.

Company Man: You are well compensated by your organization for your unique "troubleshooter" skills. You are an utmost professional at what you do, even (or especially) when it's work of a less-than-pleasant nature.

- **Allegiance:** You must possess a Talent that requires a specific Allegiance other than Neutral to choose this Specialty.
- **Bonus Feat:** Stone Cold.
- Each time you successfully attack a standard character, you may inflict 1 additional point of lethal damage. This bonus damage increases by an

NEW RULES

additional +1 at Career Levels 5, 10, 15, and 20.

- Your gain a +1 bonus to Possessions. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Conspirator: In your organization, you're a team player. You keep trouble out of the circle of friends and work your way into places beneficial.

- **Allegiance:** You must possess a Talent that requires a specific Allegiance other than Neutral to choose this Specialty.
- **Bonus Feat:** Enter the Fold.
- You gain 1 additional Interest at Career Levels 0, 2, 6, 10, 14, and 18.
- You gain 1 acquaintance-grade contact. This contact improves by 1 grade at Career Levels 6, 12, and 18.
- You gain a +1 insight bonus with Bureaucracy and Security checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Echo: Whether you faked your death or simply never lived is immaterial. You exist between the lines of police reports and lurk in the darkness cast by shadows in this world of smoke and mirrors.

- **Bonus Feat:** Faceless or Formless.
- Falsify skill checks you make gain the Cross-Check tag.
- Once per session, you may improve the disposition of any 1 non-villain NPC by 1 grade without a skill check.
- Each time you gain 1 or more ranks in the Profession skill, you also gain an equal number of ranks in the Bluff skill. This may not increase your Bluff skill beyond its maximum rank.

Innovator: It's not unusual to curl up with a good book, what's usual is your favorite reading is far usually a technical manual rather than literature. You've always had a knack for seeing how things work regardless of whether you built them yourself or just examined the pieces.

- **Bonus Feat:** Technological Aptitude.
- Your Intelligence or Wisdom increases by 1 (whichever is lower, your choice in the case of a tie). This bonus is applied after any attribute modifiers from your Talent.

- Choose 1 skill. Your maximum rank in this skill increases to your Career Level +4. This benefit is *not* cumulative with any other effect that increases your maximum rank. You may choose 1 additional (different) skill to gain this benefit at Career Levels 4, 8, 12, 16, and 20.

Sentinel: You may not be the most significant cog in your organization's machinations, but you're the one that keeps those VIPs breathing when the going gets tough.

- **Allegiance:** You must possess a Talent that requires a specific Allegiance other than Neutral to choose this Specialty.
- **Bonus Feat:** Guard the Secrets.
- Your base Defense increases by 1.
- You gain a +1 bonus with attack checks made as part of a Suppressive Fire action. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

NEW CLASSES

The following are master classes suitable to Conspiracy campaigns. Master classes are often specific to a single allegiance and require characters to possess that Allegiance to enter in at the earliest point. The G-Man represents the elite operatives common to several conspiracies.

ENNOBLED SCION

While all those born from the blood of Christ have some manner of special abilities and are by definition of royal blood, only a small number answer the call of their spiritual inheritance. These select individuals are always stout of heart, good-natured idealists that try to change the world around them for the better. Only those who stay on the path of good and righteousness reach the full potential of the Merovingian line, but due to the threat they pose to others, few survive that long. Hence the Priory de Scion and its goal of protecting the bloodline of Christ from harm.

In recent years, most of those who have developed enough of a connection to their hereditary influences have come from amongst the ranks of those protected by the Priory de Scion, but by no means all of them. Usually when someone outside the organization shows they have such powers they are quickly recruited if possible. If such recruitment is not possible, they are watched from afar and kept from danger: the Priory de Scion protects all of the blood, whether they want it or not.

CHAPTER FOUR

Attributes: The Ennobled Scion is fueled by his force of personality making Charisma key. Intelligence and Wisdom are also important, as intellect and perception can be just as important as persuasiveness when trying to make the world a better place.

Vitality: 1d10 + Con modifier per level.

Requirements

Allegiance: Neutral. Without this Allegiance you may still enter this class at Career Level 15 if you meet all other requirements.

Charisma: 15+.

Cultures: 10+ ranks.

Impress: 10+ ranks.

Special: Merovingian Talent

Class Skills

The Ennobled Scion's class skills are Cultures, Impress, Intimidate, Medicine, Notice, Resolve, Science, Sense Motive and Survival.

Continuity: At Level 1, choose 3 skills that are class skills for any of your other classes. These become Ennobled Scion class skills for you.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Abilities

Trace of Divinity I: At Level 1, everyone you meet feels at ease around you, as if you had already met him or her in a past life. You gain a synergy bonus equal to your class level to all skill checks with the Crowd or Disposition tag.

Trace of Divinity II: Your inspired bloodline makes you more resistant. At Level 4, you gain a bonus to all saving throws equal to your Charisma modifier.

Virtuous Oath: You're known for keeping your word. At Level 1, you must take an oath to uphold one virtue or similar good-natured belief such as generosity, peace, truth, or righteousness (GC's discretion) that grants you a certain feeling of accomplishment. As long as you uphold your oath (continue to give to those less fortunate, tell the truth regardless of the consequences, etc), you gain an amount of stress



damage resistance equal to your class level. If pass up an opportunity to uphold your vow, you instead immediately suffer stress damage equal to your career level, as you are wracked with guilt. If you outright violate your vow however, you immediately lose 1 action dice or reduce this mission's base XP reward for yourself by 25 XP if you do not currently have any action dice.

Rebuke: Though God is merciful, his wrath is terrible to behold. At Level 2, a number of times per session equal to your starting action dice, you may spend a full action to target all opponents within 30 ft. × your class level with an Intimidate check. This is considered an attack that deals stress damage, forcing all targets to immediately make a Will save as if they reached their next stress threshold. If they fail, they immediately gain enough stress damage to fill their current stress threshold in addition to the usual effects of having failed that save.

Merovingian Ability: At Level 3, you may choose an additional ability from your Merovingian Talent with the same restrictions.

Table 4.1: The Ennobled Scion

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+1	+1	+2	+2	+1	1	-	Trace of divinity I, virtuous oath
2	+1	+2	+2	+3	+3	+1	2	1R	Rebuke
3	+1	+2	+2	+3	+3	+2	2	1R	Merovingian ability
4	+2	+2	+2	+4	+4	+2	2	1R, 1V	Roving sanctuary, trace of divinity II
5	+2	+3	+3	+4	+5	+3	3	1R, 1V	Touch of resurrection 1/season

NEW RULES

Roving Sanctuary: The air around you is imbued with positive energy, creating a pacifying aura. At Level 4, each scene until you make an attack, all characters within 30 ft. of you must succeed at a Will save (DC 12 + the number of style feats you possess + your Charisma modifier) when making an attack or the action spent to make the attack is wasted.

Touch of Resurrection: At Level 5, you may choose to be permanently *drained* 1 level while touching a target character that is *dead*, but not *destroyed* to restore them to life. The target is immediately restored to 1 wound point and is *exhausted* for the duration of the session. You may also use this ability on yourself, but it requires 3 days to restore yourself. If you use this ability in a season that does not possess the *revolving door* quality, at the end of the mission in which the target was resurrected, the target is *destroyed*.

G-MAN

Wherever there are secrets, there are those that are charged with keeping them. Most G-men hail directly from government agencies trying to keep the peace through suppressing information, but many independent projects are overseen by the government and in the end receive the same coverage from these steadfast champions. At this level, the line between government and military starts to blur as these agents are expected to deal with protecting vital assets, retrieving information or resources, or performing damage control, possibly to the extent of silencing problems with a high-caliber handgun. All this while looking perfect and professional in a suit.

The Alternative Conspiracy uses G-Men primarily as enforcers, drawn from their governmental and political ranks. They plug leaks and contain conspiracy secrets with ruthless efficiency. As a plus, each one receives a cortex bomb to ensure that they don't become a leak themselves.

In a similar fashion, Area 51 deploys G-Men as retrieval teams, collecting data about possible alien artifacts and keeping witnesses from spreading any potential harmful information. Most of these elite operatives hail from the Air Force and have more predominant combat abilities.

The Men in Black train their own G-Men to fabricate fantastic stories, discrediting anyone with actual information. Because they work at the top level, they may actually cover up the work of other conspiracies, possibly confusing matters even further.



Attributes: The G-Man deals in perception — both his own and twisting others', making Wisdom an important attribute. Charisma is also helpful for persuading witnesses to forget what they saw and so is Dexterity for when talks break down.

Vitality: 1d10 + Con modifier per level.

Requirements

Allegiance: Government Conspiracy or Sci-Fi Conspiracy. Without either of these Allegiances you may still enter this class at Career Level 15 if you meet all other requirements.

Base Will Save: +4 or higher.

Intimidate: 10+ Ranks.

Feats: Formless and 1 Tradecraft feat.

Class Skills

The G-Man's class skills are Bluff, Bureaucracy, Drive, Intimidate, Investigation, Resolve, Search, Sense Motive and Sneak.

Continuity: At Level 1, choose 3 skills that are class skills for any of your other classes. These become G-Man class skills for you.

Skill Points at Each Additional Level: 6 + Int modifier.

CHAPTER FOUR

Class Abilities

Career Paradigm: With great responsibility comes great power and since you're the shining example of what your employers like to see, you get plenty of both. At Levels 1 and 4, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- **Assess Technology:** You've handled all sorts of devices and have a basic understanding of advanced technology. After examining an item with the *advanced technology* quality for one full round, you may spend 1 action die to ignore all penalties inflicted by the quality for the duration of the mission.
- **Brain Implants:** You've been fitted with a series of small metallic implants to assist you in your work. Your base Will save bonus is considered 2 higher when you are the Prey in a brainwashing or interrogation Conflict. Further, you gain several gadget Mechanisms with yourself as the housing: first a Miniature Gear Pick (commercial GPS) mechanism, then a Miniature Common Item (clock) mechanism. This allows you to always be able to determine your location and time. This information is also known to your organization's superiors. Finally, you gain a fail-safe device which prompts an extremely deadly situation when activated. This mechanism can only be activated by your superiors (Complex Security/Disable check, 4 challenges, DC 25 + (TL × 2) to disarm), and is typically utilized if you are compromised.
- **Confounding:** Using an array of acronyms, obscure jargon, and professional pressure you can make anything sound legitimate and agreeable. You may double the time required to make any opposed Bluff, Impress, or Intimidate check (minimum 1 full round) to increase your threat range by 2.
- **Must Complete the Mission:** You complete your missions even in the face of horrific injury and circumstances. When you suffer an injury that would typically leave you *stunned*, you are instead *nauseated*. Further, you do not fall *unconscious* when reduced to 0 or fewer wound points, though

you still lose wound points if not stabilized, and die if reduced to -10 wound points as standard.

- **Reinforcements:** Once per mission, you may summon a number of coworkers equal to your starting action dice. Each assistant is a Tier I company man (*see page 453 of the Spycraft 2.0 Rulebook*). Per the GC's discretion, the coworkers help you in any endeavor for which they're skilled and equipped until the end of the following scene, or until one of them fails a Damage save or Morale check, or suffers a critical injury, at which point the entire group leaves.
- **Requisition Saucer:** Once per mission, you may make a Request check for a "flying saucer." The vehicle is considered to have a Caliber equal to 1/10 its Reputation/Net Worth cost and includes a crew of Tier I company men (*see page 453 of the Spycraft 2.0 Rulebook*) with the Drive or Tactics skill instead of Blend and the *feat* (Technological Aptitude) quality instead of vehicles. If this vehicle becomes *inoperable*, you lose 2 Reputation/\$100,000 Net Worth due to exposure. If this vehicle becomes *totaled* you lose 4 Reputation/\$200,000 Net Worth instead.

Unimpressed: You've seen just about everything and now nothing fazes you. At Level 1, the DCs of all Will saves you make due to stress damage are reduced by 4.

Oversight Committee: The higher the ladder you climb, the more you realize all agencies are the same at the top. At Level 2, if you requisition a cover identity from your organization with a government or law enforcement theme, this cover identity is considered to have legitimate credentials. When using this identity, you gain a gear bonus to all skill checks you make possessing the Bribe tag equal to your class level.

Non-Entity: Either you've been erased, or you simply never existed. At Level 3, Analysis/Examine Media, Analysis/Forensics, Investigation/Canvass Area, and Investigation/Research checks targeting you suffer a penalty equal to your career level. In addition, you cannot be the target of a dossier gear pick.

Table 4.2: The G-Man

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+0	+1	+1	+2	1	1R, 1T	Career paradigm, unimpressed
2	+1	+0	+0	+2	+1	+3	2	2R, 1T	Oversight committee
3	+2	+1	+1	+2	+2	+4	2	2R, 1T	Non-entity
4	+3	+1	+1	+2	+2	+4	2	2R, 1T, 1S	Career paradigm, the red phone
5	+3	+1	+1	+3	+3	+5	3	2R, 2T, 1S	"Nothing to see here" 1/mission

NEW RULES

The Red Phone: Your connections go *right* to the top. At Level 4, the Power Ratings of all invitation, extradition, and legal immunity Resources you request are increased by 2 (maximum Power Rating 10).

“Nothing to See Here” (city): You can sweep *anything* under the rug. Once per mission, you may spend 1 hour to erase all evidence of one event that occurred within the last 24 hours that has not yet reached a broad level of awareness (the majority of witnesses or otherwise aware characters are confined to a “wide” area as defined by the Investigation skill). All standard characters that witnessed the event have no recollection of being present or of any immediate consequences of the event and instead recall a suitably routine series of ordinary activities during the affected period. Special characters who were previously aware of the targeted event must a Will save (DC 10 + the number of tradecraft feats you possess + your Charisma modifier) or also succumb to the belief in this non-eventful story. Investigate and Search checks made to discover or corroborate the memories of special characters that do recall the event automatically fail as long as you are alive.

PHASE AGENT

Phase agents are those elite few who have survived a trip to phase space with their minds intact. Able to cause themselves to become insubstantial and invisible by force of will due to their time in phased space, phase agents are some of the most valuable intelligence assets any organization can get their hands on. Culled from covert military and intelligence teams, each phase agent represents an investment of tens of millions of dollars, an investment not to be risked lightly. Phase agents are only dispatched on missions vital to the security of the United States or the continued operation of Project Phoenix. More than one phase agent mission has involved obtaining blackmail materials to keep certain government officials from asking too many questions about Project Phoenix.

Despite the advantage provided by phasing, whenever possible, phase agents rely on other means to complete their mission. Phasing can only be done for limited amounts of time and it is very draining, so most phase agents only use it as a last resort or when the mission briefing specifically requires it. Phase agents who rely too much on phasing tend to go insane within a few weeks of entering service.

Attributes: Wisdom is king above all else for the Phase Agent, as it sets his limit for how much

punishment he can take from phased space. Dexterity is also helpful for the clandestine activities Phase Agents are often assigned to do.

Vitality: 1d10 + Con modifier per level.

Requirements

Allegiance: Sci-Fi Conspiracy (The Philadelphia Project). Without this Allegiance you may still enter this class at Career Level 15 if you meet all other requirements.

Wisdom: 13+.

Base Fortitude Save: +4 or higher.

Resolve: 4+ ranks.

Sneak: 4+ ranks.

Feats: Phased Space Comprehension or Phased Space Training.

Special: You must have visited phased space and survived in it for at least one minute.

Class Skills

The Phase Agent’s class skills are Acrobatics, Athletics, Drive, Intimidate, Notice, Resolve, Security, Sneak and Survival.

Continuity: At Level 1, choose 3 skills that are class skills for any of your other classes. These become Phase Agent class skills for you.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Abilities

Phase out I: The most remarkable ability of the phase agent is phasing, or temporarily shifting partially into phased space, thereby turning invisible and insubstantial. At level 1, you may begin or stop phasing as a free action. While phased, you do not need to breathe, gain the *invisible* condition, and are incorporeal (as the gadget mechanism of the same name). While phased, the agent remains vulnerable electrical damage, and may have difficulty passing through energized wiring (see below). Other “phased” characters see the agent normally. Further, all of the gear you are carrying phases with you and may be used normally. If you lose contact with any of this gear you suffers 1d4 points of temporary Wisdom damage (as your field ruptures) and the item immediately returns to normal space.

Electricity and magnetic fields continue to interact with you while you are phased. Attempting to pass through an electric or strong magnetic field requires a half action Resolve (Wis) check against the following DCs. If you fail, you cannot pass through the field. You may reattempt this check each round.

CHAPTER FOUR

You may only remain phased safely for two rounds per class level each session. At the start of each round beyond this limit, you suffer 1 point of temporary Wisdom damage. If this temporary damage reduces your Wisdom to 0, you become stuck in phased space and cannot escape without assistance. For each hour you remain stuck, one point of temporary Wisdom damage becomes permanent. If this permanent damage reduces your maximum Wisdom to 0, you become lost in phased space and cannot be recovered by any means. *Unconscious* or stuck phased characters may be assisted by another phased character. The rescuer must make contact with the target and make a full action Resolve (Wis) check (DC 15 + the total amount of Wisdom and wound damage the target has suffered in phased space). If successful, the target becomes unstuck and is returned to normal space.



Table 4.3: Passing Through Energy Fields

Field Strength	DC
Weak (electrified fence, hand-held magnets)	10
Moderate (electrical wires in a wall, mag locks)	15
Strong (high voltage wires, electro-magnetic lifting devices)	20
Very Strong (generators, MRI machines)	25
Siler Field	40

Phase Out II: At Level 4, when you use your *phase self* ability you may bring up to your Wisdom bonus (minimum 1) additional targets with you. These targets may be characters or objects of Medium size or smaller. If any of the targets are unwilling, you must make a touch attack to include them in this ability.

Each round you remain phased, every target you brought with you suffers 1 point of temporary Wisdom damage if that target is a character, or 5 damage if that target is an object. If you lose contact with any of these targets, each suffers 1d4 points of temporary Wisdom damage if that target is a character, or 2d10 damage if that target is an object as they forcibly return to normal space.

Stranger and Stranger: Your trip between dimensions has made you less noticeable and less familiar than you once were. At Level 1, you gain

a +2 bonus with all Blend and Sneak checks, but suffer a –1 penalty with all Impress and Networking checks. Further, you gain 2 points of stress damage resistance.

Evasion II: You're slippery even when you're not phased. At Level 2, whenever you aren't *flat-footed* and may make a Reflex save to reduce the damage suffered from an attack or event (such as an explosion or successful grenade attack), you instead suffer 1/2 damage with a *failed* save (rounded down).

Ethereal Trickery: You've learned to twist phased space to your whim, whether you're in it or not. If you are not phased, during your Initiative Count as a free action, you may add a bonus to your Defense, Reflex saves, or attack checks equal to your class level for 1 full round. Each time you do this costs 1 round you can safely remained phased.

Strange Days: At Level 4, once per mission during the Intel Phase, you may gain 1 temporary Chance feat of your choice until the end of the current mission.

Table 4.4: The Phase Agent

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+2	+0	+2	+1	+1	0	1G	Phase out I, stranger and stranger
2	+1	+3	+0	+3	+1	+1	0	1G	Evasion II
3	+2	+3	+1	+3	+2	+2	1	1G, 1W	Ethereal trickery
4	+3	+4	+1	+4	+2	+2	1	1G, 1W	Phase out II, strange days
5	+3	+4	+1	+4	+3	+3	1	2G, 1W	Outside looking in

NEW RULES

Outside Looking In: You don't just think outside the box, you *live* outside the box. This gives you a unique perception of the world, but one that isn't always understandable to others. At Level 5, your Intelligence and Wisdom increase by 2, but your Charisma decreases by 2.

NEW CHANCE FEATS

For more about Chance feats, see page 189 of the Spycraft 2.0 Rulebook.

DRIVING CAUSE

You are dedicated to a specific cause and when pursuing it your resolve is strengthened.

Prerequisites: At least one uncompleted Subplot.

Benefit: At the start of any session, you may declare one of your uncompleted Subplots to be your personal crusade. You may not change this personal crusade or select a new one until the current Subplot has concluded. Until it is completed, you gain a +2 insight bonus to all skill checks and saving throws made to complete your Subplot and the GC cannot activate any of your other Subplots. If you successfully complete your Subplot, you gain an additional +25 XP; if you fail at your personal crusade, you lose 2 Reputation or \$100,000 Net Worth that cannot be reduced by any means.

HIGHER PURPOSE

You're on a mission from God... or an organization long-since dedicated to helping those less fortunate.

Prerequisites: Any Crossroads Title, Driving Cause, Historical Conspiracy Allegiance.

Benefit: You gain an additional Subplot, regardless of the number you currently have. The specifics of the Subplot (typically a Long Term or Personal Mission) are between you and the GC, but must involve helping others. Each time this Subplot is activated, the GC creates a pool of action dice for you; designated as your karma pool. This karma pool is equal to the number of action dice he spent to activate it. The GC spends these action dice for you in any manner he sees fit, as long as their expenditure contributes to advancing the Subplot.

If you fail to recognize the Subplot in action, or otherwise do not successfully assist the targets of the Subplot, you lose a number of action dice at the start of your next session equal to your karma pool. If you succeed, you gain an additional number of action dice at the start of your next session equal to your karma pool. Finally, if this Subplot is ever resolved, you gain a replacement Subplot with the same specifications at the start of the next session.

NEW COVERT FEATS

For more about Covert feats, see page 193 of the Spycraft 2.0 Rulebook.

EVIDENCE TAMPERING

Nothing is as it seems... once you've taken your tools to it.

Prerequisites: Government Conspiracy Allegiance, Falsify 6+ ranks, Science 3+ ranks, Medicine 3+ ranks.

Benefit: You may "modify" bodies and broken equipment using Falsify/Forgery checks to add or remove qualities. The Forgery check DC to add or remove any quality equals $5 \times$ the XP cost for NPC qualities (NPC qualities that reduce an NPC's XP reward are treated as a positive cost of the same value) or 20 +10 per size category from Medium the target item is (i.e. a Small or Large item would have a DC of 30, a Tiny or Huge item would have a DC of 40) and requires 1d6 hours. This check also requires a Surgery Kit if the target is a corpse or an Electronics or Mechanics kit (GC's discretion) when working on an item, and its error range is increased by the total DC/10 (round up). When complete, the medications are not operable, but appear as if they were functioning. If multiple qualities are to be added or removed at the same time, the DCs are added together to form a Complex Check with the total DC and a number of challenges equal to the number of qualities to be affected.

FORMLESS

You just don't seem to stick in anyone's mind, indecipherable from any other suit.

Prerequisites: Blend 3+ ranks.

Benefit: The DC of any Knowledge check made to recall information about you or your actions is increased by your career level. Further, these checks are always secret, regardless of other character options. Finally, the error range of all Notice checks targeting you increase by the number of Covert feats you possess.

MISDIRECTION

You can be hard to follow at times, but that's kinda the point.

Prerequisites: Slight of Hand 3+ ranks.

Benefit: You may perform a Feint or Diversion action as a full action. If you are successful with this action, in addition to the normal effects, the target is *baffled* for a number of rounds equal to the number of Covert feats you possess. With a critical success (or an opponent's critical failure), the target is sent *reeling*.

CHAPTER FOUR

NEW GEAR FEATS

For more about Gear feats, see page 196 of the *Spycraft 2.0 Rulebook*.

HYPNOTHERAPY TECHNIQUES

You can step into someone's mind to help them.

Prerequisites: Medicine 6+ ranks, Science 6+ ranks.

Benefit: You may attempt to place a special or standard character into a hypnotic state. Doing so requires a 1-minute Medicine (Int) check that possesses the Concentration, Disposition, and Language tags and is opposed by a Will save by the target (though, the target may choose to fail this save). While hypnotized, the target is *fixated* on you unless distracted (or you release them with a free action), and the DCs of Medicine/Therapy checks you make targeting them are reduced by 5. Further, you may help the target recover from the *fatigued* condition as if it was *shaken II* and the *exhausted* condition as if it was *shaken IV*.

MIND CONTROL TECHNIQUES

Once you're in someone's head, you have *complete* control.

Prerequisites: Government Conspiracy Allegiance, Medicine 12+ ranks, Science 12+ ranks, Hypnotherapy Techniques.

Benefit: You automatically succeed at any opposed skill checks and Conflict rounds targeting a character you currently have placed in a hypnotic state. Further, if you win a Brainwashing Conflict as the Predator, instead of gaining any other benefit you may program an additional identity into the Prey. If you do this, the Prey gains the Supplementary Identity feat (see page 75) as a temporary feat until the end of the mission with you as his handler. You create the NPC stat block based on your career level and make any decisions about this NPC's creation.

Finally, you may activate or deactivate the identity if you are in contact with the target (or set a trigger to do the same). When active, the identity has a disposition towards you of Helpful and is completely loyal to you and will kill or die for you without hesitation.

TECHNOLOGICAL APTITUDE

You assimilate scientific advancements with ease.

Prerequisites: Wis 13+, Science 3+ ranks.

Benefit: The penalty you suffer to all Maneuver checks, attack checks, and skill checks to build, repair, and modify any vehicle or weapon with the *advanced*



technology quality is reduced by 4 if you possess the appropriate focus or proficiency or by 1/2 (rounded down, minimum 0) if you do not. Further, you gain a +4 bonus to all skill checks made to determine how a device works.

NEW TERRAIN FEATS

For more about Terrain feats, see page 206 of the *Spycraft 2.0 Rulebook*.

PHASED SPACE COMPREHENSION

You understand how the world-between works. You can feel its presence and use it to your advantage

Prerequisites: Sci-Fi Conspiracy Allegiance, Notice 3+ ranks, Resolve 3+ ranks.

Benefit: You may make Notice/Awareness checks to locate phased fields and objects within 100 ft. (DC 15, modified by range). This does not grant you knowledge of the specific location or identity of a phased target, just knowledge that something is phased nearby. With a critical success, you can determine the direction and a rough distance (the number of feet penalized for in the Notice check DC). Further, phased objects cannot pass through you and any attacks made by phased opponents function just as normal attacks. Finally, all metal items you carry

NEW RULES

are treated as if they possess the *composite* quality. Finally, you may substitute your ranks in Resolve for Sleight of Hand when making Conceal Action checks.

PHASED SPACE TRAINING

You've been in the fringe long enough that it feels just like home to you.

Prerequisites: Sci-Fi Conspiracy Allegiance, Resolve 6+.

Benefit: You do not suffer any penalties to attack checks, skill checks, or saving throws from being in phased space and any abilities you have to Take 10 or Take 20 function normally. Further, when you are in an area of phased space you suffer only a 10% chance to be struck by lightning.

XENO TRAINING

You are trained in dealing with aliens in social situations and have some understanding of their thought processes and physiology.

Prerequisites: Career Level 3+, Sci-fi Conspiracy Allegiance, Cultures (Alien).

Benefit: You do not suffer any penalty when making skill checks targeting characters with the *alien* quality that require social interaction. Finally, the penalty you suffer with skill checks you make to treat a character with the *alien* quality with Earth medicine is reduced to 1/2 (rounded down).

NEW TRADECRAFT FEATS

For more about Tradecraft feats, see page 208 of the Spycraft 2.0 Rulebook.

ENTER THE FOLD

You have been inducted into a conspiracy at its lowest level and through that have gained access to a wide variety of contacts to call on.

Prerequisites: Any Allegiance (except Neutral), Cha 13+, Bureaucracy 3+ ranks, Sense Motive 3+ ranks.

Benefit: You gain a +1 bonus to Charisma-based skill checks targeting other members of your Allegiance. Further, before making a Request check you can declare the Request will come from Allegiance supporters. If you do this, the time required for the check is doubled (minimum 1 hour), but you may reduce the action die cost by 1 (minimum 1 AD) or gain a +4 bonus to the check.

GUARD THE SECRETS

You are regularly tasked with protecting the secrets of your organization, as well as its members.

Prerequisites: Enter the Fold.

Benefit: After an attack (regardless of success) targets you, a member of your Allegiance, or one of your organization's Sites, you may spend 1 action die to enter a defensive mode. You gain a +2 morale bonus to attack checks, Will saves and Resolve checks prompted by characters that have previously attacked targets you are defending. Further, you may not attack anyone that does not directly pose a threat to the targets you are defending. The defensive mode lasts until the end of the current scene, until you or all of your opponents leave CQB Range, or until you or all of your opponents lose line of sight to each other, whichever comes first.

PULL THE STRINGS

You have reached the middle ranks in your conspiracy and through its rich history you have learned how to manipulate your fellow conspirators.

Prerequisites: Historical Conspiracy Allegiance, Bureaucracy 9+ ranks, Sense Motive 9+ ranks, Enter the Fold.

Benefit: You gain an additional +1 bonus to Charisma-based skill checks targeting other members of your Allegiance (for a total of +2). You gain access to a new Resource pick: "Conspiracy Supporter." This resource is available at every Caliber and may not be gained during the Intel phase. Each time you request this Resource, you choose 1 sample standard NPC type, making all choices with GC approval. The Gear Delivery Time for the Request is how long it takes this NPC to reach your location. This supporter has a disposition towards you of Supportive, shares your same Allegiance, and assists you with one task, leaving at the end of the scene (with all of his gear) whether it is complete or not.

RED TAPE BASICS

You know how the procedures work... and how to bend them to your advantage.

Prerequisites: Career Level 3+, Bureaucracy 6+ ranks, Manipulate 3+ ranks.

Benefit (City): When making a Bureaucracy check, you gain a synergy bonus from your Manipulate skill. You may spend an action die to delay a dramatic conflict you are aware of. Make a Bureaucracy (Cha) check opposed by the predator, using the skill the predator last used in the dramatic conflict. If the predator wins, he gains the action die you spent to

CHAPTER FOUR

activate this ability. If you win, the conflict is delayed as if you were part of the conflict and selected the Pause advantage once plus 1 additional time for every 5 you beat the Predator's skill check by.

Further, you may reduce the time required to bribe a character by $\frac{1}{2}$ (round down).

RED TAPE MASTERY

Where others see business, you see a game. A game you control.

Prerequisites: Career Level 6+, Government Conspiracy Allegiance, Bureaucracy 9+ ranks, Manipulate 6+ ranks.

Benefit (city): When making a Manipulate check, you gain a synergy bonus from your Bureaucracy skill. When making a Bureaucracy skill check to delay a Dramatic Conflict, if you score a threat you may spend a number of action dice equal to the number of Predators participating. If you do so, you may either immediately end the Conflict, granting a Victory advantage to the Prey, or assume control and become the lead Predator (keeping any other Predators as you see fit). Finally, you may cancel a Request check that you are aware is in the process of being delivered by spending 2 Reputation/\$10,000 Net Worth per die spent on the request or by spending double the number of action dice spent on the request if it is being fulfilled by your organization.

REMOTE VIEWING BASICS

You have learned to see the world through your inner eye.

Prerequisites: Sci-Fi Conspiracy Allegiance, Wis 15+, Analysis 3+ ranks, Resolve 6+ ranks.

Benefit: You have the ability to see far off locations or subjects in your mind's eye when provided with at least basic information. You may make a secret 30-minute Resolve (Wis) check that possesses the Concentration tag and has an error range increase of +2. If you fail, you see nothing and cannot attempt to see the same target again for the next 24 hours. If you suffer an error, your opponent may spend up to 4 action dice, each die spent causing you to be *fatigued* for 1 hour.

If successful, however, you have a vision of the target and may ask 1 question or prompt the GC for 1 Notice check in regards to what you see for every 5 points by which you beat the Question DC (rounded up). You must also make a secret Analysis (Int) check. For every 5 points by which you beat the Accuracy DC (rounded up), you gain one truthful and direct answer to a question or an automatic success with a

NEW FEAT TRAINING

RESOURCE OPTIONS

This product contains several new feats that might appeal to some agents only when they are facing a specific mission, situation or threat. The following feats may be requisitioned as temporary feats through the Feat Training Resource at the listed Caliber during the Intel phase only, as long as the agent meets all prerequisites as normal.

- *Caliber I:* Formless, Misdirection.
- *Caliber II:* Guard the Secrets.
- *Caliber III:* Red Tape Basics.
- *Caliber IV:* Hypnotherapy Techniques.
- *Caliber V:* Supplementary Identity, Technological Aptitude.

Notice check. If you are in a sensory deprivation tank (or otherwise *blinded* and *deafened*), you gain a +5 bonus to this Analysis check.

Table 4.5: Remote Viewing

Information Provided about Target	Question DC	Accuracy DC
Trivial (name only, type of item)	30	10
Moderate (name, occupation, race, reason for looking)	25	15
Heavy (short history of target)	20	20
Extreme (suspected area target is in, detailed history)	15	25

REMOTE VIEWING MASTERY

Now you can focus your inner eyesight to force secrets to reveal themselves to you.

Prerequisites: Sci-Fi Conspiracy Allegiance, Int 15+, Analysis 6+ ranks, Resolve 12+ ranks.

Benefit: Your Resolve checks made to remote view no longer suffer from an increased error range. In addition, you are only *fatigued* for 30 minutes per action die spent to confirm your error. Further, if you are successful with your Resolve check, you may exchange the questions you may ask for hints (which the GC gains no action dice for) or your Notice checks for Search checks at a 1:1 ratio (with accuracy applying as normal). Further, all Knowledge checks you make regarding the target are considered one grade easier.

NEW RULES

SPIN THE WEB

You have been inducted into the highest ranks of your conspiracy and not only do you pull strings, but you can twist the conspiracy to your will.

Prerequisites: Historical Conspiracy Allegiance, Cha 15+, Bureaucracy 15+ ranks, Sense Motive 15+ ranks, Pull the Strings.

Benefit: You gain an additional +1 bonus to Charisma-based skill checks targeting other members of your Allegiance (for a total of +3). During the intel phase, you may temporarily increase any of your organization's Ratings, choosing which benefits are gained at that time, by a total number of points equal to your Charisma bonus. This bonus lasts until the end of the current mission, and must be reassigned at the start of each mission. Further, when requesting a Conspiracy Supporter, you may spend double the normal action dice when making the request to choose a non-villain standard NPC within line of sight. That NPC either continues to use his own statistics, or switches to a sample standard NPC type of your choosing.

Special: An organization may only benefit from one character with this feat at a time. If two or more characters attempt to use this feat during the same mission, only the feat possessed by the character with the highest reputation/net worth takes effect.

SUPPLEMENTARY IDENTITY

You aren't alone in your own mind. What's worse, you might not even know you have company...

Prerequisites: Career level 6+.

Benefit: You gain the *alternate identity* quality. When you switch to this other identity you replace your character sheet with a new one of your creation. This new character sheet is a special Tier III NPC stat block with a maximum XP award of $10 \times$ your career level XP (though specific qualities are subject to GC approval).

Special: If you are unaware of this identity (e.g. you were implanted with it or have the Amnesia Subplot blocking your memories of it), you may not switch into it at will and may continue to be activated by your handler or your assigned trigger. Unless your handler decides so, you will have no memory of any actions taken in this identity (this may also provoke an Amnesia Subplot).

Once you have learned about your identity you may switch between identities freely. If your handler attempts to activate you against your will, you may make a Resolve (Wis) check ($DC 10 +$ your career level) to resist. With success, you don't switch identities or you may switch but remain in control.

NEW GEAR

Several of the conspiracies presented here have access to technology that is still in the experimental phases or otherwise not widely available. Gear that is restricted in this way may only be requisitioned using Reputation/Net Worth and is noted as such. In addition, several new qualities are included.

For more information on gear qualities, see pages 237 and 258 of the Spycraft 2.0 Rulebook.

NEW GADGET MECHANISMS

Several of the following gadget mechanisms are requisitioned as stand alone mechanisms – gadgets without a housing. Any stand alone gadget cannot be used as the housing for other additional mechanisms regardless of size, though they may be incorporated into other gear normally through the Miniature Gear Pick mechanism or a similar option. Knowledge checks made to determine if stand alone mechanisms are unusually advanced technology are automatically successful, but any checks to determine the purpose or operation are made normally.

Cloaking Field (Vehicle Housing Only): The Mechanism uses refracted light, sensor reflective paint, and magnetic fields to mask a vehicle from sensors and from plain sight, but is less effective while the vehicle is moving. When active, as long as the vehicle is stationary, it is considered *invisible*. If it moves however, it is only considered *hidden*. Further, the vehicle gains a +4 bonus to Defense against missile attacks and its signature size is one size smaller against all sensor types (this stacks with the *low-observable* quality).

Omnisensor: This mechanism uses advanced sensors to detect the heartbeat and electromagnetic fields of living beings and powered devices. The user ignores all hearing and vision penalties applied by ambient light, ambient noise, and weather and gains a +4 gear bonus to Notice and Search checks made to detect gear with the *advanced technology* quality.

Phase Field (Vehicle Housing Only): This Mechanism allows a single vehicle and its crew to phase as per the *phase self* ability (page XX). While this Mechanism is active, all crew suffer 1 temporary point of temporary Wisdom damage per round. Anyone reduced to 0 Wisdom returns to normal space with the vehicle, but is *unconscious*.

Phase Focuser (Stand Alone): This Mechanism resembles a toaster-like device with two handles on either side along with an array of controls facing the holder. The other side is a series of bare electrical wires that spark when the device is be operated.

CHAPTER FOUR

When activated, the operator gains a +4 gear bonus to Resolve skill checks made to assist a phased character that has become stuck return to normal space (see page 48).

Phase Gate Generator (Stand Alone): This Mechanism opens a portal to phased space and allows travel to that dimension. It provides no protection to the traveler and can cause massive electrical and magnetic disturbances in the area. To activate the Mechanism, the operator must make a Computers (Int) check to calibrate the device and a 30-minute Electronics (Int) check to initiate it. Both of these skill checks require 30 minutes and have a DC of 25. If both checks are successful, a Medium-sized portal to phased space is opened and remains open for 1 hour. Afterwards, the device may not be used again until recharged (taking roughly two weeks or six hours if at a Project Phoenix facility).

Finally, while active, the device acts as jamming gear (see page 220 of the *Spycraft 2.0 Rulebook*) with a 1-mile radius (or 50 ft. if within a specially shielded Project Phoenix facility) and a Power Rating of 4. This also causes all compasses within this range to point in random directions and may cause electronic devices to turn on and off randomly.

Phase Suit (Armor and Protective Gear Housing Only): This Mechanism adapts one sealed suit of armor for phased space travel. The suit is gray in color and covered in electrical wires and circuitry and its faceplate is heavily tinted, making it impossible to make out the wearers face. Phase suits are used

to allow agents to phase without all the training necessary to become a phase agent, but at the expense of immense risk to the agent's psyche. The wearer of this suit may use the *phase self* ability of the Phase Agent (see page 48), but suffers 1 point of temporary Wisdom damage for every round phased. The wearer is still exposed to the dangers of phasing, such as being knocked unconscious or becoming stuck.

The phase suit carries enough power for twenty rounds of phasing before needing to be recharged at a Project Phoenix facility. If an agent takes 20 or more points of physical damage while wearing a phase suit, it ceases functioning until it is repaired.

Siler Field (Stand Alone): This mechanism generates a powerful electrical field between posts. Once activated, a field fills the cubic area and prevents phased objects and characters from passing through it (but does not restrict movement around it or over it).

For each additional purchase of this Mechanism, another "cube" of area can be protected. These cubes may be stacked up to four cubes high or connected side-by-side without restriction. This gadget may only be recharged at a Phoenix Project facility.

Universal Computer Interface (Stand Alone): This Mechanism allows two computers to communicate regardless of technological differences and computing power. The operator may reduce or increase either computer's PR by 2 to his benefit as long as both computers maintain contact through this device. Further, he ignores any skill check penalties applied by the *advanced technology* quality.

Table 4.6: Gadget Mechanisms

Gadget Mechanisms by Caliber	PR	Cap	Rng	SZ/Hand	Battery	Save	Weight	Comp	Year	Street Value*
<i>Caliber I</i>										
Universal Computer Interface	—	—	—	D/1h	—	—	—	30/+2	—	—
<i>Caliber III</i>										
Omnisensor†	—	—	CBQ**	F/1h	5 min.	—	1 lb.	45/+3	—	—
<i>Caliber V</i>										
Cloaking Field†	—	—	—	—/1h	5 min.	—	—	40/+3	—	—
<i>Reputation/Net Worth Only</i>										
Phase Field†	—	—	—	—/1h	40 rounds††	—	—	65/+4	—	16/\$800,000
Phase Focuser†	—	—	adjacent**	D/2h	5 uses††	—	6 lbs.	45/+2	—	2/\$100,000
Phase Gate Generator†	—	—	—	L (2×3)/—	1 use††	—	—	75/+4	—	20/\$1,000,000
Phase Suit†	—	—	—	—/1h	20 rounds††	—	13 lbs.	50/+3	—	8/\$400,000
Siler Field†	—	—	20 ft cube**	T/1h	10 hours††	—	20 lbs.	60/+2	—	1/\$50,000

* When this item may only be requested by spending Reputation or Net Worth, this column lists that cost.

** This range is a flat maximum distance, not an increment.

† This gadget Mechanism requires activation. Turning it on or off requires 1 half action.

†† This gadget Mechanism may not be re-used beyond its battery life without a recharge.

NEW RULES



NEW VEHICLE QUALITIES

Due to the advanced or downright alien vehicles used by some of the conspiracies included in this product, the following vehicle qualities were created. Qualities may **never** be added or removed except through the application of certain upgrades (*see page 240 of the Sycraft 2.0 Rulebook*).

Advanced Technology (ADV): The vehicle uses sufficiently advanced, perhaps even alien technology, in its construction and operation. All Maneuver checks using the vehicle suffer a -4 penalty. Skill checks made to build, repair, or modify the vehicle suffer a -8 penalty. Vehicles with this quality may only be requisitioned using Reputation or Net Worth, as appropriate.

Interstellar Travel (IST): The vehicle has the ability to travel at a fraction of the speed of light, crossing vast distances in significantly less time. As a full action, the operator of the vehicle can increase the vehicle's maximum MPH to the listed percentage of the speed of light. The vehicle accelerates to that maximum speed in 1 round. While traveling at this speed, the operator cannot make any Maneuver checks or become involved in a chase. Reducing to normal speed requires another full action and the vehicle slows to a normal speed in 1 round.

SPECIFIC VEHICLE RULES

All of the vehicles presented in this book include a traceless self-destruct gadget mechanism at no additional cost. Further, none of these vehicles can accept any further add-ons or upgrades (except at the GC's discretion).

VEHICLE DESCRIPTIONS

"Flying Saucers": Several conspiracies have access to advanced flying machines that can be colloquially described as flying saucers. These disk-shaped ships are often of otherworldly or supernatural origin, but not all are. All flying saucers operate in a similar fashion using a gravity or inertia-less drive that allows them to maneuver in previously impossible ways. The Alternative Conspiracy and Area 51 have several models at their disposal, all armed with conventional weaponry.

- **Cargo Saucer:** Primarily used to move cargo to off-world bases, these saucercraft are some of the most valuable assets any conspiracy could have at its disposal and, because of that, would not commonly be assigned to field operations. Cargo saucers are only lightly armed and are often escorted while in an atmosphere by combat saucers or more mundane military craft.
- **Combat Saucer:** As the premier combat aircraft of the modern world, combat saucers are the most common type of saucer in use, especially in military operations. Combat saucers cannot travel deep space like other saucers, being built purely for atmospheric operation. They must be transported between planets inside cargo saucers. The saucer's hard points are typically outfitted with medium IR-guided anti-air missiles, 2,000-lb iron (HE) bombs, or a combination of both, based on mission profile.
- **Scout Saucer:** Designed as deep space exploration vessels, scout saucers are mainly used for off-world missions looking for new resources or colonization spots. Rarely would they be in operation on Earth, but they could be stored nearby (perhaps on the Moon) between missions.

Stealth Helicopter: One of the secret weapons of Area 51, stealth helicopters are often used by Retrieval Squads and other allied governmental agencies. The helicopters do not see general use amongst other military branches and are instead reserved only for the most important Special Forces missions. These helicopters are built to serve both as gunships and troop transports, but do not excel in either category. Instead, their main advantage is their stealth capabilities. The chopper's hard points are typically outfitted with light IR-guided anti-air missiles, 122mm rocket launchers, or a combination of both, based on mission profile.

If Area 51 is allied with the Illuminati or Shadow Government in your campaign, these conspiracies may also have access to the stealth helicopters of Area

CHAPTER FOUR

51, giving rise to the rumors of UN black helicopters spreading the power of the New World Order.

X-21 “Super Valkyrie”: Built with a mixture of advanced aerospace and alien technologies, the X-21 Super Valkyrie is an aerospace superiority fighter without peer. It resembles a modern fighter plane with disc-shaped wings and is of a similar size to most fighter planes. Using a mixture of gravity control drives and jet propulsion systems, the Super Valkyrie possesses amazing maneuverability and speed. Its inertial management system allows it to carry out maneuvers that would knock the pilot unconscious in other vehicles. The only crewmember required for the Super Valkyrie is the pilot; all other systems are automated by onboard computer systems. The experimental fighter’s hard points are typically outfitted with light wire-guided anti-surface missiles, 750-lb cluster bombs, or a combination of both, based on mission profile.

NEW WEAPON QUALITIES

The weapons included in this book are all based on technology not currently available. Some of these weapons are even further advanced, and are covered by the following quality. Qualities may **never** be added or removed except through the application of certain upgrades (*see page 259 of the Spycraft 2.0 Rulebook*).

Advanced Technology (ADV): The weapon uses sufficiently advanced, perhaps even alien technology, in its construction and operation. All attack checks using the weapon suffer a –4 penalty. Skill checks made to build, repair, or modify the weapon suffer a –8 penalty. Gear with this quality may only be requisitioned using Reputation or Net Worth, as appropriate.

SPECIFIC WEAPON RULES

Gabriel Sonic Rifle: This weapon cannot be reloaded, and can only be recharged at a Majestic-12 base. This weapon’s AP quality only applies to attacks damaging items or scenery. Further, this weapon cannot accept any further add-ons or upgrades.

Gabriel Sonic Cannon: The weapon cannot be reloaded, and can only be recharged at a Majestic-12 base. The time required to reload the weapon is instead the time required for the weapon to charge up before it can fire again. This weapon’s AP quality only applies to attacks damaging items or scenery. Further, this weapon cannot accept any further add-ons or upgrades.

Gray Hand Blaster: This weapon cannot be reloaded, instead it recharges at the rate of one shot every minute. If the weapon is completely drained, it is dead and will no longer recharge. This weapon includes a traceless self-destruct gadget mechanism at no additional cost. Further, this weapon cannot accept any further add-ons or upgrades.

Table 4.7: Performance Aircraft

Vehicle	Size	Occ	A/T	MPH	Def/Save	Comp	Cargo	Rng/Fuel	Qualities	Year	Street Value*
Saucer, cargo	V (70×70, wing 70)	3+80	8/3	2,000/4,000	0/+35	80/+7	10,000 tons	1,000 years/	ADV, APP (15), CAP, CHF, IST (5%), JAM (4), LOB gravity-based (radar Enormous, thermal Enormous), LSP (300 man-days), LVQ, RAR, RDD (crew), SEN (thermal 6), VTL, WPN (2 × 25mm machine gun)	—	50/\$2,500,000
Saucer, combat	C (8×12, wing 12)	2	9/5	2,000/4,000	8/+20	65/+5	50 lbs.	1,000 years/	ADV, APP (15), CHF, JAM (4), LOB (radar Gargantuan, gravity-based thermal Gargantuan), LSP (12 man-hours), RAR, RDD (crew), SEN (thermal 6), VTL, WPN (30mm Gatling)	—	40/\$2,000,000
Saucer, scout	C (16×20, wing 20)	2+4	10/4	3,000/6,000	6/+20	70/+6	500 lbs.	1,000 years/	ADV, APP (15), CHF, IST (1%), JAM (4), LOB (radar gravity-based Gargantuan, thermal Gargantuan), LSP (125 man-days), LVQ, RAR, RDD (crew), SEN (thermal 6), VTL, WPN (30mm Gatling)	—	50/\$2,500,000
X-21 “Super Valkyrie”	C (8×12, wing 12)	1	7/4	1,200/2,400	6/+13	60/+5	50 lbs.	1,000 years/	ADV, APP (15), CHF, HDP (6), JAM (4), LOB (radar gravity-based Gargantuan, thermal Gargantuan), LSP (12 man-hours), RDD (crew), UNF, SEN (thermal 6), VTL, WP (20mm Gatling)	2000s	30/\$1,500,000

Table 4.8: Rotary-Wing Aircraft

Vehicle	Size	Occ	A/T	MPH	Def/Save	Comp	Cargo	Rng/Fuel	Qualities	Year	Street Value*
Helicopter, stealth	C (5×11, rotor 18)	2+8	2/6	100/200	6/+15	45/+3	150 lbs.	3/av gas	CHF, HDP (2), LOB (radar Large, thermal Large), RDD (crew), SEN (thermal 6), VTL, WPN (25mm machine gun)	2000s	20/\$1,000,000

* When this item may only be requested by spending Reputation or Net Worth, this column lists that cost.

NEW RULES

Lightning Gun: This weapon cannot be reloaded, and can only be recharged at an Alternative Conspiracy base. When requisitioned, this weapon is keyed to the requisitioning agent (or one of the agent's teammates if desired). Any other character using the weapon causes it to self-destruct (*see page 224 of the Spycraft 2.0 Rulebook*), dealing 2d6 explosive damage with a blast increment of one square. Further, this weapon cannot accept any further add-ons or upgrades.

Reptoid Mind Cannon: This weapon has two firing modes: stun and kill. When used in the stun setting, each successful attack deals 1d6 temporary Dexterity damage to the target. When used in the kill setting, this weapon deals 1d6 temporary Constitution damage. This damage recovered at the rate of one point per attribute per hour.

Firing the weapon draws power from the operator's nervous system. Any character without the *alien* quality that uses this weapon must succeed at a Fortitude save (DC 15) or suffer 1d4 temporary Wisdom damage. Further, this weapon cannot accept any further add-ons or upgrades.

WEAPON DESCRIPTIONS

Gabriel Weaponry: Based on sonic technology taken from the Germans after World War II, the Gabriel Weapons family is Majestic 12's best hope at creating the means to fight the gray aliens on an even footing. By harnessing powerful sound waves these devices can shatter any material given time, causing immense damage to inorganic matter. These weapons have a lesser effect on living beings in terms of damage, but are also very disorienting. There currently are two weapons using Gabriel technology currently:

- **Gabriel Sonic Rifle:** Similar in appearance and size to a sniper rifle, this weapon has a large, circular focusing chamber on the end of the weapon, making it easily recognizable. The Gabriel sonic rifle uses a backpack to carry its power supply, making it bulky and unsuitable for extended use in the field.

- **Gabriel Sonic Cannon:** A larger version of the sonic rifle, this cannon is commonly mounted on armored vehicles or helicopters. Majestic-12 is currently working on a jet fighter and armored hovercraft specifically to carry Gabriel sonic cannons, but for now the few Gabriel sonic cannons in existence are jury-rigged to existing tanks, helicopters, or hardened defensive structures.

Gray Hand Blaster: These small, ball-like weapons are common on most gray bases and spacecraft, but are never carried outside these environments for fear of exposing gray activity. Resembling a steel ball three inches in diameter, a small barrel opens when the weapon is grasped properly. When activated by squeezing the ball this barrel emits a powerful blast of superheated plasma at the target, inflicting extensive burns and melting most materials.

Lightning Gun: These strange-looking pistols are issued to elite agents of the Alternative conspiracy. Looking almost more like wands than pistols, lightning guns fire silent bolts of electricity that quickly incapacitates most targets.

Reptoid Mind Cannon: A heavy metal bracer that fits around the user's forearm, these weapons are commonly used by reptoid agents on Earth. They fire a blast of powerful electromagnetic energy that disrupts the nervous systems of most creatures. These devices are operated mentally and most humans have a hard time operating them during the few times these weapons have fallen into human hands.

Table 4.9: Hurled Weapons

Weapon Name	Damage	E/T	Ammo	Recoil	Rng	SZ/Hand	Qualities	Weight	Comp	Year	Cost*
<i>Reputation/Net Worth Only</i>											
Gabriel sonic rifle	4d6 + 20 bang (AP 18)**	1/19–20	50**	20	80 ft.	M/2h	ACC, BLK, SLA	6 lbs. + 25 lbs.	40/+2	—	25/\$1,250,000
Gray hand blaster	6d6 (AP 8)	1–2/19–20	50**	—	50 ft.	F/1h	ADV, CMP, DST, INA (-1)	1 lbs.	40/+3	—	30/\$1,500,000
Lightning gun	3d8 subdual	1–2/19–20	30**	—	50 ft.	F/1h	ADV, DST, INS	2 lbs.	35/+3	—	20/\$1,000,000
Reptoid mind cannon	special**	1/19–20	—	—	150 ft.	D/1h	ADV, DST, INS, QKY	2 lbs.	45/+4	—	20/\$1,000,000

* These items may only be requested by spending Reputation or Net Worth; this column lists that cost.

** See specific weapon rules.

Table 4.10: Vehicle Weapons

Weapon Name	Damage†	E/T†	Ammo	Recoil	Rng	SZ/Hand	Qualities	Weight	Comp	Year	Street Value
<i>Artillery Guns</i>											
Gabriel sonic cannon	8d8 + 40 bang (AP 45)**	1–3/19–20	1S200	—	4,000 ft.	H/—	IMP, INA (–20), IND, SLD (40)	—	42/+3	—	40/\$2,000,000

* These items may only be requested by spending Reputation or Net Worth; this column lists that cost.

** See specific weapon rules.

OPEN GAME LICENSE

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of □

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
Star Wars Roleplaying Game copyright 2000, Wizards of the Coast and Lucasfilm Ltd.; Authors Andy Collins, Bill Slavicsek, JD Wilker.
Spycraft Espionage Handbook copyright 2002, Alderac Entertainment Group, Inc.; Authors Patrick Kapera and Kevin Wilson.
Spycraft 1960s Decade Book copyright 2003, Alderac Entertainment Group, Inc.; Authors Robert J. Defindi, B.D. Flory, Scott Gearin, Clayton A. Oliver.
Spycraft Agency copyright 2004, Alderac Entertainment Group, Inc.; Authors Steve Crow, Alexander Flagg, B.D. Flory, Clayton A. Oliver, Steven Peterson.
Spycraft Battlegrounds copyright 2005, Alderac Entertainment Group, Inc.; Authors Andy C. Davis, Alexander Flagg, Clayton A. Oliver, Jason Olsan, Patrick Parris.
Spycraft Mastermind Guide copyright 2004, Alderac Entertainment Group, Inc.; Authors Steve Crow, Alexander Flagg, B.D. Flory, Clayton A. Oliver
Spycraft US Militaries Guide copyright 2004, Alderac Entertainment Group, Inc.; Authors Dave McAllister, Clayton A. Oliver, Patrick Kapera
Spycraft World Militaries Guide copyright 2004, Alderac Entertainment Group, Inc.; Authors Dave McAllister, Clayton A. Oliver, Patrick Kapera
Spycraft Modern Arms Guide copyright 2002, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Tim D’Allaird, Rob Dake, Michael Fish, Scott Gearin, Owen Hershey, Patrick Kapera, Michael Petrovich, Jim Wardrip, Stephen Wilcoxon
Spycraft Faceman/Snoop Class Guide copyright 2003, Authors Alexander Flagg, Clayton A. Oliver
Spycraft Fixer/Pointman Class Guide copyright 2003, Authors Scott Gearin
Spycraft Soldier/Wheelman Class Guide copyright 2003, Authors Chad Brunner, Sean Carmen, B.D. Flory, Scott Gearin, Patrick Kapera
Spycraft Roleplaying Game Version 2.0 copyright 2005, Alderac Entertainment Group, Authors Alex Flagg, Scott Gearin, Cameron Haigh, Patrick Kapera, Rob Vaux
Spycraft Conspiracies copyright 2006, Paradigm Concepts, Inc., Authors Lee Hammock, Andrew “Fish” Popowich, Eric Wiener
END OF LICENSE

DESIGNATION OF OPEN CONTENT

Regardless of placement in this publication, all art remains property of Paradigm Concepts, Inc.

Any mention of a company or trademark is closed content and is not considered a challenge to the trademark in question.

Except as noted above, Chapter Four is OPEN CONTENT

If we happened to completely detail an actual conspiracy, it was by accident, and killing us would serve to prove that we got it right!

WHAT YOU DON'T KNOW CAN KILL YOU!

Conspiracies, red meat for the masses, the tantalizing mysteries and puzzles built to comfort those afraid of the painful truth. The sanctuary of madmen, unwilling to admit the world is a dangerous place without direction. It is somehow less frightening to believe that a sinister cabal is orchestrating every terrible event than to admit that events are out of control, beyond the grasp of human management. Conspiracy Theories are comforting, they tell us that all was once well before the bad people came, and if the villains could be removed, all would be well again. Those that believe such things are part of a lunatic fringe, seeking impossible explanations for either inexplicable tragedy or the frighteningly simple truth that all is not well with the world. At least, that is what the powers that be want the cattle of the world to believe. Take care whilst reading this sourcebook, ignorance of the truth is a protection all its own.

WITHIN ONE WILL FIND:

- Details on the world's most pervasive and sinister cabals such as the Illuminati and Freemasons
- Top secret information not intended for civilians
- Insight into the shadow world of black government operations
- The truth about alien involvement with human development and the complicity of the great powers in the abduction of the world's citizens by extraterrestrials
- The secret shocking truth of the bloodline of Jesus
- All of the above cunningly disguised as rules for Spycraft 2.0 such as new feats, talents, classes, and equipment.

This book requires the use of the **Spycraft Role Playing Game v 2.0** available from Crafty Games.

ISBN 1-931374-28-7
\$19.99

PCI 2003



Paradigm Concepts, Inc.
7777 N. Wickham Rd. #12-247, Melbourne, FL 32940
www.paradigmconcepts.com

