

PSI WORLD™

THE HAMMER SHALL STRIKE

Design: Del Carr & Cheron



FANTASY GAMES UNLIMITED

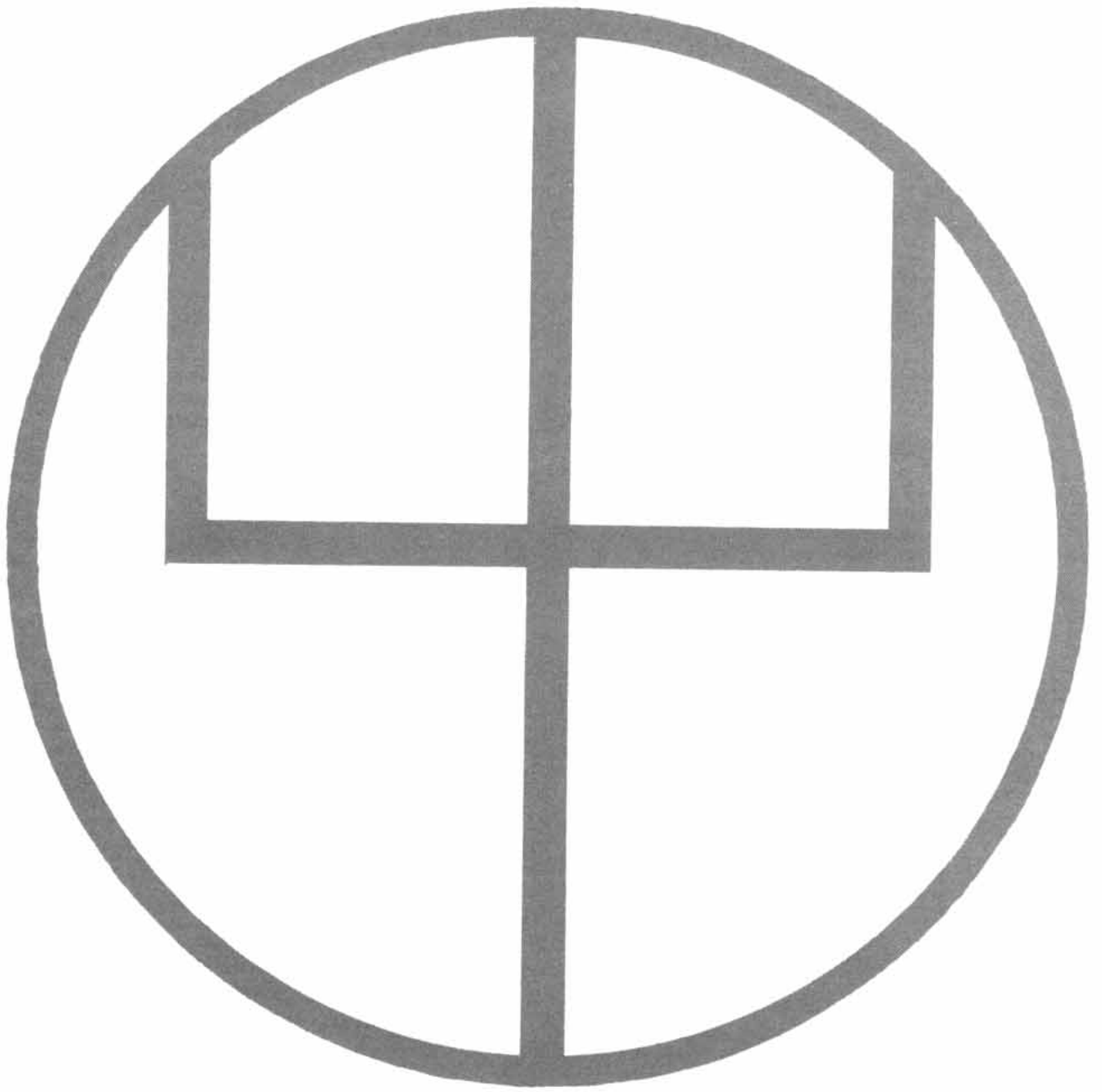
THE HAMMER SHALL STRIKE

NEW RULES AND TWO COMPLETE ADVENTURES FOR USE WITH PSI WORLD. THE ORIGINAL DESIGNERS OF THE GAME OFFER A NEW MAJOR DISCIPLINE, SEVERAL NEW MINOR DISCIPLINES AND TWO ADVENTURES FOR BOTH PSIONIC AND NON-PSIONIC CHARACTERS.

INCLUDED IN 'THE HAMMER SHALL STRIKE' ARE:

- NEW TALENTS: THE ANIMALIST MAJOR DISCIPLINE, SEVERAL NEW MINOR DISCIPLINES, AND THE DEFINITION OF THE FORCE SHIELD.
- TRANSITION: HIGH SCHOOL STUDENTS ARE EXHIBITING SIGNS OF THE TRANSITION AND THEIR DEVELOPING PSIONIC POWERS, BUT THEY ARE NOT FULLY AWARE OF ALL THIS PORTENDS. THEY ARE BEING SOUGHT BY BOTH THE PSI POLICE AND A PSIONIC GROUP. WHO WILL GET TO THEM FIRST?
- THE HAMMER SHALL STRIKE: WHAT IS REALLY GOING ON AND WHAT IS BEHIND THE CULT OF PERFECT ONENESS? PEOPLE CLAIM THEY ARE FORCED OR BRAINWASHED INTO JOINING THE CULT, BUT OTHERS SEEM QUITE HAPPY IN THE COMMUNAL LIFESTYLE. THE CHARACTERS, PSIONIC OR NON-PSIONIC, MUST INVESTIGATE AND DISCOVER THE SURPRISING FACTS BEHIND THE FACADE OF PERFECT ONENESS AND ITS INTENTIONS.

NEW ABILITIES AND TWO COMPLETE ADVENTURES FOR PSIONIC OR NON-PSIONIC CHARACTERS IN PSI WORLD.



THE HAMMER SHALL STRIKE

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NEW TALENTS

1.0 ANIMALIST MAJOR DISCIPLINE

The Animalist is a psionic who has a 'power over animals'. One of the members of the Unity Commune, Carlotta Danzana, is an animalist, and is able to influence the animals to defend her, or to attack others.

The following scale is used to determine the ease of communication with a given creature, as well as the power cost and the amount of data the animal's mind can send/receive/understand relative to a human's. This is why the cetaceans are lower on the scale than the higher primates — it is harder for a human mind to understand the sensory impressions from the mind of a whale or dolphin than those from a chimp or gorilla. They may not be of a lower intelligence, they just have a vastly different way of perceiving the world.

Please note that human intelligence is included here only as a comparison. The animalist cannot contact the mind of a human being under normal circumstances (whether research, practice, or special circumstances will allow otherwise is left up to the referee). One of our play-testing characters argued that, since the brain-damaged child they encountered was less intelligent than a chimpanzee, he should be able to contact her mind directly. Our reply was that the brain-wave patterns of a chimp and those of a brain-damaged child are quite different — and he would have corresponding difficulty in contacting a brain-damaged ape.

Scale of Relative Intelligences

To be Used with the Animalist Power

Int. Level	Type of Animals
0	Bacteria, other single-celled creatures.*
1	Insects, molluscs, worms, spiders, crustaceans.
2	Fishes, reptiles, amphibians.
3	All birds.
4	Small mammals (rats, mice, raccoons, squirrels, etc.)
5	Herd mammals (sheep, goats, cattle, antelope, deer, etc.)
6	Larger mammals (dogs, cats, seals, sea lions, horses). This is a catch-all for any mammal which doesn't have the herd instinct and weighs over one hundred pounds at maturity, also any mammals kept as pets rather than existing in a wild state.
7	Lesser primates (baboons, monkeys and lemurs.)
8	Cetaceans (dolphins, whales, and orca.)
9	Higher primates (Orang-utan, gorilla, chimpanzee.)
10	Humans*

*Included only as a comparison. The animalist is unable to work with this class of creatures.

1A. ANIMALIST ABILITIES

Ability	Cost	Range	Duration	Save
Detect Animal Life	5	100 ft	1d3 rnds.	no
Telepathy with Animals				
Transmit only	12-Int	1000 ft	2d3+2 rnds.	no
Receive only	12-Int	1000 ft	1d3+1 turn	no
Two-Way	20-Int	1000 ft	1d6+1 turns	no
Suggestion	5+telepathy cost	1 creature/100 ft	1 attempt	yes
Healing	3 pt/2 HP	Touch	Permanent	no
Stun Animal	15 pts	1 creature/LOS	1 use/1d4 rnd	yes
Mind Transfer	30 pts	Touch	1d6+1 turns	yes
Summon Animal	15 pts.	1 mile	1d6+1 turns	yes
Control Animal	20 pts.	Touch	1d6+1 turns	yes

Detect Animal Life

This ability will reveal the general location of all animal life forms above Intelligence Class 3 (birds), as well as larger specimens of the lower classes (a snake over six feet in length, any adult crocodile, mature shark, etc.). This differs from the Precog and Telepath abilities to detect life in two respects. First, the Animalist will not detect humans. Second, (s)he will be able to differentiate between the different types of animals detected — within reason (one can tell that the animal is a small rodent, whether a rat, mouse, or squirrel is impossible to tell).

Telepathy with Animals

Transmit Only: The cost for this is 12 points, minus the animal's Intelligence Level. It is limited by the ability of the animal to understand what is transmitted. The Psi can 'talk' to any animal, giving instructions, information, etc. Note that there is no compulsion for the animal to obey the instructions given it. Animals with an intelligence of 3 or less can understand only emotional impressions, such as hunger, fear, lust, pain, or territorial aggressiveness. Those with an Intelligence Class between 4 and 6 can understand only very simple statements (look up, danger ahead, come here, stop), usually limited to no more than three single-syllable words. Animals with an Intelligence score of 7 or 8 can understand more complex messages (enemy behind tree,

bring that item [visualization] to me) limited to about the understanding of a five-year old human. The highest primates (Intelligent 9) can understand almost anything a human child of about 12-14 years of age can understand.

Receive Only: Similar to the Telepath's 'Use Senses' ability, the Animalist can receive sensory impressions and thoughts of the animal. From animals with an Intelligence Class of 5 or less, the psionic will be able to 'see' through the creature's eyes and has a 50% chance of knowing the animal's basic emotional state. Note that trying to make sense of the image seen through an insect's compound eyes, for example, will be difficult at best. Animals with an Intelligence Class of 6, 7, or 8 will have much clearer sensory information (or at least easier to interpret, being more akin to human), and the Animalist will get very simple surface thoughts (young in danger, man in tree) as well as the basic emotional state. The higher primates are so like humans that the psionic will experience little difficulty in interpreting the sensory data he receives, and will be able to pick up not only surface thoughts, but possibly recent memories and other information of that kind, depending on the situation.

Two-Way: The Animalist can both send and receive information, subject to the limitations noted above. Extended range is possible, at a cost of 1 point per fifty feet of extension. An animal known to the Psionic, such as a personal pet, can be contacted anywhere within the

line of sight at this increased power.

Suggestion

The cost for this power is 5 points, plus the cost of establishing communication (either Transmit or Two-way). This is almost identical to the Telepath's Suggestion ability. The Animalist may attempt to place one mental suggestion into the target's mind, within the limits outlined in the Animal Telepathy section above. If the target fails to save, it will follow the suggestion — within reason. Self-preservation and the protection of young will still be overriding factors. The saving throw for animals is listed at the end of the explanations of all of the powers. Note to Referee; Sometimes animals with higher intelligences (6 or above) may successfully resist the suggestion, and decide to do the suggested action on their own, if it is a logical action (such as a way to get out of a burning building safely). In these cases, the player should not be told that the animal is acting on its own.

Healing

The Animalist can heal wounds on any creature at a cost of 3 power points expended for every 2 hit points healed. For general comparison purposes, an animal will have hit points equal to 1d3 times its intelligence rating, with larger specimens having slightly more hit points than smaller ones. Note that life-threatening wounds may take up to three times as much power to heal (see the Healer discipline for the differences in cost between major and minor wounds in humans).

Stun Animal

Similar to the Telepath's 'Stun' ability, this will render an animal unable to act for 1d4 rounds, during which time the creature will fall to the ground and remain motionless. After the 1d4 rounds of total stun have elapsed, there is an additional round of recovery, during which the animal regains its feet, orients itself, and may then act in the following round.

Mind Transfer

This ability, limited to warm-blooded animals only, is similar to the Telepath's ability of the same name. The Animalist and his chosen animal will change bodies, and will be able to function inside the body after one round of adjustment. Note that a quadrupedal animal will not be able to walk upright when in a human body, but may crawl on hands and knees. Also the Animalist will be able to make only those sounds appropriate to the animal body in which he is resident. At the end of the allotted time, both minds will automatically return to their respective bodies. If one of the bodies has died, the remaining mind is trapped in the alien body. Under no circumstances may the Animalist attempt to take over another human being.

Summon Animal

Before the attempt is made, the Animalist must state the type of animal he wishes to summon. If there is one in range, it will respond to the summons, if able, and remain for the duration of the power. It is under no compunction to obey the Animalist, and may even attack if provoked. If there is more than one animal in the area, each animal who fails the save will respond to the summons. Note that an animal which makes the save may decide to respond anyway, due to curiosity.

1A.1 Saving Throws for Animals

The saving throw for any animal is its INT group, times 10, plus or minus any modifiers, rolled on d100. If the roll is higher than the number, the animal has saved and is under no compulsion to obey the Animalist. $\text{Int} \times 10 +/\text{- (modifiers)} = \text{save}$.

Modifiers to the save include:

Animalist well known to creature (personal pet)	+5
Animalist has been friendly to creature	+5
Animal wounded	-10
Animals mate or offspring hurt or in danger.	-5

These modifiers are cumulative; thus if the Animalist wished to make a 'suggestion' to a female bear (Int group 6), she would have a base save of 60 on d100. Now if she were hurt, and her cubs threatened, this would subtract 15 from her chances of obeying the suggestion, giving a save of only 45. If the animalist heals her, and removes the danger to the cubs, this will remove the negative modifiers, and add +5, because he has been friendly to her. Her chances of obeying are now up to 65.

2.0 NEW MINOR DISCIPLINES

The following list of powers are to be supplemental to those enumerated in the rules book. When using random generation of psionic powers, this table may be incorporated in one of two ways. First, roll 1d6. ON a roll of 1-4, the character rolls 1d20 on the original table in the rules book. If a 5 or 6 is rolled, then roll 1d10 on this table. The second way is simpler — renumber these powers from 21 to 30, and roll 1d30 (if you have one) on the combination of both of the tables.

The new minor powers are:

1. Holo-psi — Can project images on any flat surface.
2. Perfect Balance — Can walk walls, ropes, etc. easily.
3. Dowser — Searches for water, oil, or metals underground.
4. Photographic Memory — Remembers anything he sees.
5. Phonographic Memory — Remembers anything he hears.
6. Sense Danger — Knows when danger threatens.
7. Radio-perceptive — Can 'hear' radio frequencies.
8. Lie Detector — Can tell when someone is speaking truthfully or not.
9. Mender — Mentally repairs broken objects as good as new.
10. Regenerator — Very fast healing rate, and can regrow lost limbs with time.

A full explanation of each of these powers, with point costs and other details follows.

Holo-psi

Range: 10 feet. Cost: 2 pts./minute, plus an additional 2 pts./min. each for motion and 3-d. AST: None.

This power was suggested to us by Cecil Young, and is used with his permission. The Psionic is able to project an image upon any flat surface. The image is obviously an image, not a reality; and appears in full color, and as if seen from the Psi's point of view. Three-dimensionality and motion have an additional power cost. Images are not limited to things the Holo-psi has actually seen, but anything which can be imagined may be projected — a great help to artists, architects, and the like.

Perfect Balance

Cost: ¼ of the basic PSI score, for life. Range: Personal. Duration: Permanent.

The character has perfect balance, allowing him to walk atop walls wider than five inches with a base chance of success of 99%. Walls from two to five inches have a base chance of 95% to be successfully negotiated, and surfaces less than two inches (cables, ropes, etc.) can be crossed at a base of 90%. Level of Difficulty modifiers will apply. Practice in the skill of acrobatics or rope-walking can dramatically improve these odds.

The ability will also add 15% to the character's recovery roll if he is tackled or otherwise thrown off balance. At the referee's option, a 10% bonus to the defense score is allowable, depending upon the circumstances.

Dowser

Cost: 5 points for water, 10 points for other materials. Range: one-half mile depth, area 10 x 100 feet. Duration: 10 minutes.

This ability allows the character to search for either water, petroleum, or a single, specified metal hidden underground. The dowser must physically walk across the area to be searched, taking ten full minutes to search an area 10 x 100 feet. He will know the approximate depth (+/- 10%) at which the substance is located, to a maximum of 2500 feet (½ mile). He will also get an impression of the amount of the substance (traces, little bit, large deposit, river, etc.).

Photographic Memory

Cost: ¼ of the base PSI score for life. Range: Personal. Duration: Permanent.

The character has the ability to recall any page which he has seen for more than one second. The character has recall, but not comprehension. To obtain a working knowledge of the material scanned, a period of contemplation equal to the time it would take to read the material normally is needed. During this time, no other action, especially sleep, may be taken. This period of contemplation may be taken at any time after the original scan of the material. This ability will decrease the time needed to learn a new 'book skill' by up to one-half, if the referee allows it.

Phonographic Memory

Cost: ¼ of the base PSI score for life. Range: Personal. Duration: Permanent.

The character can remember and parrot back any conversation, speech, etc. which (s)he has heard. The repetition is as accurate as a voice recorder, (within the limitations imposed by the vocal chords) and the Psionic is incapable of distorting either the words or the emotional nuances of the speaker's voice. Even tone, pitch, and accent are identical, and the psi can repeat a speech in a language which (s)he does not know. Among Psionics, such repetitions by one with the Phonographic Memory have been accepted as evidence in law cases, although Norms are notably more skeptical. The psionic is also able, for personal enjoyment, to reproduce in his mind any piece of music which he has ever heard.

Sense Danger

This operates in two modes, immediate and long range. In the immediate mode, the psi gets a feeling of foreboding about two minutes before personal bodily harm is to occur. This feeling increases as the event gets nearer in time. If action is taken to prevent the injury, the feeling subsides. The cost of ¼ of the base PSI score for life.

In the long-term mode, the psi must concentrate for ten minutes, and the feeling of dread will appear if the contemplated course of action will be likely to result in bodily harm within the next week. Note that if there is a decision to be made; the psi must concentrate separately on each course of action. The cost is 10 points.

Radio-perceptive

Cost: 5 points per turn. Range: Special.

The psionic is able to 'hear' radio frequencies, and may either concentrate on a particular band width or scan all frequencies. Note that while he may be able to hear a particular police transmission, if it were either encoded or scrambled, it wouldn't be understandable. The range is not limited by the receiving psi, but by the transmitter. If a normal radio receiver would be able to pick up the station without the use of super-sensitive antenna, then the psionic will be able to do likewise.

Lie Detector

Cost: 10 points per turn. Range: 10 feet. AST: None.

The psionic is able to tell when a given subject is speaking the truth, as the subject perceives the truth. The psi is able to perceive lies, evasions, and the like, but will not know what the truth is. He will be able to tell which part of a statement is true and which part is not.

Mender

Cost: Variable. Range: Touch. Duration: Permanent.

By dint of intense concentration, the Mender can re-knit the molecules in a broken substance, repairing it perfectly. The power only affects non-living objects, and all the pieces of the broken item must be present and in position. The power cost is based upon the size of the break, the hardness of the material, and the complexity of the task. A broken handle on a china cup would cost about 2 points to repair, a cracked window 5, and a shattered window 15 (and all pieces must be in the correct position). A broken link (one inch in diameter) in an iron chain would cost about 10 points to repair, as would a wooden ladder rung — the larger size of the latter offsetting the hardness of the iron.

Regenerator

Cost: ¼ of the base Psi score for life, plus all of the psi power points on any day regeneration is taking place.

Usually undiscovered until serious injury is sustained, this Psi has a double-normal healing rate, with the additional benefit of being able to regrow lost body parts. A finger or toe will regrow at a rate of 1d6 millimeters per week, a hand at 1d3 mm per week, and a full limb at 1d6 mm per month. In general, the more complex the missing part, the slower it will regrow. To replace a missing eye, for example, might take a year or two until full normal functioning is restored. Also, if more than one part is being regrown, divide the new growth equally between each area. Vital organs, which are needed for sustaining life, regrow at a rate of 1d3 mm per week, if a way of maintaining life without the organ can be found. After any limb has been regrown, it will take 6 + 1d6 weeks to become familiar with it's functioning. This time can be halved by doctor supervised physical therapy. This talent was suggested, in a modified form, by Steven Eggerking.

3.0 MARGINAL, OR SPOT-ON-THE-WALL ABILITIES

A person with marginal psionic talents, mostly nonuseful, or one with an unusually low PSI power rating, is frequently referred to as a

'Spot-on-the-Wall' Psi or SW for short. This term was coined during the first days of the Psionic Emergence, when laboratory testing of very low-power individuals produced the official finding quoted here:

"These people may be able to levitate a paper clip or produce a colored spot-on-the-wall, but in our opinion the so-called 'Psionic talents' will never be anything more than parlour tricks, and present no danger — and no probable benefit — to society."

— J.M.S. Bullfinch, President of the Psychological Research Institute

Nearly ninety percent of the people who are technically classed as 'Psionic' are of the SW type. The majority live their lives as Normals, rarely, if ever using their powers. Indeed, their closest friends and neighbors may not even know that they are psionic. In many of the more enlightened nations, the marginal Psionic is not subjected to all of the red tape and hassles the more gifted Psi must face. They may live outside the 'communities' if they choose, and need not get permission to move or travel. For all intents and purposes, they are Norm, though their identity cards do carry the notation 'Class III Psionic'.

A SW can be the result of a number of causes, including damage to the Psionic Node of the brain, sustained at an age before the usual development of psionic powers. This can cause the emergence of psi talents in both Psi and Norm families. It can be the result of a spontaneous mutation in an otherwise 'Normal' family, or it can be the first appearance of the recessive gene for psionics after several generations of intermarriage among Norms.

It can even result from the union of two very powerful Psis. Rather than getting the Super-child they were hoping for, Nature plays them false and the child develops into a mere Marginal Talent.

A person may be classed as SW for several reasons. First, a very low power rating (less than 5 in game terms). Second, a 'useless' talent, usually an obvious derivation of one of the recognized abilities. Example would be one with pyrokinetic abilities, who can only heat one specific substance — coffee. Thirdly, he could have a combination of the two, a very low power rating coupled with a useless talent. Last, he could have a normal talent, but only for very high expenditures of power (from two to ten times the normal cost is common). This is usually the result of injury or deformity of the Psionic Node.

3A HOW THE SW FUNCTIONS IN GAME TERMS

Taking them in order, the person with a low power rating functions similarly to the Psis with a higher power rating, but has a tendency to become exhausted fairly quickly. This person can (possibly) improve his Power rating through extensive training, and this type of Marginal is retested fairly frequently by the various governments, because of the potential of becoming fully functional as Psis.

Those with 'useless' talents are the most frequently encountered type of Marginal talent. Due to the severe limitations of their abilities, they remain largely unused (why expend energy to heat your coffee when the mirco-cooker can do it faster?). There are, however, certain 'useless' talents which can, for the creative player and referee, become valuable additions to a long-term campaign.

Combinations of the above, low power and useless talent, are fairly rare, and may even go through life unnoticed by the testing authorities. This is the most common type of 'latent' talent.

Those with normal powers, but at vastly inflated rates of power are usually the result of an injury to the Psionic Node of the brain in childhood. Occasionally, surgery may remove the pressure of the node and result in a 'normal' psionic talent. More often, the result is a Lobo, a Lobotomised Psionic. This risky corrective operation is, of course, strictly regulated by the governments, and one must show very good reasons to obtain permission to have it performed.

3B SOME EXAMPLES OF MARGINAL ABILITIES

Most marginal abilities are variations of the recognized Major or Minor disciplines. To make this work in game terms, use the following procedure:

1. Roll on the Psionic Discipline Tables as normal, ignoring any rolls indicating multiple powers.
2. If a Major is indicated, select one of the powers of that discipline, by any method which seems appropriate. If a minor is indicated, go to step 3.
3. Roll on the following tables to determine power cost, intensity, range, etc.

A.	Effect	B.	Effect
1d6	Range	1d6	Intensity
1-3	Halved	1-3	Halved
4,5	Normal	4,5	Normal
6	Doubled	6	Doubled

Note that each time a 4 or a 5 is rolled, it will add +1 to the die roll for table C, if a 6 is rolled, it will add a +2 to the die roll for table C,

C. 1d10	Cost
1.Halved
2-4.Normal
5-7.1.5 times normal
8-9.Doubled
10.Only useable once per day, as it takes all of the Psi's power to use the ability.

The following are examples of frequently-seen variations on the Major and Minor disciplines, and have become 'standard' SW powers. The Power rating is the most frequently seen one, but the Referee can vary it upward or downward as (s)he sees fit.

DREAMER (Variant of Holo-psi)

Once per night, the Psi's dream will be projected in the air above his/her head. The dreams are in full color, with movement, but silent. They are visible to others in the room, but as they usually appear very late at night, the talent may go undetected for years. It is possible to gain conscious control of the power, and project daydreams. Cost: 1 point per minute, limited to one use per twenty-four hour period.

BEASTFRIEND (Variant of Animalist)

This Psi will never be attacked or hurt by any animal which is in a normal state of mind (i.e. uninjured, unprovoked, etc.). The Beastfriend will never be bitten by a stray dog, scratched by a kitten, and so on. All animals instinctively sense that this person is a friend, and will not try to harm him/her. Conversely, the Beastfriend cannot find it in him/herself to hurt an animal, or to provoke one to attack. (S)he will go out of her way to prevent cruelty to animals, and can usually be found in the local ASPCA office, or animal shelter. Cost: all of the Psi's power points per day.

LUCKY (Variant of PREGOG 'Luck' ability)

The Psionic has been blessed by the Lady Luck. All saving throws are increased by one-fourth to one-half (referee's discretion), with a minimum increase of 1. On Skill rolls, the chance of Automatic failure is reduced from 5% (96-00) to 3% (98-00). The cost is equal to all of the Psi's power points per day, with the additional limitation that characters with less than 12 power points only have the skill function two hours per power point per day.

SHIELDED MIND (Variation of the TELEPATH 'Mind Shield')

The Psionic has a permanent Mind Shield in place, and has a 95% chance to block any and all incoming mental contact. If the dice roll on d100 is 96 or greater, the Psionic may opt to make a WILL AST to resist the contact. This Mind Shield cannot be lowered, even in sleep. The cost is all of the Psionic's power points per day. This Talent is frequently recruited by such groups as the Psionic Protection Agency (P.P.A.), and Security forces for various sensitive installations.

COMMUNICATION LINK (Variation of TELEPATH'S 'Communication' ability.)

Most frequently found among twins (See table below for percentages), this ability allows communication between two specific people. The cost is ¼ base PSI points for life, plus the costs listed for the Communication abilities under the Telepath power. At Very Short ranges (under one hundred yards) there is no power cost; and either member of the pair will always know if/when the other sustains serious injury, emotional trauma, or death.

The Force Shield

The Psionic may erect a force shield around his/her body at a distance of two inches from the skin. This shield does not interfere with movement. The shield absorbs physical damage on a point-for-point basis until it is destroyed.

Cost: A base of 5 points plus 1 point per point of protection desired. Range: Personal. Duration: Until destroyed or until the Psi sleeps.

The shield may not be reinforced, the decision as to how many points of protection will be put into it must be made as the shield is being raised. It takes one full round to bring the shield into existence, but no effort is needed to maintain it, and the character may act normally in the next round.

Chances of a Communication Link

If identical twins	50%
If non-identical twins	25%
If siblings (different ages)	5%
If non-related persons	1%

Modifiers (Cumulative)

— Siblings

One parent Psionic	+10%
(If Telepath).	(+15%)
Both parents Psionic	+20%
(If 1 is Telepath)	(+25%)
(If both Telepaths)	(+30%)
If only the two children	+5%

— Non-related persons

Per Psionic Parent	+3%
Per Telepathic Parent	+5%
Childhood friends	+5%

— Any pair

Now living together	+5%
Per year together since childhood	+1%
Per year separated since childhood	-2%

Please note that these figures are only guidelines, Gamemasters may feel free to modify them in any way necessary to fit their worlds.

There are also various Marginal talents which are unique, and not variations on the Major or Minor Disciplines. Generally classed as useless, the creative gamer or Gamemaster may be able to profitably work them into his/her game setting.

The Skunk

The character can cause an area ten feet in diameter centered anywhere in sight to fill with a noxious gas with a strong odor of skunk. Treat as half -strength tear gas. Duration: 5 minutes, longer if in a closed room, less time if there is a breeze. Cost: five power points.

The Flame

Can produce a flame from the tip of his/her finger, with a size, strength, and duration about that of a wooden kitchen match. Normally used for lighting cigarettes, candles, etc. Cost: 5 power points. Cannot be repeated within ten minutes of a use, or the Flame will sustain 1st and 2nd degree burns on the finger involved.

Chameleon

The Psi can change his/her skin color to any shade normal to humans — from ghostly pale to glossy black, with all of the browns, tans, and bronzes available in between. Note that this does not change the hair or eye color, or the shape of the features. Cost: 5 power points, plus 1 point per minute over five that the change is maintained.

Please note that Marginal talents occur alone, there is no doubling up of powers, either with other marginal talents, or with Major or Minor abilities.

Transition

Designed for four to six beginning players, this would make an ideal adventure for introducing new players to the game system. All of the player-characters should belong to the same organization, be it P.P.A., Enclave, or other group. It is also assumed that the players already know each other and something about each others' talents, skills, and backgrounds. (This is easily handled by rolling up all of the characters at one time, making no secrets of any results).

The group has discovered, whether psionically or by means of psi meters, that there is an upsurge of psi activity in a suburb of Trent called Hiddenwood. The information given to the players, as well as possible motivations, follows.

1. If the Players are Psionic INFORMATION:

A Telepath or Empath member of the organization has been disturbed with nightmares, which he believes to be caused by a teen-ager undergoing transition into an adult Psionic. This person is broadcasting his/her fear, anger, rage, pain, confusion, etc; and is therefore either an empath, a telepath, or a combination talent.

MOTIVATIONS:

The Players are from Enclave:

The Elders of the town have reason to believe that this developing Psi will have an extraordinary degree of power once his/her talent stabilizes. Enclave would like the players to contact the individual and offer transportation to and shelter in the community. Here are enough of the older Psis (especially Healers) to help him through the worst of the Transition and enable him to quickly become familiar with his new powers.

The Players are members of a psionic revolutionary group:

Their superiors have told the players to try to recruit this new talent now, while his emotions are confused by the transition. They are to keep him out of the hands of the 'Establishment' (both Norm and Psi), and feed him propaganda until he is totally loyal to the cause.

The Players are a group of 'Hidden Psionics'!

As this new talent is developing practically in your laps, his uncontrolled psionic activity could very well bring unwanted P.P.A. agents snooping around and endangering your covers and your security. Locate the individual, take him under your wing, offer reassurance and support. If necessary to protect yourselves, take him to Enclave (preferable) or to one of the clinics in the psionic 'community' for help (more risky, because only Psis go into the Psionic ghetto). If this option is chosen, the player-characters should include at least one Null-Psi (to mask future uncontrollable bursts of psionic activity).

2. If the Players are Non-Psionic

Non-Psi players are assumed to be either PPA or other local law-enforcement officials with access to psi-detectors. Their superiors have noticed an upswing in the amount of psionic energy being used in the Trent area, particularly in the Hiddenwood suburb. The players are to investigate and apprehend all persons suspected of I.U.P.A. (Illegal Use of Psionic Abilities).

Note to the G.M.:

Both a psionic group and a law-enforcement group are on the same trail. From time to time, player-characters questioning a possible source of information should be told that 'there was another guy here this morning (yesterday, etc.) asking the same questions — are you working together (do you know him, etc.)?' Regardless of how fast or slowly the player-characters gather their information, they will be less than five minutes ahead of their competition at the end, when they

snatch the kid — either for questioning, or to take him/her to whatever shelter they can offer. The referee is advised not to let the player-characters find out the identity of the other group, other than vague generalities such as 'the cops'. At the snatch, both groups will be approximately equal, with the Psionics' talents balancing out the officers' firepower. See 'the Meeting' and 'the Other Team'.

THE SETTING: 'HIDDENWOOD

Hiddenwood is a residential community of perhaps 9,000 people. It boasts two shopping centers, a small mall, its own school system and police department, and quite a few corporate offices, engineering firms, and the like. It is less than ten minutes from the Trent airport, and convenient to both rail and bus transportation — both to downtown Trent and the rest of the county.

On the map, the areas east of Lake Street are primarily residential, as are those west of West Avenue. Business offices occupy the areas between Lake and West Avenue.

The population is a standard mixture of ethnic backgrounds, with only one known Psionic in the area.

Marie Bourdon

Psionic, Minor Ability — Dowser

This woman, in her seventies, was a member of the first generation of Psionics. If the party asks about her, or talks to her, they will find out that her mother was also a 'water witch', and so was her grandmother before that. She wasn't recognized as a Psionic until about fifteen years ago, when it was determined that the ancient practice of dowsing was really a psionic power and not just a superstition. She is a grandmotherly individual who would like to help the party, but she has never heard of the people they are seeking, and doesn't understand all this newfangled Psionic stuff anyway. She is just a simple water witch and never did anything illegal in her life...

INVESTIGATION

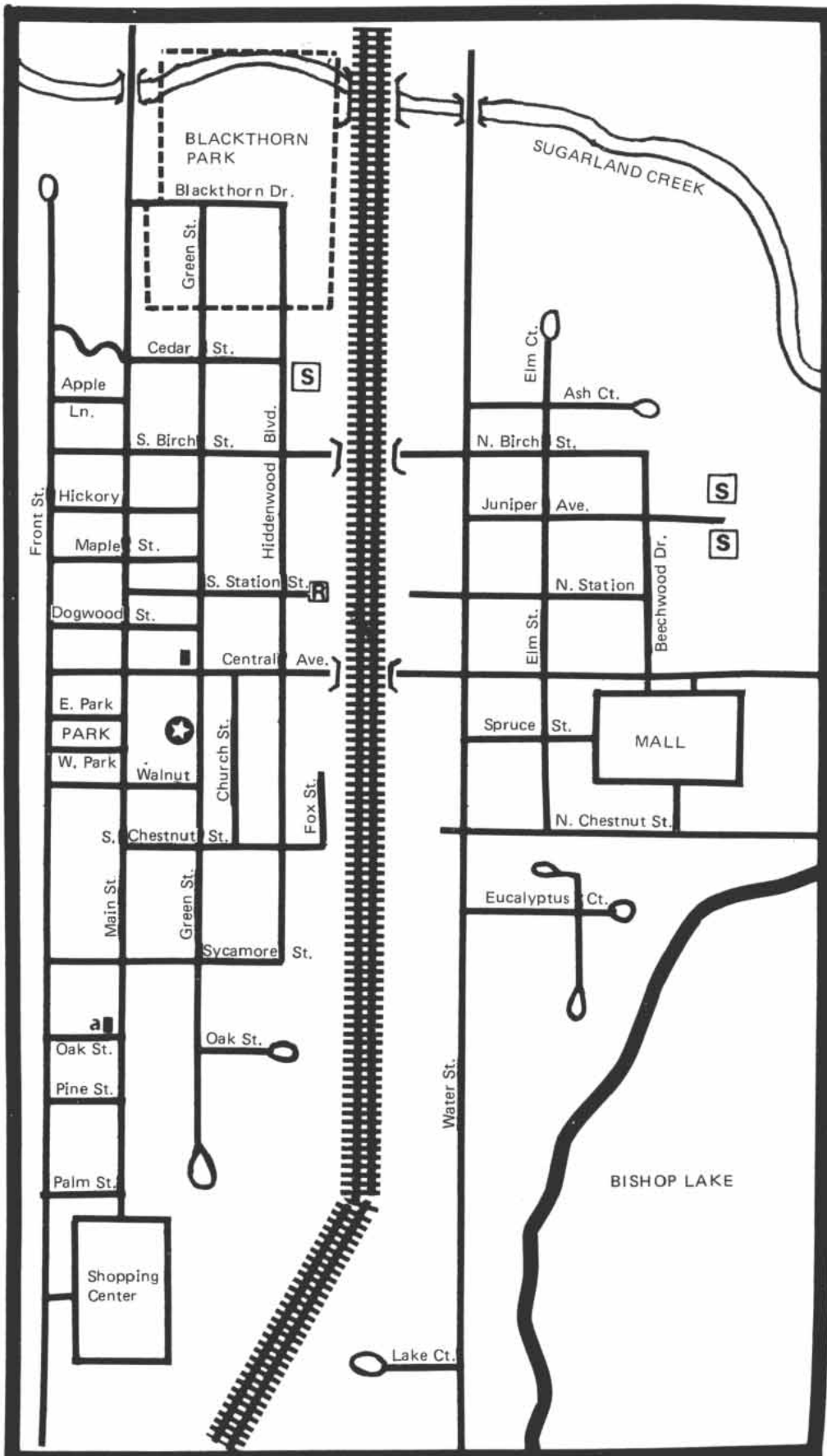
Investigation can take many forms, including direct questioning of information sources and suspects, 'hanging out' at various locations frequented by the suspects, record and data checks — both public and police files, telepathic scans, surveillance and tailing of suspects, and combinations of these methods. The following information is grouped by the location in which it will be found, and further broken down by type of investigation being pursued in the area. Naturally going through school files will give different information than hanging out in the parking lot of the same school. The Gamemaster is urged to use restraint in giving out information, and encouraged to throw in as many red herrings as he likes — or as many as his players will stand for.

AT THE HIGH SCHOOL

Jonathan Keatings is the Principal at the Fannie P. Smythe High School. He is a tall man in his late thirties, with black hair and brown eyes. It will take either police credentials or other 'official' reasons to get him to unlock the files (stealth skills might come in handy here), but he will be willing to talk to anyone who can produce a reasonable story to back up their inquiries. He has the following information available:

- Nicholas (Nikki) Lindstrom and Holly Martin, as well as most of the other members of the gang known as the Hawks, are students of the school. The entire gang has a high truancy rate and low grade averages.
- Holly spent quite a few hours in the reference section of the school library about four weeks ago (the time the psionic disturbances began). He thinks she was probably doing a report for one of her classes, but why she would begin doing homework when she hasn't done any all year is a bit strange.

HIDDENWOOD



a = abandoned house (Nikki & Holly's hideout)
 S = school

R = Railroad Station
 ☆ = Police Station

- There was an incident of vandalism over the weekend, which may or may not be connected with the Hawks — the Chemistry lab was found totally demolished, with glass ware broken and thrown about the room, and books and papers scattered all over. The unusual thing was that there was no sign of forced entry, either by the doors or windows, and nothing was stolen. There was also none of the usual spray-paint graffiti which usually accompanies juvenile vandalism.

Elizabeth Morton is the school librarian, a loquacious woman in her late fifties. She wears her long hair in a single braid, reaching well below her waist. Rumor has it that her hair has remained uncut since her days as a 'flower child' nearly four decades ago. She will be glad to answer questions from the police, 'researchers', or 'relatives' of the person involved. She has the following information.

- The only member of the Hawks to come into the library in the last month or so is Holly Martin.
- She was doing research in recent history, particularly the 'Bad Years' of the last two decades. She was also combing the encyclopedias for information on psionic powers, probably part of the term paper.
- If questioned about unusual happenings while Holly was in the room, she will think a bit, then reply 'No, the dictionary did fall off its stand four or five times, but some of the kids like to play tricks with string and things like that'.

The school nurse, Marilyn Reardon, will remember that Nikki showed up in her office one day badly bruised and cut. He attributed the injuries to a fall down the stairs, but it is her professional opinion that they were the result of a fight. Also, Holly has come in several times during the last three weeks complaining of severe headaches — but with exams going on, she was probably trying to get out of taking a test.

George Russell, whose chemistry lab was vandalized, recalls throwing both Nikki and Holly out of class about two days before the vandalism incident. They were disrupting class by talking and throwing things.

None of the other teachers will have any concrete information concerning either Nikki, Holly, or any unusual incidents occurring in the school. This is a good place for the referee to use his imagination.

Hanging out in the parking lot, etc. will produce the following information:

- The Hawks are a group of toughs who think they own the park. Even the cops don't mess with them, and stay out of the park after dark when they are alone. They are suspected of heavy narcotics usage, possibly even dealing.
- The leader of the Hawks was, until a couple of weeks ago, a guy named Nikki. He got beat up by a gang member called Travis Grimes, who is rumored to be the new boss of the gang.
- Nikki is frequently found hanging out at the Arcade in the mall, usually with a brunette named Holly Martin.



AT THE MALL

Talking to Mall Security guards will give the players very little information beyond the fact that the main hangout for teens is the Arcade and Budget Burger next door. They do not know any of the kids by name, but would recognize photos of Nikki or Holly.

The Arcade is run by Frank Wilson. From 3 p.m. until closing at midnight, neither he nor his assistants will have time to chat, as the place is so busy. The characters will be asked to return between 10 a.m. and 2 p.m. the following day. (Of course, flashing a badge or other official credentials will produce instant spare time).

Frank knows, but will tell no-one, that the Hawks frequently meet a man named Dustin McIntosh in the arcade. Dustin is the drug connection for the gang. Frank insists that no drugs be brought into his establishment, and is obeyed; but does permit meetings to be set up, and cash payments to be made. In return for this, he gets \$200.00 per month to keep his mouth shut. He is thus in just as deeply as the kids.

Frank will be able to give the following information to the players:

- The Hawks are frequently in the Arcade, not playing much, just hanging out. They are usually in on Friday and Saturday nights.
- He is very reticent about the gang, claiming not to know any of their names, but will be able to identify Nikki and Holly by photograph. He will claim not to have seen them for 'a couple of months or so'.
- If asked about any unusual occurrences, he will mention one person who seems to win every time he gets his hands on a game. 'It's like he can tell the machine just what he wants it to do, and it does!'

(If the players follow up on this lead, they will discover John Chang, a marginal Psi with a very minor variation of the TK ability. This operates totally unconsciously, and he is not aware of possessing it. He has not yet been through the mandatory government tests to determine Psi ability.)

While talking to the employees of the arcade, they will get the following information:

- Frank knows more than he is telling about the Hawks. This piece of data will only be hinted at, not directly stated.
- The Hawks are in more often than Frank claims. Neither Nikki nor Holly have been seen in the past three weeks (as opposed to the 'couple of months' of Frank's statement).
- If the arcade is not the first investigative stop the players make, they will be told by one of the assistants, 'You know, you are the second guy to ask me that today. Why is everyone so interested in these kids anyway?' It will turn out that the other interested party is either 'some kind of cops' (if the party is Psi) or 'the welfare people' (if the party is law enforcement).

The Budget Burger is owned and operated by Wendy MacDonald, a thin redhead in her mid-twenties. Most of the employees are high-school kids who work part-time. The following information is available from the employees and manger:

- The Hawks are frequently in the arcade, but have been banned from the restaurant because of their rowdy behavior.
- One of the employees was fired recently for drug use. He claims to have gotten the dope from one of the Hawks.
- Only one really unusual incident has happened in the last month — the soft-drink dispenser went crazy, spraying orange soda and ginger ale all over the counters. No one will remember specifically if Nikki or Holly were in the area at the time.

Observation at either the arcade or the fast-food joint will reveal confirmation of most of the statements made by various employees. Nikki and Holly will not appear, and nothing unusual will happen. There is a 20% chance of witnessing a payoff occurring at the arcade. Prolong 'hanging out' at the arcade will be discouraged, unless the player is willing to spend lots of quarters in the game machines. Most of the gamers are loners, not readily involving themselves with strangers.

Questioning of the gang members will not work, they are a very close-mouthed lot. P.P.A or other law-enforcement parties will get a lot of 'I don't know nothing,' and the gang members will stay out of sight for a week or two. Even the fear of arrest will elicit no information. Civilian (Psi) groups will have even worse luck. If the gang decides that they are getting too 'nosy', the questioning player may find his tires slashed, car windows broken, or worse. Any further attempts to gain information after the 'warning' will result in an attempt by the gang to waylay the player, and 'rough him up a little'.



Note to the G.M.:

If it does come to a combat situation with the gang, there are five of them. Use the combat stats and skills for Nikki (given later in this book).

None are Psi. The gang is basically a bunch of cowardly bullies — they will not attack a group that seems armed, they will not attack more than three people. If they start to get the worst of the fight, they will flee the area.

THE POLICE RECORDS

Law-enforcement agents will of course have free access to this information, but Psi's will either have to concoct a very good story or successfully break into the computer files (more on that later). The police records for each of the kids in question follows.

Travis Stuart Grimes:

Male, black, 5 ft 9 in, 155 lbs., age 19. Address is 404 West Avenue Apt. 144, Hiddenwood. Lives with mother.

Arrest Record: Assault & battery, 3 counts — 1 year probation, 4 arrests for vandalism, the first two charges dropped, 40 hours community service on the second two; other arrests include disturbing the peace, illegal possession of intoxicating substances, resisting arrest, using abusive language to a peace officer, driving while intoxicated, and a host of traffic violations, mostly speeding and driving on a suspended license.

Michael Nicholas Lindstrom a.k.a. Nikki

Male, caucasian, 5 ft 8 in, 175 lbs., age 18. Address is 615 Lake Street, Hiddenwood. Lives with parents.

Arrest Record: 2 arrests for vandalism, charges dropped; one arrest for disturbing the peace, charges dropped; one charge of illegal possession of alcoholic beverages, 1 year probation — suspended after 90 days; speeding (35 m.p.h. in a 25 zone), \$25 fine.

There is also a note from the school truancy board, mentioning numerous incidents of truancy, for which he was to appear before the school board. The truancy stopped, and the hearing was not held. There has been no new charges within the last six months.

Dustin Owen McIntosh

Male, Caucasian, 5 ft 9 in, 215 lbs., age 24. Address is 833 29th Street, Apt. 1303, Trent. Lives alone.

Arrest Record: Possession of a controlled substance, 4 counts. Several counts each of: sale of a controlled substance, distribution of a controlled substance to minors, possession of illegal firearm, all charges from one arrest. He served 19 months of a four-year sentence, and is now out on parole. There were also several other arrests as a 'suspicious person', released on lack of evidence.

Holly Christine Martin

Female, mixed race, 5 ft 6 in, 139 lbs., age 18. Address is 89 Chestnut Street, Hiddenwood. Lives with mother (father deceased).

Arrest Record: Assault and battery — 2 counts, resisting arrest, using abusive language to a peace officer, and disturbing the peace. All charges stem from one incident about 6 months ago — a fight at the school. The assault charges were later dropped, and the other charges were 'continued' — if she manages to stay out of trouble for 12 months, they will be dropped too.

Notes to the G.M.

Any character wishing to attempt to access police records from a non-authorized terminal must have the following skills at the listed minimum levels or better: Computer Programming UBL — 60; Any other programming language — 30; Security Systems 60; Police Techniques 25; Communication Systems 35, and either Stealth or Forgery/Counterfeiting at 20. This is a task with a level of difficulty of 4, and will take 3 + 1d10 hours. To find the chance of success, average the UBL and Security systems skills together, and subtract 40 (for the LoD of the task). This number or less must be rolled on percentile dice to achieve success.

Treat failed rolls as follows: Any roll of 90 or above means that the police computer is on to you and knows where you are located. Police will respond in ten to thirty minutes. A roll between 65 and 90 means that the police computer is aware of the attempted break-in. Further attempts to access the data will result in a visit by police officers. A roll below 65 is just a normal failure, and the character may try again the next day.

THE FAMILIES OF HOLLY AND NIKKI

Nikki lives at 615-2A Lake Street in Hiddenwood. The development in which he lives is a cluster of low-rise apartments of natural brick. His parents will talk to anyone with an official-sounding reason for being there (police, truancy officers, social workers, etc.). Before 3:00 p.m., there will be no one home; Mr. Michael Lindstrom arrives home then. His wife, Dr. Maria Lindstrom, returns at 6:00 p.m. They are an upper-middle class couple with no other children living at home (Nikki's older sister, Marsha, lives with her husband elsewhere in Trent).

They will tell the characters that they realize that Nikki has had some problems in the past, but that he has not been in trouble for nearly six months, and they attribute his difficulties to 'growing pains'. He has been in good health, not complaining of anything more serious than a headache. He did come home all cut and bruised recently, he fell down the stairs at school. There is no history of psionics in the family, and they will be shocked if the suggestion is made that Nikki may be in transition.

Nikki's parents know little about his connection with the Hawks, other than the fact that they exist, and they are not the type of friends Nikki should have. Holly Martin they know, and approve of — Nikki and Holly have been going steady for about three months.



Mrs. Mahira Martin lives with Holly and her younger daughter, Lara, in a small frame house located at 89 Chestnut Street in Hiddenwood. She will be very reluctant to talk to anyone preferring to conduct conversations through the almost-closed door with the security chain on. If the topic of psionics is brought up she will become even less talkative, if that is possible. She will maintain that she comes from a good family, that there have never been any crazies in her family, and so forth.

In reality, Mrs. Martin is a hidden psionic. Her power developed after Holly was born, and she lives in terror of the government finding out. In the third-world country where she grew up, psionics were regularly persecuted and frequently subjected to 'scientific research experiments' which left the hapless victim mindless — or dead if he was lucky.

Mrs. Martin has noticed several major changes in her daughter's behavior recently. In the past two months, she has become more moody and introspective, losing interest in all her friends except Nikki. She frequently complains of not feeling well, mostly headaches and the like, and is also not sleeping well. Holly has frequent nightmares and bouts of insomnia lasting for several days at a time. Her mother has not taken her to a doctor yet, because she suspects (but will not admit) that Holly is in transition.

Holly has not been at home all day, and is probably out with Nikki — an occurrence which is becoming more frequent. Mrs. Martin suspects that they are planning on setting up housekeeping somewhere, but doesn't have any idea where.

HOLLY AND NIKKI

Michael Nicholas Lindstrom (Nikki)

Type: Transitional Psi

Age: 18

Profession: Student

Description: Male, 5 ft. 8 in., 175 lbs., blonde hair and blue eyes. Usually dressed very casually in jeans and a T-shirt.



STR 16 (64)	Init. Factor	14	Hit Points	30
AGL 15 (60)	Defense	-6	Head	8
DEX 16 (64)	Bonus to Hit	+6	Chest	13
END 17 (68)	Damage Bonus		Abdomen	13
INT 14 (56)	Projectile	+2	R. Arm	6
WIL 12 (48)	Hand Held	+2	L. Arm	6
PSI 10	Shock Resist	70%	R. Leg	6
Power — 20 pts.	Heal Rate	2/day	L. Leg	6

Skills: Brawling 40, Streetwise 60, Drive Car, Auto Mechanics 30.

Psionics: Lie Detector, Sense Danger. Due to transition, each of the above only operates about half of the time. The power will operate as desired if the Gamemaster rolls a 55 or less on d100.

Holly Christine Martin

Type: Transitional Psi

Age: 18

Profession: Student

Description: Female, 5 ft. 6 in., 139 lbs., brown hair and eyes. Holly is

usually dressed casually but neatly, and favors very simple styles for her short hair.



STR 12 (48)	Init. Factor	13	Hit Points	29
AGL 13 (52)	Defense	-7	Head	8
DEX 16 (64)	Bonus to Hit	+10	Chest	13
END 13 (52)	Damage Bonus		Abdomen	13
INT 17 (68)	Projectile	+3	R. Arm	6
WIL 13 (52)	Hand Held	+1	L. Arm	6
PSI 14	Shock Resist	60%/day	R. Leg	6
Power — 28 pts.	Heal Rate	1.5/day	L. Leg	6

Skills: Streetwise 40, Drive Motorcycle, Drive Car, Unarmed Combat (akido) 60, Computer Operator (Primary) 45, Computer Programmer (Primary) 20.

Psionics: Telepath, Telekenetic. Due to her state of transition, the powers operate somewhat differently than is usual. She has gained partial control of the Telepath power, including complete control of the mind shield. All other powers of the Telepath will operate at will on a roll of 75 or less on d100. The still-emerging T.K. power is not under any type of control yet, and is manifesting as a Poltergeist minor power (minus flame effects). Holly can start and stop it, but has no control over what is done with the power.

Holly and Nikki have set themselves up a refuge in an abandoned house at 215 Oak Street. (The owner is in a nursing home, with no nearby relatives to take care of the place.) They are very discreet and have not attracted the attention of either the neighbors or the police.

They are here 70% of the time, and will be at the house the second time the players try looking for them there. Holly and Nikki will not be found anywhere else the players try to look for them — put it down to Nikki's 'Sense Danger' ability operating overtime — remember, there is also a second group looking for the kids.

THE MEETING

The second time the player-characters attempt to meet Nikki and Holly at the refuge, Nikki's overworked 'Sense Danger' ability will have failed. The two will be surprised by the visitors. The player-characters will arrive at the residence about two minutes before the other team who is looking for the kids. The following actions will take place, depending on the type of characters being played.

If Players are Psionic:

- If any attempt has been made to contact either of the two psionically, either by Telepathy, Empathy, or Holopsi (or any other method a creative player comes up with), Nikki and Holly will side with the psionic party against the others.
- If no attempt has been made to contact Nikki or Holly psionically, they will attempt to flee out the back of the building by climbing from an upstairs window into the nearby tree. Unless someone is specifically watching the window and tree, they have a 70% chance of making the transfer undetected. Anyone observing the back of the house, however, has an INT AST of seeing them leave the tree and cross the back yard.

If Players are Law Enforcement:

The psionic 'Other Party' will have contacted Holly by telepathy while en route. They are thus taken by surprise when the group who shows up at the door is cops. As the second party arrives at the house, Nikki will realize the mistake, and the two will side with the psionic party, in an attempt to get away.

Either way, there will be a confrontation between the two parties, with the party of N.P.C.'s trying everything in its power to prevent the other from capturing the two kids. The law-enforcement (P.P.A.) party has been told that the use of deadly force has been authorized but that their superiors prefer that they shoot to injure rather than kill.



THE 'OTHER TEAM'

There are five members in the other group. (If your party numbers more than six, then this group will have the same number of members as your party.) They are all basically interchangeable. Stats are as follows for all members:

STR 10 (40)	Init. Factor	15	Hit Points	20
AGL 15 (60)	Defense	-7	Head	7
DEX 16 (64)	Bonus to Hit	+7	Chest	7
END 11 (44)	Damage Bonus		Abdomen	11
INT 16 (64)	Projectile	+2	R. Arm	6
WIL 15 (60)	Hand Held	0	L. Arm	6
PSI **	Shock Resist	60%	R. Leg	6
			L. Leg	6

Skills: If Law/Enforcement/P.P.A.: Police Techniques 65, Police Weapons (Tangle Pistol 60, .38 Special 60, 2mm Needler 50, Unarmed Combat 70, Drive Car, etc.

If Civilian/Psionic: Unarmed Combat 60, Drive Car, Civilian Weapons (Shotgun or pistol) 60.

Psionics: If the party is Civilian/Psionic, they will have PSI powers to balance out the law-enforcement's weapons. The PSI rating for each character will be 16, with 32 available power points. Of the six members of the group, one will be Telepathic, one Teleporter, one T.K., and three combination minors — Weakness Understanding/Psi Blast, Pyrokinetic/Force Field, and Perfect Balance/Psi Amp. If there are more psis needed due to a larger party of player-characters, pick from the following: Null Psi, Healer, Self Aware.

Weapons: If Law Enforcement/P.P.A.: Each will have either a 2mm needler or a .38 pistol in addition to a tangle pistol. There also be three tear-gas grenades for the party.

If Civilian/Psionic: Telepath .38 pistol, Teleporter: Unarmed. T.K.: Ten throwing stars (treat as 'thrown knife' for range and damage), Perfect Balance-Double-barrel Shotgun, 12 ga. pellet loads. The other two are unarmed, because they have better offensive capabilities with their psi abilities.

PLAN OF ATTACK

1. One member (the Telepath, if a Psi party) will stay in the car (left running) while the others approach the house.

2. Two members will start around toward the back, while the rest will come up on the porch.

3a. If Psionic: They will pose as friends of Nikki, and the Teleporter and Psi Amp will try to get close enough to touch them. If the two manage to touch either Nikki or Holly, they can then combine abilities to teleport him/her safely at their base. This will be done if necessary, they would prefer to use the car. They can send both of the kids, but the Teleporter will be left with only 2 power points left. In an emergency, he will try to teleport himself out on these two points, knowing it will put him into the negatives. It will take a major wound or capture by the police to constitute an emergency.

3b. If P.P.A./Law enforcement: They will show badges and demand that Nikki and Holly come with them. They do have arrest warrants, and search warrants, on the suspicion of drug dealing/use. If given any hassle by the player-characters, they will 'suggest' that they accompany their friends to the police station.

4. About this time, total chaos will ensue, as each party attempts to keep Nikki and Holly out of the hands of the other.



WRAP-UP

This mission can be considered a success if the party gains control of Nikki and Holly and gets them out of the city of Trent. It is a limited success if they manage a) to escape from the police themselves (if Psi); or b) to learn the identities and whereabouts of the group that did get Nikki and Holly. The mission has failed if one or more (law enforcement) party members is killed, (or captured, if Psionic), or if the Psi party reveal their identities and home base to the NPC P.P.A. agents.

This mission can also be extended to form the basis of a mini-campaign. If unsuccessful, or only a limited success, the player-characters can try to regain control of Nikki and Holly from the group that does have them. In the case of P.P.A. players, that means locating the 'rescuers' and arresting all parties involved — such charges as aiding and abetting fugitives work well. If the party is Psi, they can attempt to raid on the local P.P.A. headquarters in Trent, hoping to rescue Nikki and Holly before they are put into 'therapy'. They have also the business of keeping themselves out of the hands of the Psi Pigs, finding new covers and the like. This could lead anywhere a creative referee and players want to take it.

The Hammer Shall Strike

INTRODUCTION

This *Psi World* scenario will involve the adventurers with the religious sect of 'The Perfect Oneness', led by Sister Joy Coleman. As with any group which decides to live in a manner different from the majority, this community is the subject of numerous unusual and ominous rumors. Delving deeper into these stories, the characters will find out just how unusual – and dangerous – certain elements of this organization truly are.

To assist the G.M. in running this scenario, the adventure has been divided into three units. These units are:

A. Getting Involved: A series of storylines and ideas designed to effect an easy transition into the adventure.

B. Information: Various sources of information about the 'Perfect Oneness' cult and its activities.

C. Investigation: The main plot and several sub-plots in which the adventurers will become involved once they physically contact the cult.

This scenario was designed for a group of from three to eight *Psi World* characters of starting thru middle experience. No special skills, talents, or equipment will be needed by the characters to complete the scenario, although a well-rounded and diversified party will probably encounter the least difficulty. Gamemasters should feel free to alter any or all the following material to accommodate both their world design and players goals.

Now – on to the adventure. . .

1. GM'S INTRODUCTION

The cult of the Perfect Oneness is actually honest and above-board – that is, most of it is.

When the group was first founded, Joy Coleman had three close associates, Simon Hanson (a Major Discipline Telepath), James Chan (a Major Discipline Empath), and Sybil Chan (a Minor Discipline Lightning Calculator). All three of these individuals had had minor dealings with various Psionic fringe groups and been heavily involved with criminal activities. They saw at once that the group that Joy wanted to found could fit very nicely into their plans.

The cult's rapid growth can be attributed almost directly to Simon and James' manipulation of the unstable types of people attracted by the charismatic and motherly Sister Joy. Its economic power and influence is attributed to Sybil's bending of loopholes and juggling of dummy 'paper companies'. Through patient conniving and falsehood, protected by a screen of lies, these three have built themselves a strong position of power surrounded by loyal, believing followers. Their deceptions are so thorough that even Joy Coleman has not suspected them.

Recently, Simon Hanson has begun formation of a secret sub-group within the cult called 'the Divine Hammer'. The mission of this band is to protect the communes and act as a physical emissary of spiritual retribution. By using his telepathic talents, he has handpicked just the right group of violent Psionic and Norm personalities. Through religious motivation, he has begun to form them into a sect of fanatic, believing, unquestioning assassins.

With this group, assisted by blackmail and economic leverage, the three plan to become the most powerful individuals in the United Commonwealths.

2. GETTING INVOLVED

2.1 Introduction

Psi World is an open-format game system which allows a wide variety of character viewpoints. Due to this, there is no set formula for

bringing a group of adventurers into a scenario. As each group will have individual goals and motivations, a unique story line should be woven by the Gamemaster to accommodate these needs. This section lists a series of initial motivating storylines. By choosing one or more which suits his/her group, the G.M. should be able to smoothly transition the characters from their present activities into the scenario storyline.

2.2 Storylines

- The organization to which the characters are affiliated (Enclave, P.P.A., League, etc.) wishes the Perfect Oneness cult either investigated or infiltrated. The characters will be either asked or ordered to attempt the mission. The reason for this investigation will stem from the organization's basic orientation. The P.P.A. may decide to investigate possible psionic violations, or a criminal organization may wish to study the possibilities of taking the cult over for its own use, and so on.
- A character is approached by an NPC, possibly an individual with whom the character has interacted before (such as a neighbor, shopkeeper, etc.) who has recently had a friend/relative/child join the Perfect Oneness, and after hearing certain common rumors, is now concerned for his/her safety. This person has approached the character for help. (For more data, see the Rumors section; suitable NPC's for this encounter are at the end of this section.)
- The characters encounter a person who claims to be an ex-member of the cult. This encounter could happen at a bar, party, park, on a bus or train, etc. The individual tells some very strange stories about the cult (orgies, political scandal, possible murder, connection with terrorist organizations, and so on). These rumors should be designed to capture the players interest and motivate further investigation. (For more data, see the Rumors section; suitable NPC's for this encounter are at the end of this section.)
- The player-character is accosted by a cult member who attempts to proselytize him. The member is insistent and will mildly provoke the character. That night, the character's property will be vandalized. (Note that this is sheer coincidence.) Near the scene will be found a tract from the Perfect Oneness. (See Bliss Commune for a suitable NPC.)
- The character encounters a Psi Healer working for free in a run-down neighborhood. If approached, the Healer will invite the character to a meeting of a small local group of the Perfect Oneness. (See Bliss Commune for a suitable NPC.)
- The character is attracted by sounds of a conflict and finds, upon investigation, a young cult member who has been badly beaten. The attack was prompted by the NPC's beliefs. The NPC may be a Marginal Psi talent. (See Bliss Commune for a suitable NPC.)
- A cult member hands a character a pamphlet inviting the 'bearer' to a open meeting of the cult. This encounter could occur on any major city street, or near any public event (football game, political rally, concert, etc). Inside the tract is a note saying 'Help!!! I want Out!!!' Note that this message is in reality a joke (in very poor taste), but should serve to get the players moving. (See Bliss Commune for a suitable NPC.)

Once the players are involved with the cult two forms of investigation are available to their characters – direct and indirect. Indirect investigation includes doing research on the group and its activities. The data found by this method is located under 'Information'. Direct investigation will physically involve the characters with the Perfect One-

ness and individuals connected with it. This approach is also covered under 'Investigation'.

Note that most parties will probably use a combination of the two methods. The division into sections is designed to assist the G.M. in rapidly finding data during the course of the game.

Example:

The following example illustrates how the above suggestions can be used to ease the characters into the scenario. One night, as he is returning from buying supplies, Jon (a Psi from Enclave) hears the sounds of a scuffle coming from down a side street. Moving cautiously, he heads in the direction of the disturbance. Ahead he sees two figures running and a third motionless upon the sidewalk. Upon reaching the unmoving figure, he sees that it is a young woman (mid to late teens) who has been badly beaten. As it is obvious that she needs help immediately, he will be unable to pursue her attackers.

Using his Self Aware abilities to increase his personal speed, Jon dashes to the nearest public phone and calls the group's Healer. While waiting for the Healer to arrive, he returns to comfort the girl. By now she is in shock and rambling deliriously. As Jon listens, she combines actual experience with overheard rumor and her own subconscious fears, to give Jon a bizarre, ominous picture of life within the Perfect Oneness commune.

When the rest of the characters arrive with the Healer, he relates what he has heard. As some of the girl's statements indicate that young Psis within the cult are being abused and possibly held against their will, they decide to contact the Enclave City Council.

Enclave asks the characters to see to the girl's health and safety, and if possible to quietly investigate the position of Psis within the cult.

At this point the characters have been successfully led into the adventure. From here on the G.M. may feed them information and direct them to the commue.



Suggested Non-Player Characters for Encounters

Name: **Katherine Abbott**

Type: Same as the Character approached

Occupation: Next-door neighbor

This motherly lady is somewhere between thirty-five and fifty years of age, and it is she who has had a child join the Perfect Oneness. She will ask the character to come in for a few moments. Over cookies and coffee, she will state her problem. She is very calm, not showing any outward emotion. But if the player-character is either a Telepath or an Empath, they will detect how worked up she is inside. Only if the player agrees to accept the task will she break her calm with profuse thanks and evident relief.

Name: **Paul Clifford**

Type: Norm

Occupation: Store Clerk

Paul is in his early twenties and works in a shop the player frequents. He will begin by asking the character if they have ever heard of the Perfect Oneness. It seems one of his close friends joined the cult a couple of months ago, and has not been heard from since. He cleared out his bank account, sold his car, and cashed in his college fund. His parents are worried, and Paul has also begun to get concerned. He is trying to find out anything he can about the cult, and he wants all the information he can get.

Name: **Martin Baxter**

Type: Same as Player

Occupation: Ex-Cult member

A young man of about nineteen years of age, Martin is the person sitting next to the character on the bus, in the bar, at a party, etc. He is full of stories about the cult, including mass orgies, possible murder, etc. If the player-character is Psi, part of the story will be of exploitation of Psis, who are being held against their will and made to use their psi powers for criminal purposes.

Please note that these stories are ten percent fact and ninety percent rumor and fabrication. See Rumor section for suitable (mis)information.

3. INFORMATION

3.1 Introduction

This section contains information about the Perfect Oneness cult and the sources from which it is available. This data should not be given out to the players directly; it should be searched out instead. When working with general information, not all the data will be in one source. Therefore it should be given to the characters in bits and pieces (i.e. part of it in a newspaper article, another bit from a T.V. broadcast, and more from books and magazines). If the information of discovering it first and putting the pieces together later. Ideally, the data and its finding should be used to create the thrill of a good mystery novel.

3.2 Rumors

This information is common street gossip and is alluded to in newspapers and magazines which are noted for their sensational headlines (examples include the *Global Inquirer*, the *Commonwealth Star*, and the *Gossip Monger*).

- The cult regularly lures young people into its communes. Once there they are brainwashed and moved away from their former homes. These 'fanatics' are used by the group almost as 'slave labor' for the leaders' personal enrichment.
- The cult is a swindle designed to convince people to give up money and property.
- The cult is a Psi plot to gain power and eventually take over the Commonwealths.
- The cult is a front for either criminals, terrorists, or both.
- The cult uses powerful Psionic individuals to control its members and reduce them to automatons who serve the leaders' wishes.
- The cult practices bizarre group sex as part of its rituals.
- Drugs, such as Soma, are part of the rituals, and are also used to brainwash the members.
- The cult is secretly training an army of 'raving fanatics'.
- New recruits whose brainwashing does not 'take' are frequently 'disposed of' to avoid having them reveal the cults secrets and methods.

Note to G.M.: You are welcome to add any rumor you wish, the more off-the-wall, the better. Stories which will interest the player-characters enough to physically investigate the Perfect Oneness should be added.

3.3 General Information

This data is available from public sources such as newspaper stories, magazine articles, television tapes, computer library files, and books. The following is a synopsis of information from many sources. It should be given to the characters a bit at a time, rather than all at once.

The cult of the Perfect Oneness was founded by Joy Coleman about five years ago in the large southern city of Port Allen. Within the last two years the group has grown rapidly and become of interest to the public.

Sister Joy Coleman is the product of a broken inner-city home. At an early age she became familiar with a number of charitable religious organizations. After living in a series of foster homes, she entered a cloistered religious school at the age of sixteen. Six years later she left the school and the church. With an extensive religious education and a deep belief in the spiritual, she moved from one church to another, seemingly unable to find the experience and harmony she desired. Finally, at the age of twenty-eight, she founded the first Perfect Oneness commune. As the movement grew, Sister Joy has devoted all her time and attention to its beliefs. Although the cult is prosperous, she maintains a simple life-style with her principle residence at the Unity commune outside Shelby. Despite the group's size, Sister Joy still tries to work with her followers on a personal and individual basis. To do this, she travels extensively around the Commonwealths. In a recent interview, she expressed her hope to offer the 'happiness of spiritual oneness' to the people of other nations.

The Perfect Oneness cult was originally founded in an abandoned storefront in the slums of Port Allen. Cult members lived communally in the run-down three-story building and meetings were held in the old store. Within six months, the group had expanded to three buildings and by the end of their first year they had acquired enough money to purchase a small farm outside of town. This rapid, almost geometrical growth has continued for five years, with Sister Joy and her followers 'taking the message' to almost all of the Commonwealths and many major cities. At present the cult owns seven farm communes and 23 inner-city communes. These communes, either craft or agricultural, are totally self-supporting and generate more than enough income to finance the cult's continued growth.

The basic tenet of belief within the Perfect Oneness cult is that 'all humans; Psi, Norm, and Lobo; brown, red, black, white, and yellow; male and female; are members of the universal spiritual family'. The group attains its goal of 'all people living together in peace, harmony and equality and love' by forming communes. Within the communes, all property (except a few personal effects) is owned in common by all members. Each member performs a full share of the group's work based upon talent and ability. Time is divided equally among communal work, 'spiritual improvement', and personal projects such as art, music, or continuing education. Upon joining, most members give away or contribute most of their worldly goods, in many cases to the commune. A regular schedule of 'spiritual consciousness raisings' are held during the week. Many small spontaneous and planned sessions occur during the course of the day. The communes are loosely organized with more experienced members assuming the role of 'elder brother or sister' to newer members. Sister Joy is aided directly by a small group of deacons who handle business matters.

The membership of the cult is derived from a wide variety of people, but certain common elements exist among the majority. Most tend to be young people who for different reasons feel that they personally 'don't belong' in society. Many Psis, some formerly hidden, have joined the Perfect Oneness and have expressed happiness at finding 'a prejudice-free environment'. The movement tends to offer 'a home to the homeless and a family to orphans'.

3.4 Police Files

These records are not available to the public and can be accessed only through the courts or police channels.

- Many members have police records, but considering the make-up of the group, it is not surprising.
- Joy Coleman was removed from a foster home at the age of 9 due to foster parent's inability to control her shoplifting. She received court-ordered psychological help.
- At age 15, Joy Coleman ran away from her last foster home. One year later, she was arrested for prostitution. She was given probation and voluntarily entered the Guiding Light School.
- Sybil Wallis Chan, wife to Deacon James Chan, was involved in a Grand Jury investigation for embezzlement, but no charges were ever brought.
- The names of Simon Hanson and James Chan appear frequently in several police investigations. Neither has an arrest record. Both have been suspected of involvement with known criminal groups and activities. The reports span the period of the men's late teens to early twenties.
- Several police investigations stemming from allegations that individuals were being either 'brainwashed' or held against their will were dropped upon failure to find sufficient evidence.

3.5 P.P.A. and Federal Files

As with police records, these reports are not available to the general public and must be accessed through official channels.

- An investigation by the Federal Department of Taxation (F.D.T.) failed to find any violations in the reporting of income or financial dealings of the Perfect Oneness. What was found is that the cult is a major shareholder in all the investment firms that handle group funds. The cult has extensive holdings in a wide spectrum of markets, bonds, and stocks.

A statement within the report reads 'The financial structure of this organization exhibits an extremely ingenious use of the present tax laws. Due to the fact that within the group no individual directly owns real or taxable property; only the incorporated group (which is a tax-exempt religion) has funds. Because of this, almost all of the Perfect Oneness' financial dealings are free from any form of 'taxation'.

- The P.P.A. has investigated several complaints of violations of psi — use laws, and a small number of reports from Psis regarding abuse by the cult of member Psis. In all cases the investigations were dropped and no charges were ever brought.

- United Commonwealths Security Organization (U.C.S.O.) is currently investigating reports of connections between the cult and various terrorist organizations. No firm evidence has yet been collected.
- Simon Hanson, James Chan, and a few other group members are suspected of having had terrorist connections earlier in their lives. No proof of these suspicions exist.
- Simon Hanson is known to be a telepath.
- James Chan is suspected of being a Psionic, no proof exists.
- Many cult members are admitted Psionics.

4. THE INVESTIGATION

4.1 Introduction

Most groups of characters will begin their physical investigation by contacting, in one manner or another, a local branch of the Perfect Oneness commune. The following section details the Bliss commune. The description is written in such a way that the G.M. can easily fit the group into an existing game setting.

4.2 Bliss Commune

4.2.1 GENERAL INFORMATION

This commune of the Perfect Oneness is comprised of sixteen individuals living in a large house that has been converted to their needs. The G.M. may locate this house as she/he pleases in any neighborhood or section of town that has seen its better days is presently declining.

The economic base for this group is craft-oriented. Members of the group produce hand-made goods for consignment sale in a number of local outlets. The group's baked goods are carried by a few independent grocers and are considered quite good. Hand-woven cloth goods are very popular items and are carried in many craft outlets. Recently, the cult has begun offering custom woodworking and this is soon expected to become a strong business.

On any given day, two to three members of the group will be found in local 'high-traffic areas' such as airports, train stations, and busy street corners. They will be handing out pamphlets and trying to stimulate interest in the Perfect Oneness movement. (Note to the G.M.: Although contributions are never requested, they are rarely refused.) The group's Psi Healer spends two or three days each week working in the area's poorer communities; he is also available on emergency call at any time. Other commune members will be found in the community running various group errands, such as dropping off craft consignments or purchasing supplies.

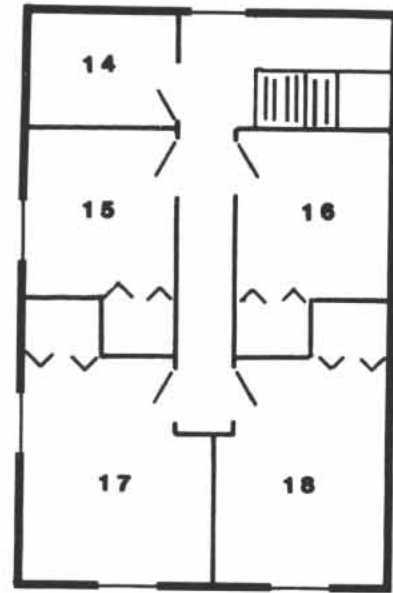
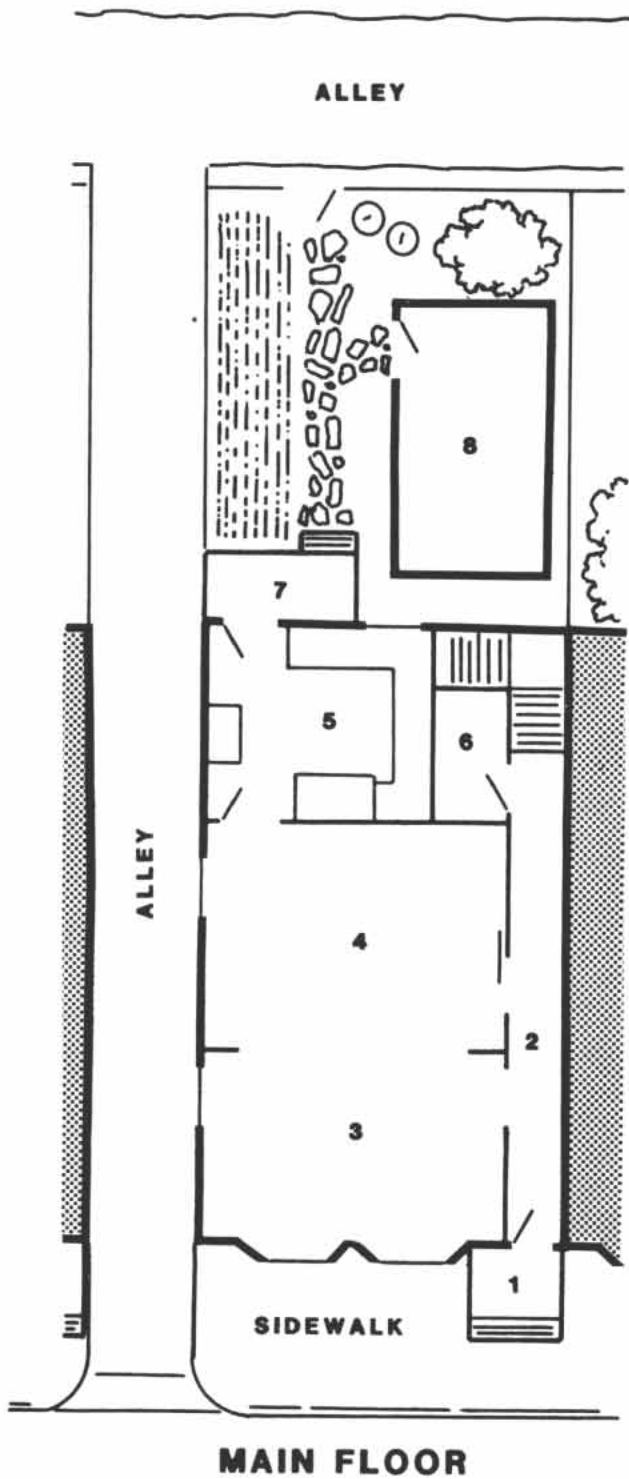
Once each week the Bliss commune holds an open meeting to which members of the general public are invited. These meetings begin at 7:30 on Wednesday nights, and last until 10:00. After the meeting, a general discussion session between members and interested individuals usually occurs. This informal meeting will normally run until midnight. Individuals interested in joining the commune are normally not allowed to stay on their first visit, but are asked to return in one week after they have thought it over. The commune house is usually back to normal by 12:30 or 1:00. (Note to the G.M.: John and Lee will be up and around between 2:30 and 3:00 a.m. to start the day's baking.)

4.2.2 THE COMMUNE BUILDING

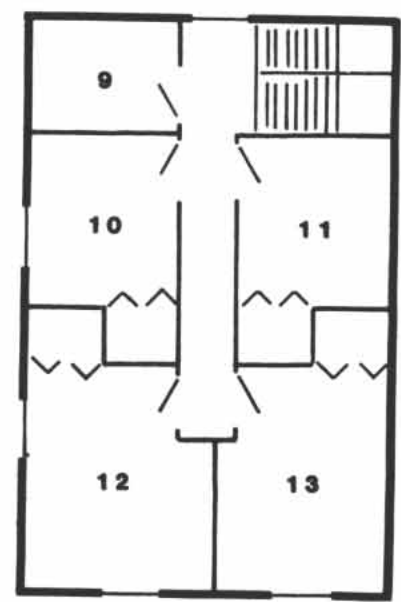
The building owned by Bliss commune is well kept and clean, unlike many of its neighbors. It shows signs of extensive work within the last few months, such as cleaning, painting, and repairs to the woodwork. The building itself is a three-story brick row home with wood trim. Below will be found a brief description of the rooms and areas (see the map for lay-out).

1. Concrete stoop with iron railings. Beside the door is a hand-carved wood plaque reading 'Bliss Commune of the Perfect Oneness.
2. Narrow hallway, with wood floor and plaster walls. It is dimly lit at night by three overhead lights. A bulletin board opposite the door to Room 3 bears announcements of upcoming cult events throughout the Commonwealths. One poster is about a large meeting at Unity Commune, outside Weston, which will be led by Sister Joy Coleman.
3. Meeting room, with the wood floor covered by an old patterned carpet. Wooden wainscoting reaches three feet up the plaster walls. A large bay window is on the street-side wall. It is brightly illuminated by floor and overhead lamps at night. Folding chairs (of several styles) face a wooden lectern. If the characters attend the open meeting, it will be held in this room.
4. Open common room, constructed as in Room 3. The home-made wooden trestle table has white powdery dust in the cracks, and there is some spilled on the floor. (Note to G.M.: This is flour and/or sugar from baking. But just see how many players — law enforcement types especially — take it to be analyzed.) An old slip-covered sofa sits in one corner. All of the commune's fur-

BLISS COMMUNE



THIRD FLOOR



SECOND FLOOR

Ch.

niture has been collected from secondhand shops, and nothing matches anything else.

Note to the G.M.: Rooms 3 and 4 can be rearranged as the space is needed to accommodate group activities. If the characters visit on more than one occasion, the G.M. may wish to alter the set-up. The previous arrangement is for days on which open meetings are held.

5. Kitchen. A faded tile floor, yellow gingham wallpaper, old appliances (unmatched in color), and new wood cabinets make up the furnishings of this room. The most unusual feature is a restaurant-sized bake oven, used for the commune's baking. At night the back door is kept locked with a deadbolt and chain.
 6. Powder Room. Contains sink and commode, with a tile floor and plaster walls painted blue. There are no personal possessions of any kind in this room.
 7. Back porch and yard. The newly-rebuilt porch is stained a pleasant chestnut color. A flagstone walk leads across a small lawn of neatly trimmed grass to a small vegetable garden. Two large plastic trash cans sit beside the back door.
 8. Workshop. Built of brick with wood trim, this shop has been recently constructed (within the last year). Inside, the floor is of wood, the walls of exposed brick. Two large floor looms, a worktable, several chairs, and two cabinets containing yarn and other weaving supplies make up the furnishings. The door to this shop is padlocked from the outside at night.
 9. Full bathroom. Cabinet contains assorted feminine grooming products — hair spray, bobbypins, shower cap, and so on. Note that perfume and cosmetics are conspicuously absent.
 - 10 to 13. Bedrooms. The wooden floors are covered with throw rugs, the walls are wallpapered over plaster. Each room contains bunk beds, dressers, and a small table. Rooms 12 and 13 have small desks in addition to the other furniture. Various items of obviously feminine ownership adorn the room — dried flowers, embroidered samplers, and a few stuffed animals. The closets and dressers contain womens' clothing, quite a bit of which appears to have come from second-hand shops. Room 13 has a roll-away bed folded against one wall.
- Note to the G.M.: If Room 13 is searched, a small .32 pistol and two boxes of ammo will be found hidden under the contents of an old box. The box itself contains various personal items — a high school class ring, a book of poems, a folded scarf, and a high school diploma. See Character Descriptions — Lee Entlin — for details.
14. Full bathroom. The cabinet contains razors, shaving cream, and other grooming supplies for men.
 - 15 to 17. Bedrooms. Constructed similarly to rooms 10 to 13, they are less feminine than those on the lower floor. Room 17 has a small work table on which are tools and parts for minor electronics work. If the rooms are searched carefully, the players will find the Commune's cash box in Room 15. It contains a checkbook and \$126.37 in small bills and change. Taped to the underside of the lower bunk in Room 16 is a small package of Soma. (See Character Descriptions — Max Welling — for further details.)
 18. Guest room. Similar in construction and furnishings to the other bedrooms, this room will only be occupied when Simon and Harvey are at the commune. See the Character Description section for their possessions.

4.2.3 THE OPEN MEETING

If the characters come in contact with the Bliss commune, they will be encouraged to attend an open meeting. These weekly events are designed to inform outsiders of the cult's message and teachings. To assist the G.M., the following schedule of events is presented.

4.2.3.1 Schedule of Events

1. Greetings: A commune member will warmly greet the character(s) at the front door. She will lead them to the meeting room and offer them either fruit juice or ice water.
2. Introduction: John, the commune's 'Elder Brother', will welcome the outsiders to Bliss commune. He will introduce himself, then other commune members will introduce themselves. John will encourage the attendees to also introduce themselves to the group, but will not push too hard anyone who wishes to remain silent. (Five to ten minutes.)
3. Background: John will give a brief history of the Perfect Oneness and their beliefs. He will stress the tenets of Openness and 'Living together without fear or mind-games'. (Ten to fifteen minutes.)
4. Active Learning: Mary will conduct a series of classic encounter group exercises designed to make the visitor more aware of

themselves and the individual around them. She will be assisted by the other commune members present. This will take about forty-five minutes.

5. Main pitch: Simon Hanson will give an informal but dynamic talk on the benefits and rewards of the Perfect Oneness lifestyle and beliefs. It will be effectively and skillfully presented. This lasts from thirty minutes to an hour.

Note to the G.M.: If the characters attend more than one open meeting, they will find out that John usually conducts this part of the schedule. He is not as dynamic a speaker as Brother Simon, and rarely runs beyond forty minutes in his presentation.

6. Wrap-up: John will bring the meeting to a close and invite any interested individuals to stay for an informal question and answer session.

4.2.3.2 Behind the Scenes.

When they first contact the Bliss commune, the characters will be told that Simon Hanson, Joy Coleman's decon, will be in town soon, and will conduct an open meeting. The characters will be told that this is a special event. It will be mentioned that after the meeting anyone who stays for the question and answer session will be able to speak with Brother Simon and learn from one of the group's founders all they are interested in knowing.

During the meeting's beginning, Brother Simon, his companion, and Lee will be standing in the common room (Room 4) and observing through the party-closed door. Simon will mentally (using his Telepathy ability) scan the attendees looking for particularly violent or unstable types, suitable for the Divine Hammer. He has only a 1% chance of discovering the characters' real reason for attending. Characters will have a normal chance of detecting the psi scan.

Brother Simon will give the main pitch. He will be extremely fluent and smooth, reaching out to everyone's basic need to belong, to contribute, and to be free of society's restrictions. During the speech, the characters will be able to observe his companion closely for the first time. They will have a chance of INT or less on d100 to notice that something bulky is concealed beneath his coat (possibly a weapon). See Character Description — Harvey Wallace — for details.

After the conclusion of the meeting, Brother Simon, Wallace and other commune members will join in open discussion with the characters and other attendees. If questioned, Simon will be outgoing and friendly, gladly answering questions about the philosophy and lifestyle of the Perfect Oneness. If questioned too closely about illegal or immoral cult activities, he will become suspicious and attempt to use his telepathic abilities to learn the characters' real motives.

Note to the G.M.: If Simon considers the characters a potential threat, he will attempt to contact other key members of the Divine Hammer as quickly as possible. He will warn them of his suspicions. If the characters persist in their investigations, the Divine Hammer will attempt to dissuade them, first with threatening notes, then with acts of vandalism, and finally with direct but secret attacks, such as sniping or planting bombs. As stated above, this will only occur if the characters arouse Simon's suspicions and he successfully uncovers their motives by telepathy.



The informal discussions will start breaking up at about 11:30. As individuals leave, they will be asked to return whenever they wish. They

will be reminded that open meetings are held every Wednesday and that they are always welcome. They will also be invited to attend Sister Joy Coleman's meeting at Unity Commune this coming Saturday.

Note to the G.M.: If the characters wish to physically search the commune building, either during the meeting or discussion session, they will find the areas unoccupied and all group members present are attending these functions. The sole exception is Lee, who goes to bed right after the formal meeting breaks up — she has to get up at 2:30 to start the next day's baking.

4.2.4 THE ATTACK

As the characters leave the Bliss commune they will notice a small gang of young men (late teens to early twenties) across the street. This group will make insulting comments to and about the characters ('freak lovers', 'holy weirdoes', and 'sacred sisters of sin' are some) as they leave their positions and follow the characters to their vehicle(s). If the characters show no resistance, the gang will 'accidentally' bump into them, attempting to trip or push them from the sidewalk. If still no resistance is shown, the gang will openly attack. If the characters resist the gang at any point, the gang will call them out and attempt to start trouble.

This gang is from one of the middle-class suburbs in the area. They have an extreme hatred for the Perfect Oneness and Bliss Commune. Recently, they have been harassing commune members and committing small acts of vandalism to their property. (Note to the G.M.: If the 'badly' beaten commune member' opening is used, this is the gang responsible.) Tonight the gang has been drinking and has decided to 'get some freak-lovers'. The characters will be their targets. (See Character Descriptions — The Gang — for details.)

If open fighting breaks out, there is only a 5% chance that a neighbor will call the police. If this occurs, the gang will break away and flee at the first sound of sirens.

The commune members, if attracted by the sounds of violence, will come quickly to investigate. Most will stand in shock, but John and Lee will come to the characters' aid. Simon and Harvey, not wishing to become involved in any more police matters, will leave as fast as the can after collecting their belongings. No member of the commune will call the police.

Note to the G.M.: The gang is not out to kill. They simply want to beat the characters up. If weapons or Psi are openly used, the gang has an even chance of either breaking off and running, or using their own weapons to 'play for real'.

4.2.5 BLISS CHARACTER DESCRIPTIONS

Note to the G.M.: For information on Harvey Wallace and Brother Simon Hanson, see Unity Commune character descriptions. Only five of the sixteen members of the Bliss commune are detailed below. The rest range in age from eighteen to twenty-eight. All of them truly believe in the cult's philosophy and lifestyle. If the G.M. wishes, these individuals may be detailed within the following guidelines:

- Stats will range from eight to twelve (i.e. 'normal'). All combat bonuses will be zero.
- Skills will tend to be craft or hand-labor oriented, although a stockbroker who decided to give it all up would not be out of place.
- Psionics: There is a thirty percent chance of a given individual being Psi, almost always a marginal. There is a 5% chance of one minor discipline in the commune. There are no majors other than those described below.
- Weapons: There are none, other than kitchen knives and other 'found' objects in an emergency.
- Possessions: A few personal effects and clothing. They will carry money only when on commune business.

Key members of Bliss commune. Please note that full stats are not given unless the character is one of those who may help break up the fight with the gang.

Name: **Brother John Farley**

Type: Norm

Description: 6'2", 205 lbs., balding with brown hair streaked with grey. He has brown eyes and a short beard. An easy-going, fatherly man in his late forties, he was always a non-conformist and a drifter. John truly found a home when he joined the Perfect Oneness. He has worked at many jobs during his life, but enjoys baking. In his youth he was known as a drinker and brawler. He has a minor police record, nothing within the last twelve years.

STR 13	Init. Factor	12
AGL 12	Defense	-1
DEX 13	Bonus to Hit	+3
END 15	Damage Bonus:	
INT 14	Projectile	+2

WIL 11	Hand-Held	+1
PSI 0	Shock Resist	60%
	Hit Points	30

Combat Skills: Unarmed Combat 80.

Name: **Sister Mary Einhart**

Type: Psionic — Null Psi

Description: 5'5", 165 pounds, grey hair and blue eyes. Mary is an active, easily excited woman who is in her early fifties. Most of her life was spent as a hidden Psi before she joined the Perfect Oneness. She is a Minor Discipline Null-Psi and has 45 Power points. Among the Bliss commune she is known as the best weaver and supervises the craft shop.

Name: **Brother Garin Loman**

Type: Psionic — Healer

Description: 5'8", 145 lbs., with short black hair and dark eyes. Garin is a nervous, shy individual who has trouble communicating with people. Before joining the cult, he lived in a Psi ghetto in one of the larger southern cities. Working with people as the Commune's Psi Healer has been very helpful in giving the Commune a good relationship with the community.

Name: **Sister Lee Entlin**

Type: Norm

Description: 5'4", 135 pounds, with pale blonde hair (worn short) and green eyes. Lee is a very disturbed individual. She has a background of street gangs, juvenile court, and reform schools. While appearing calm and normal on the outside, Lee has deadly, ingrained hatreds for society and a true enjoyment of violence which she perceives as 'getting even'. When she first arrived at Bliss commune, she didn't expect to stay long, until Simon recruited her into the Divine Hammer. Now, a year later, she quietly waits and dreams of the Day when the Hammer Shall Strike.



STR 15	Init. Factor	10
AGL 9	Defense	-2
DEX 19	Bonus to Hit	+17
END 14	Damage Bonus:	
INT 15	Projectile	+10
WIL 11	Hand Held	0
PSI 0	Shock Resist	60%
	Hit Points	35

Combat Skills: Unarmed Combat 77, Knife Fighting (switchblade concealed on person) 60, Revolver (.38 in room) 50.

Name: **Max Welling**

Type: Norm

Description: 5'10", 175 lbs., brown hair worn long, grey eyes. Max is a soft-spoken dreamer. Before coming to the Bliss commune, he was heavily addicted to Soma. Since joining the cult, he has diligently tried to quit, but every now and then he slips. At present he is back on the drug in small doses. Due to his past addiction, he has a police record for drugs and petty theft.

The Gang

All gang members will have the same stats. Personal appearance and possessions will vary, but all will be wearing the same style military jacket with sleeves cut out. Note to the G.M.: The exact number present for the attack will vary, two or three more gang members than party members is ideal.

Name: **Gang Member**

Type: Norm

Description: Mid-teens to early twenties. Generally unshaven, all have been drinking tonight.

STR	16	Init. Factor	10
AGL	12	Defense	0
DEX	19	Bonus to Hit	+15
END	13	Damage Bonus:	
INT	11	Projectile	+5
WIL	7	Hand Held	+2
PSI	0	Shock Resist	50%
		Hit Points	28

Combat Skills: Unarmed Combat 70, Knife Fighting 45.

Weapons: Choose one of the following for each gang member: switchblade, blackjack, tire chain, wine bottle. One member has a brass-headed walking stick.

Note to the G.M.: There will be little or no money and no identification on the gang members.

4.3 Unity Commune and Environs

4.3.1 INTRODUCTION

Unity Commune, the headquarters of the Perfect Oneness and home of its principal members, is located next to Governor Lewis State Forest in a rural district outside the city of Weston. The closest town to the commune is Shelby, which will be detailed below. The G.M. may situate this area as he wishes within his present campaign by simply changing the name of Weston to the name of any existing city. Minor changes to the terrain and town of Shelby will not effect the course of play.

4.3.2 SHELBY

While investigating Unity Commune, the characters will either stay in or visit the town of Shelby. In most cases, they will interact with various local residents. The following section is designed to assist the G.M. in moderating these events.

4.3.2.1 General Description

Shelby is a small rural town with a population of 3,400, including outlying farms. The main industry is processing and transportation of agricultural products and supplying goods and services to the local farmers. Aside from the small brownstone business district along Main Street, most of its homes are large wooden structures built during the end of the last century. For most of its history, Shelby has been a quiet, peaceful community. The completion of the highway five years ago sparked a small burst of construction, but this new growth of business has since calmed down. When Unity Commune was opened two years ago, many of the townspeople were disturbed and upset. These feelings have been somewhat softened, but still lie just under the surface.

4.3.2.2 Points of Interest and Sources of Information

1. Shelby Rest Motel:

A small modern motel which offers clean, simple accommodations at reasonable rates. The owner, Mrs. Jameson, has seen many people coming from or going to Unity, some have stayed at her establishment. They include reporters, investigators, people seeking to join the cult, distraught parents, and the just plain curious. She is a noted gossip and will gladly exchange rumors and wild stories with the characters.

2. Hendrix Bar and Grill

One of the few eating places in town which is not part of a fast-food chain, it is a popular spot among the locals.

Two older men, Dan and Chuck, are regular customers. If questioned about odd occurrences in the area, they will mention one thing which they found while hunting. Accidentally wandering into a small gully near the north-east corner of the Douglas farm, they discovered several well-used rifle targets. They think that this is unusual because Mr. Douglas is not known to be a hunter or a rifle enthusiast.

3. Unity Craft Shop

A converted house at the junction of Cotter and Drape Roads, it has been recently renovated and a large wooden sign hung from the porch roof. The shop sells pottery and wooden toys made by the Commune, as well as a few items from other craft communes in the region.

Johnny, the night watchman at the shop (see Character Descriptions — Unity Commune), is a member of the Divine Hammer. Shipments of weapons and ammunition are secretly dropped off to him just before closing. He then smuggles them into the Commune in the shop van. (For a description of a weapons shipment see 'The Drop'.)

4. Sheriff's Office

The Sheriff, Ray Menlow, is suspicious of the goings-on at Unity Commune and will be very open if questioned. He has been indirectly involved with both Commonwealth and Federal investigations. Sheriff Menlow enjoys talking. If his attitude toward the character is positive, he will confide 'off the record, of course', some of the data from the Police Information list. He will also repeat a couple of general rumors he feels are true, but has yet been unable to prove. For more information on the Sheriff himself, see the Shelby Character Description section immediately following.

5. The Business District

Along Main Street is a small business district of brownstone and glass storefronts. The normal selection of small-town shops is located here. They will include a barber shop, shoe store, drug store, small grocery store, and the like. If questioned, each of the proprietors will have his/her own opinion of the cult, but will be unable to provide any suspicious evidence. The exception is Matt Dawson, who owns and runs the sporting goods store. Recently, several of Perfect Oneness types have purchased .22 shells, and hunting knives.

Wayne Douglas

His farm borders the southern edge of Unity Commune. He will describe the cult members as 'peaceful, friendly people' and state that he has never had any trouble with them. (For more information, see Unity Character Description section.)

Marvin Hillman

His farm borders the western edge of Unity Commune. He has an intense hatred for the cult and will become very agitated when the subject arises. He will gladly attribute any vice, crime, or evil to these neighbors of his. If questioned about odd goings-on, he will list many (probably imaginary) events, one of which is important. He has heard quite a bit of rifle fire from the south-east in the last several months.

Park Ranger Gene Evans

Posted to the North, in Gov. Lewis State Forest, he has had some dealings with the commune. The few individuals who have visited the park were 'happy and helpful'. He has not heard or seen anything unusual.

4.3.2.3 Selby Character Descriptions

Name: **Mrs. Lydia Jameson**

Type: Marginal Psi (Hidden)

Description: Owner and operator of the Shelby Rest Motel, she is a short, overweight woman in her mid-forties, with greying brown hair and green eyes. She is fond of loud print dresses cut in a rather shapeless style. One of her great loves is gossip, and she will gladly talk for hours. Mrs. Jameson is a hidden Psi who has recently moved to Shelby. She is extremely cautious about the use of her ability.

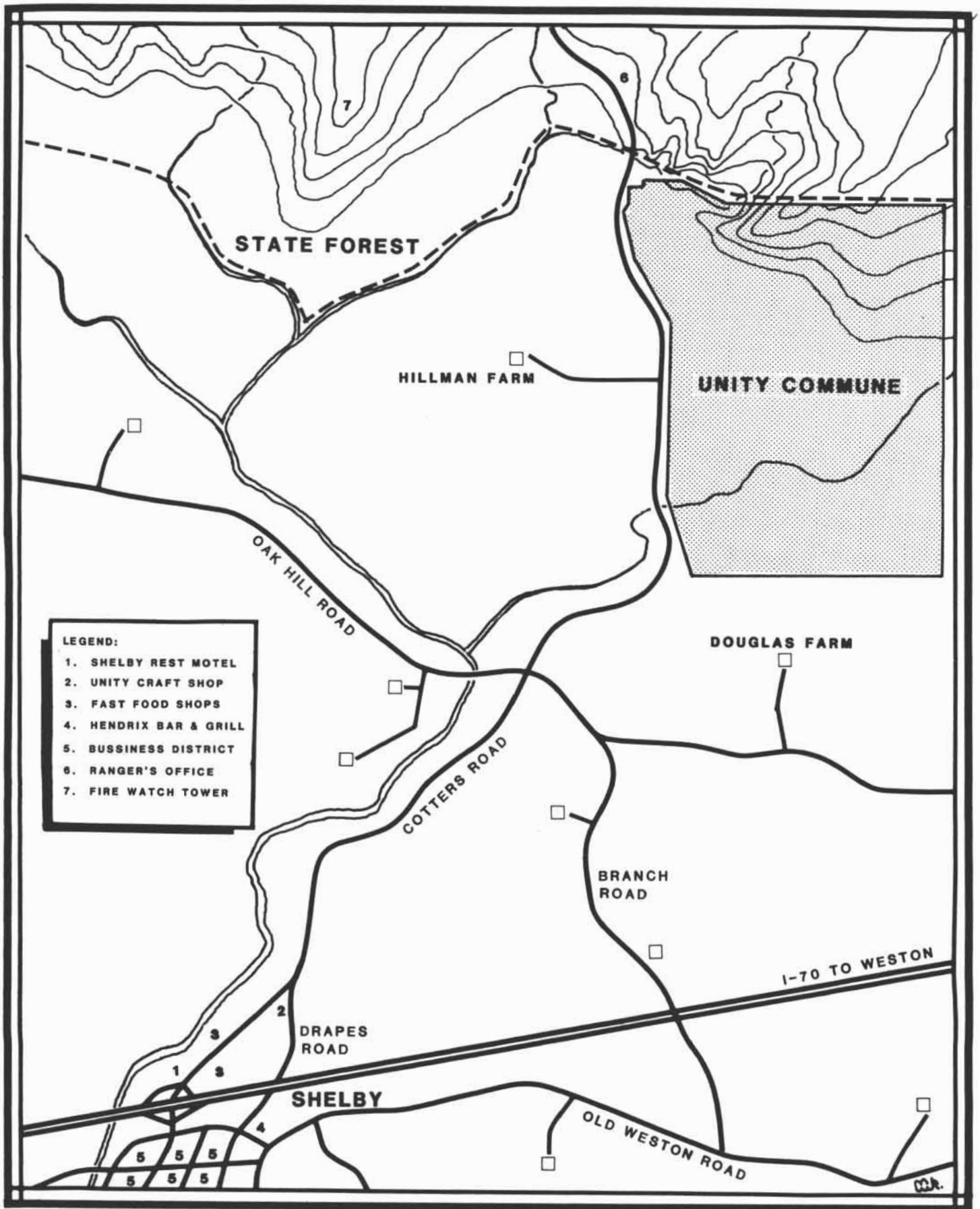
Psi Ability: She is able to dematerialize one non-living object of up to five pounds weight for ten minutes. She must touch the object. There is a cost of 5 power points per use, she has 32 power points available.

Note to the G.M.: In order to protect her secret, Mrs. Jameson may be persuaded to assist the characters.

Name: **Ray Menlow**

Type: Norm

Description: Sheriff of Shelby, Ray is an active man in his late thirties with dark blonde hair and blue-grey eyes. He is usually very tolerant of goings-on in Shelby, but all the official and unofficial investigations of Unity commune have aroused his suspicions. Currently, he is just keeping a close watch on the activities of the Perfect Oneness, but if an opportunity presents itself to 'get to the bottom of all this', he will gladly become involved.



STR 14	Init. Factor	12
AGL 12	Defense	-1
DEX 18	Bonus to Hit	+11
END 16	Damage Bonus:	
INT 14	Projectile	+5
WIL 11	Hand Held	+1
PSI 0	Shock Resist	60%
	Hit Points	35

Combat Skills: Police Weapon, (45 revolver) 67, Rifle (.30 Carbine) 80, Tracking 50, Hunting 70, Unarmed Combat 55.

Weapons: Colt 45 revolver, .30 Carbine, nightstick. Any other resources of a typical small-town Sheriff's station.

Name: **Marvin Hillman**

Type: Norm

Description: Mr. Hillman is a tall, wiry man in his late fifties with grey hair and brown eyes. His family was one of the original settlers of the area. His farm has been 'Hillman property' for six generations. Only marginally tolerant of change and outsiders to begin with, Marvin has been unable to accept the Unity Commune as neighbors. Shortly after the formation of Unity, he sought out and joined a chapter of the League of Genetic Purity in the next county. If given the chance, Marvin and his 12 gauge goose gun, Bessy, will gladly help rid the county of 'Those scum-of-the-Earth degenerate freaks'.

STR 16	Init. Factor	10
AGL 12	Defense	0
DEX 19	Bonus to Hit	+15
END 13	Damage Bonus:	
INT 11	Projectile	+5
WIL 7	Hand Held	+2
PSI 0	Shock Resist	50%
	Hit Points	28

Combat Skills: Civilian Weapon — 12 ga. shotgun 82, Unarmed Combat 65.

Weapons: Bessy, a 12 ga. shotgun, usually loaded with bird shot.

Name: **Gene Evans**

Type: Norm

Description: Resident Park Ranger at Gov. Lewis State Park, he is a muscular man in his early thirties with black hair and brown eyes. Gene is quiet and alert. In reality he is Special Operative Evans, an agent planted by the P.P.A to observe Unity Commune. To date he has been unable to obtain any hard evidence of illegal activities. Recently he has noticed an increase in the use of psionic powers within the commune. P.P.A, player-characters will not be told about Gene Evans, although he will know of them and their mission. If necessary, he will come to their aid.

STR 17	Init. Factor	13
AGL 17	Defense	-10
DEX 16	Bonus to Hit	+3
END 18	Damage Bonus:	
INT 12	Projectile	+1
WIL 11	Hand Held	+4
PSI 0	Shock Resist	60%
	Hit Points	38

Combat Skills: Police Weapons: .38 pistol 70, Tangle Pistol 65, H.P. Rifle 55, Unarmed Combat 90, Knife Combat 60.

Weapons: .38 Police Special, Tangle Pistol, 10mm H.P. Rifle with scope, Combat Knife.

4.3.3 Unity Commune

4.3.3.1 History

Originally, Unity commune was the Timans farm. It was willed to the Perfect Oneness by Matthew Timans approximately two years ago. Mr Timans joined the cult shortly before his death from a heart attack.

Note to the G.M.: Matthew Timans was psionically manipulated into joining the cult by Simon and James. At the time he was pushing ninety, suffering from a bad heart, and beginning to become senile. After coercing him into changing his will, James Chan used his Empath power to scare Matthew into a heart attack (normally, this power will not kill, but in a man as old as Matthew Timans, with his health problems, it was fatal). Mr. Timans' relatives (mostly distant cousins in another Commonwealth) contested the will, but it was upheld in court and the Timans farm became the Unity Commune.

In the beginning, Joy Coleman, her decons (Simon, James, and Sybil) moved in with only two dozen followers. They began renovation and construction of new buildings. Within a year foundations were laid for the temple and large dormitories. As the cult grew, more members came to Unity and the farm quickly became the headquarters of the entire cult. More buildings were erected and the temple finished. Almost all the useable land was put under cultivation. Despite local harassment and outside pressure, Unity prospered.

Currently, the Commune is home for close to one hundred and fifty people. It is supported by its agricultural products and craft shops. As headquarters for the Perfect Oneness, open meetings are held regularly at the temple.

4.3.3.2 Physical Layout

A brief description of the main areas of Unity Commune will be given below. These descriptions are keyed to the map. Note to the G.M.: All of the buildings, lawns, and pathways are clean and well-kept. Most are either new or recently renovated.

1) Main Gate and Fence:

At the Main Gate a small wooden building with large windows stand in a widening of the blacktop road. To either side is a chain link gate. A cult member will be stationed here during the day and the gates will be open. At night, two members will be on duty and the gates will be padlocked.

When an outsider arrives at the gate, he/she will be stopped. The member on duty will ask if they can help. If the outsider wishes to enter, the member will use the intercom to call an elder brother or sister to the gate. This individual will act as an escort for the visitor(s) while they are within the Commune. Individuals without legitimate business will be asked to leave. Violence or failure to stop at the gate will result in a call to the sheriff. Persons arriving after the gates are padlocked are usually asked to return in the morning, unless special circumstances exist.

The perimeter fence is eight feet tall, and constructed of chain-link. It was installed six months ago in response to threats against the cult. It also serves to keep out the curious. The fence encloses the entire Commune farm.

2) The Green:

This large open area is covered with thick close-cut grass. Around the edges are decorative flower beds and ornamental trees and shrubs. The green is where large open meetings are generally held. When not being used for meetings, the cult members use the area for general recreation (there is a kite caught in a tree at the east end of the area).

3) The Temple:

Unity Temple is a large geodesic dome of rugged timbers and translucent colored plastic panels. The panels are of various shades of pastels, mostly green, blue, and yellow. It is on a cinder block base. On the outside, concrete steps to either side of a polished wood platform lead to the main doors. The platform is used as a speaker's area during the large outdoor meetings. Beneath the platform is a storeroom containing gardening and lawn care tools, as well as other materials for maintenance of the green.

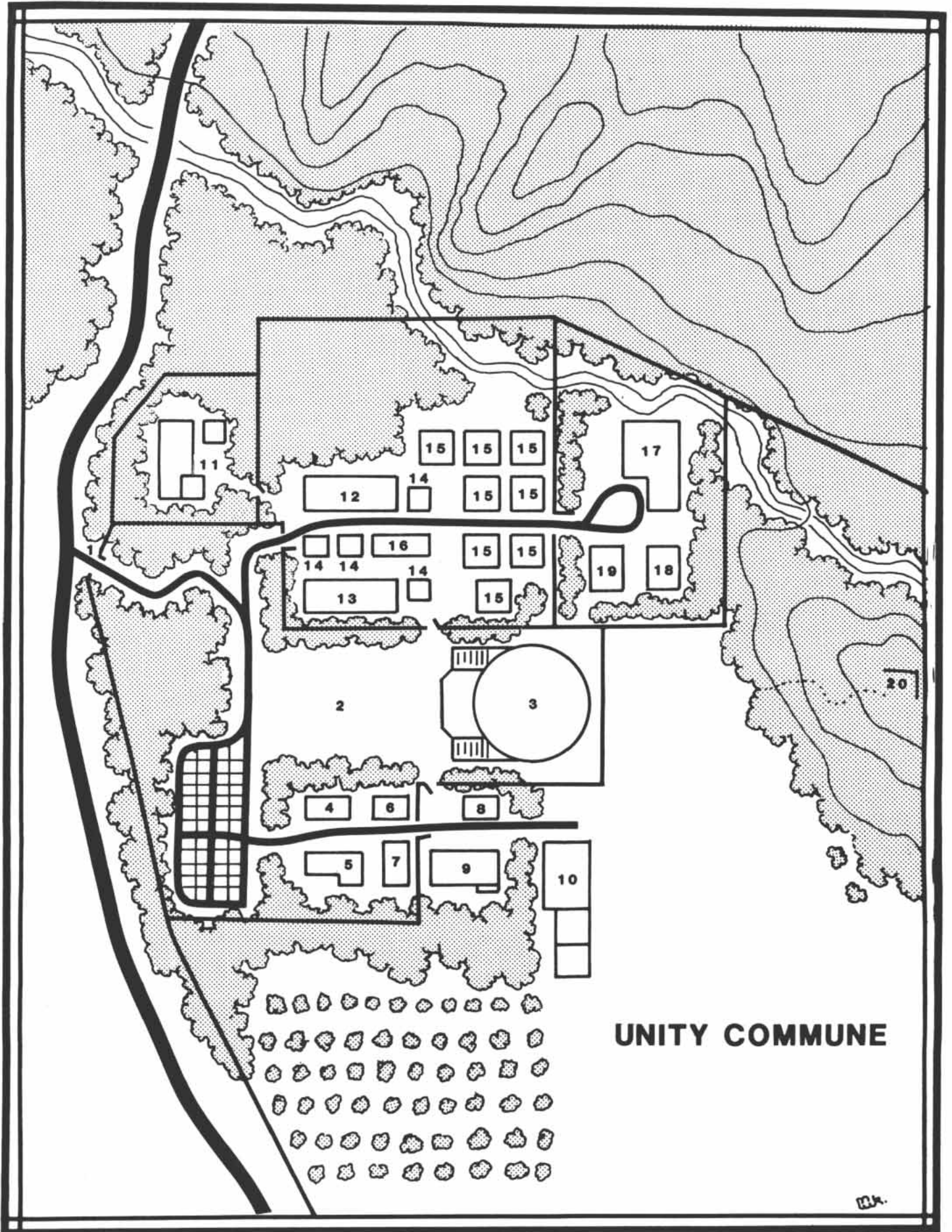
The inside of the temple has long, gently-sloping ramps which surround a central seating area. Blue upholstery and carpeting are accented against the warm natural-wood seats and exposed rustic wood framing of the dome. Outside light, filtered through the dome and tinted in varying pastel shades, creates a feeling of quiet peace. This area is used for smaller open meetings and the regular gatherings of the Commune members. At any given time there is a 20% chance that 1d3 members are here meditating.

Buildings 4 to 9:

These buildings are constructed from cinderblocks with a shingle roof. Windows are placed at regular intervals along all four sides. Each building has two doorways; except Building Eight, which has only one, and Building Nine, which has garage-style doors. These buildings are kept locked when not in use, and at night.

4) Woodworking Shop:

Two large work tables occupy the center. Along the walls are various pieces of equipment, including two lathes, a drill press, a large table saw, and so on. Lumber is stored both in the exposed rafters and stacked along the eastern wall. The shop is used to make other craft items. There is a thick coating of sawdust and shavings on the floor most of the time, even though the floors are swept daily. Between ten and fifteen people will be here during the day, and four to five in the evenings.



UNITY COMMUNE

DK.

5) Pottery Shop:

Several worktables are along the northern wall. Opposite these, to the south, are five pottery wheels. In the alcove are three kilns. There is a 70% that one of them is firing. Supply cabinets and air-tight clay bins are along the eastern wall. There is a fine layer of clay dust over everything in the room, even when the place has just been swept and mopped. This shop produces various pottery items for sale in the Commune's craft shop. Shelves are stacked with bowls, plates, cups and mugs. From fifteen to twenty people will be here during the day, and from five to seven in the evening.

6) Canning Kitchen:

Four stoves are located along the northern wall. Next to these and extending along the west wall are work tables with stools. Large canning cookers are on the tables and stoves. Boxes of jars are stored under the tables and against the east wall, which also houses three industrial-sized sinks. Along the southern wall are crates of fruits and berries. This shop produces jellies, jams, and preserves. During the day, eight to twelve people are here, and only one or two in the evening.

7) Metal Shop (Future)

This building smells of new wood and fresh paint. Inside it is empty except for three ladders and some assorted tools. During the day, four to five people will be here finishing the interior, and only one or two in the evening.

8) Tool Shed:

This area is used as storage for the other shops and the Commune in general. A miscellaneous collection of tools, parts, and old machinery are stored here. During the day, there is a 10% chance per half hour that someone will drop by to pick something up or put something away. This increases to 50% in the hour-an-a-half before sunset. In the evening, the shed has only a 5% chance per hour of being visited.

9) Tractor Shed:

The farm's two tractors and other field machinery are stored in this building. On most days the equipment leaves early in the morning (shortly after sunrise) and returns about half-an-hour before sunset. During the day, one or two people will be present, repairing or maintaining the machinery. Most of the area is an open garage. Along the walls are normal mechanic's tools and work areas. Behind Building 9 are two 250 gallon tanks of diesel fuel for the tractors.

10) Barn:

This structure was part of the original property. It has been recently repaired and renovated. The lower section contains stalls for animals. Three are presently used to house the Commune's milk cows, two more for goats. The loft contains hay bales and building materials. During the day, two to five people will be here, and one or two in the evening.

Next to the barn is a chicken coop and rabbit hutch. The chickens will make quite a bit of noise if anyone approaches their area by day, or enters their yard or coop by night.

11) Utility Area:

In this area is a small waste treatment plant and the main power station for the Commune. If the power station is damaged or turned off, the entire Commune will be blacked out. If this occurs, a group of Commune members will come to investigate within five minutes. A call will also be placed to the power company. If vandalism is suspected, the sheriff will be called as soon as possible. He will arrive within fifteen to twenty minutes of the time he receives the call.

As these systems require no supervision and little maintenance, there is only a 10% chance per hour of someone coming here. Unless someone is present, the gate is locked.

Buildings 12 and 13. Dormitories:

These two identical buildings are single-story, woodframe constructions on concrete foundations. They have shingle roofs, windows evenly spaced along the north and south walls, and a double-door entrance in the center of its street-side wall. This opens onto a common area furnished with various chairs and tables. To either side of the common area are rows of partitioned sleeping quarters. Each eight by twelve foot area contains bunk beds, a desk and chair, a closet, and a dresser. In the western end of each building is a large bathroom and shower facility. A metal fire door is set into the eastern wall at the end of the corridor between the sleeping areas.

These dormitories house the single brothers and sisters of the Commune. Building 12 is the men's dorm and Building 13 is the women's dormitory. Each building is designed to accommodate up to fifty-six people. At present they are only about three-fourths filled.

During the day between five and ten people will be present in a given building. In the evening, there will be between ten and twenty. At night there are between 38 and 42 people in each building.

14) Older Brother/Sister Quarters:

These four buildings are painted cinderblock with shingle roofs on a concrete slab. They have windows evenly spaced on all four walls. Centered on the north side is a wooden door set above two concrete steps. Each building is divided into four rooms — a small common living room, a bathroom, and two double bedrooms. These houses are used by the Commune's single elder brothers and sister. During the day there is a 10% chance that someone will be in a give house. In the evening, or night, three to four people will be present.

15) Family Housing:

These buildings are constructed of brick with plasterboard interior walls. Each has a shingle roof and is built on a concrete foundation. Windows are spaced evenly around all four walls and each has a wooden door and a small porch on the west side. Each house is divided as in 14 (above), except that one bedroom is larger than the other.

Families with children live in these homes. All but two are presently occupied. During the day there is a 20% chance of a given building being occupied. In the evening or at night from one to five people will be present.

Note to the G.M.: Twelve of the commune's sixteen children are of school age and attend public school. On school days, they are picked up at the main gate by the county bus at 7:30 a.m. and are returned at 3:30. The small playground near the creek is very active during the late afternoon and early evening.

16) Dining Hall:

This building is constructed of cinderblocks with a shingle roof and a concrete slab foundation. Windows are evenly spaced around the north, south, and west walls. Large double doors in the north wall lead into a wood-paneled dining room with tile floor. Long rows of tables occupy most of the space. A swinging door and serving bar connect to the kitchen in the eastern end.

The kitchen is large, with tile floors and vinyl wallcovering. A small walk-in freezer is in the northeastern corner, next to the exit door. Stoves, sinks and other equipment are of the type which might be seen in any medium-sized restaurant. Pots, pans, and other utensils are similarly sized.

On most days the cooks and helpers report in between 4 and 4:30 a.m. Breakfast is served from 5:30 to 8. From 11:00 to 1:00 they serve lunch. At 1:30 the morning shift leaves and is replaced by the dinner shift, which reported in at noon. Dinner is served from 5 to 7 p.m. By 8 or 8:30 the late shift is finished with clean-up and has left. Two or three volunteers keep the hall open for recreational and social activities until 11:00 p.m. by 11:30 the hall is closed and locked.

17) The Old House:

This wood-shingled house was part of the original property. It dates back at least one hundred years, and parts may be older.

The ground floor rooms have been redone into a small meeting room, Commune library, and study. The old kitchen is still present, but rarely used. On the second floor, Joy Coleman has converted three rooms into a small apartment with sitting room, bedroom, and bath. Two guest rooms and a bath are also on this floor. The attic has been converted into a third guest room.

Note to the G.M.: Joy Coleman's quarters are very simply furnished and differ little from the rooms of the elder brothers and sisters. If the room is searched nothing unusual will be found except a small notebook. It is filled with lines of six-digit numbers followed by two or three letters. In reality, this is Joy's attempt to remember commune member's 'Re-birth-days' (the day they joined the Perfect Oneness). The numbers are a six-digit dating system, the letters are the initials, but this has confounded many playtest adventurers.

Guest rooms are for visiting outsiders who would not fit into the commune's lifestyle. Guests eat at the dining hall and will usually have an escort, who is present to guide the visitor and answer questions.

Building 18 and 19 . The Deacons' Houses:

These buildings are of brick construction with shingle roofs. Windows are spaced regularly around all four exterior walls. A wooden porch in front of the main door is located on the north side. Inside, each house is divided into a living room, kitchen, bedroom, study, and bath.

Simon Hanson occupies House 18. If searched, a 10mm Assault Rifle with 300 rounds of ammunition will be found hidden in the bedroom closet. In the study will be found a directory of communes.

Some of the entries are starred (those with members of the Divine Hammer in them).

James and Sybil Chan occupy House 19. If searched, a complete set of account books detailing the cult's holdings will be found. In a second book is a series of account numbers. If checked, these are all foreign bank accounts. Each contains a fair sum of money (large, but not so large as to attract attention). Attempts to track the origin of the funds will prove impossible, but ownership can be traced through several dummy holding companies to Simon Hanson, Sybil and James Chan. (This money has been 'skimmed' from donations to the Perfect Oneness.) In James' night table is a small .38 revolver and a box of fifty shells.

20) Ruins:

The foundation and part of the fieldstone walls, fireplace, and chimney of an old farmhouse are east of the Commune. These predate the Timans family and are off limits to the Commune members (at Simon's orders) because they are 'unsafe'. The entrance to the old root cellar has been concealed by branches and brushwood.

Leading down from the surface is a set of new wooden steps which enter a 'arge chamber cut from the earth. Set on cinder blocks to protect them from the damp is one case of 10mm assault rifles (twelve weapons), ten cases of ammunition (ten thousand rounds), one case of smoke grenades and a box with eight 12-gauge sawed-off shotguns and one hundred shells. This chamber is a storeroom for the Divine Hammer and the group occasionally uses the area above for secret meetings.

4.3.3.3 Plots

The following is a list of events that will occur while the adventurers are investigating Unity commune. The G.M. should feel free to alter details and timelines to produce a smoothly flowing storyline.

4.3.3.3.1 Darcy Edwards

Shortly after coming to the Unity/Shelby area, the player-characters will come into contact with Darcy Edwards (see Unity Character Descriptions). This initial involvement may come about in one of several ways.

- If the characters visit Unity as outsiders (journalists, theological researchers), Darcy will be assigned as their escort.
- If the characters infiltrate the cult as new members, Darcy will work with them as Elder Sister, helping them to settle in and get acquainted.
- If the characters are conducting a totally undercover outside investigation, they will encounter Darcy either in Shelby or the Commune's craft shop, where she works during the day.

While interacting with the characters, Darcy will confide that she is becoming disenchanted with Unity Commune. She has been part of the Perfect Oneness for almost four years, and was attracted originally by their open, 'hassle-free' life style and the teachings of Joy Coleman. Recently this has begun to change, possibly due to the cult's rapid growth. As Sister Joy has become involved in other projects, her Deacon, James Chan, has assumed almost total control of Unity. Using a philosophy of 'working for the future', he has begun to assign 'suggested' schedules and production 'goals'. The old feeling of 'family oneness' has started to fade, especially among the newer members. The Commune is beginning to become 'cliqueish', particularly among those members closest to the Deacons. Darcy hopes that this is only growing pains of the expanding movement, but is disturbed nonetheless.

After the meeting in which Darcy confides this, she will vanish. An investigation will be conducted by Simon and Darcy's concerned friends. They will find most of her personal possessions missing, and come to the conclusion that she left the Commune during the night.

If the characters look into her disappearance, the following facts may be found through active investigation:

- Nobody in Unity or Shelby has seen a girl answering Darcy's description on any of the roads or public transit services.
- Darcy was last seen at the craft shop. Johnny, the shop's evening shift, will state that she was gone when he arrived and that the shop was locked. At the time, he assumed that she had been asked to go into town for something the Commune needed. He will state that the cash register came up twenty dollars short that evening.
- A stuffed toy, which was sentimentally important to Darcy, was left behind. One of her housemates has found it between the dresser and wall.

- Darcy's roommate, Annie Summers, will state that she heard Darcy come in during the night. As she was asleep, she is unsure of the time. Sometime later she thinks she heard someone in the common room. When she woke up the next morning, Darcy and her possessions were gone. She and several other members told Simon and a search was conducted.
- Darcy did not tell anyone she was leaving, or say goodbye to anyone, including her best friends.
- No other trace of Darcy will be found.

The True Story

Darcy turned the craft shop over to Johnny at 5:30, just like any other evening. She went directly to the bus stop and waited — and waited. (The bus suffered a breakdown south of Shelby and ran almost an hour and a half late that evening.) After slightly over an hour, she returned to the craft shop to call Unity. No one was in the front of the shop, but she could hear voices from the back. Stepping through the storeroom door, she saw Johnny and two other men lowering an unconscious boy, bound and gagged, into a packing crate. Before she could react, she was struck from behind and lost consciousness.

What Darcy witnessed was Jeff Lambert, son of Tom Lambert (President of Good Mornings Breakfast Food Company) being prepared for 'shipment' to Unity Commune. (For more details, see The Kidnap, below). The two men and her unseen attacker were Divine Hammer members who pulled off the abduction. Darcy was drugged while still unconscious and shipped, along with the boy, to Unity. She is being held in Area 20 until the ransom is received. Then she and the boy are scheduled to be 'removed' — permanently.

Darcy's roommate, Annie Summers, is a member of the Divine Hammer. Simon, Johnny, and Annie removed Darcy's possessions from her room and concocted the stories to cover her disappearance.

If the player character investigate Darcy's disappearance too closely, or push too hard, the Divine Hammer will become alerted and take action (sniping, threats, and even bombs).

4.3.3.4 The Kidnap

It is almost time for the Divine Hammer to strike and for Simon to put his plans into motion. To finance the growth of his operation he needs money — lots of money — for arms, ammunition, explosives, and other equipment. The resources of the Perfect Oneness are incapable of delivering this kind of financing in an untraceable form, so Simon Hanson has designed and executed a daring plan.

The members of the Divine Hammer strolled into a private school playground, grabbed Jeff Lambert and fled in a (stolen) green van, which was later found abandoned. Later, that day, Tom Lambert received a short phone call telling him he had one week to raise one million dollars in small bills. One of Jeff's fingers would be sent to him each day that he was late.

Simon has had the boy kidnapped to finance his take-over by a circuitous route which is almost untraceable. He had the child brought to Shelby and smuggled into Unity (see Darcy Edwards, above, for details). Jeff is being held in Area 20, the old ruins. At the end of the week, a second call to Tom Lambert will order that one person, alone in a open car, drive down Interstate 70 at midnight. He is never to go below sixty mph. The driver will be signaled, and then he must immediately throw the money bags out of the car. Any police or tricks and the boy will die instantly.

What Simon plans is for T.J. Thomas to use his 'Ghost' ability to wait beneath the road. Simon will use his Telepathy ability to contact the driver and give instructions. Once the money is thrown, T.J. will rise up, materialize, grab the bags, dematerialize, and escape underground. Simon will be far enough away on an intersecting road that he should be able to drive away undetected. In the event of a trick or a trap, a van with most of the Divine Hammer members will be stationed nearby and ready to react. A telepathic message to the remaining members in Area 20 will cause Darcy and the boy to be killed instantly.

If the ransom delivery is successful, Darcy and the boy will be shot and their bodies buried in the woods east of Unity, and off the Commune property.

Involving the Players

The player-characters will become aware of the kidnapping through normal media reports, TV or radio broadcasts, newspapers, talk around the town/commune, and so on. Characters with police connections will also be informed through official channels.

Note to the G.M.: When giving the players news reports, several items should be presented at one time. Choose three or four of the following items for each news broadcast. If the G.M. wishes, he can give out a handful of headlines each time the characters state they are listening to the news or reading a paper throughout the adventure.

Suggested News Headlines:

'Psionic revolutionaries in the nation of Timur attack government forces'; 'Daring bank robbery in Trent has police baffled'; 'Arsonists strike again in Port Allen'; 'Terrorist bomb explodes in shopping center'; 'Four Psionics hijack plane'; 'Jewelry store heist nets hundreds of thousands'; 'Psionic Hijackers release hostages'; 'Crown Prince of Dusan discovered to be Psionic — may lose throne'; 'Son of Breakfast Cereal Magnate Kidnapped'. The referee is of course encouraged to develop more headlines as needed.

Here are several suggestions for involving the players in the kidnapping. The most direct method is through their investigation of the disappearance of Darcy Edwards. She will vanish the same day that Jeff Lambert is kidnapped.

Player-characters connected to an organization can be told to keep their eyes open for information about the kidnapper as they are believed to be in the same general area.

Simon himself may arouse the character's suspicions; for two days after the kidnapping he will cancel the regularly scheduled open meeting (much advertised) and 'ask' all visitors to leave. Outsiders will not be allowed into the Commune except on official business (police, utility companies, etc). Simon will explain to the Commune that 'too many materialistic outsiders have been subtly polluting the state of spiritual oneness. A time of peace, a retirement from the confused world, is needed. This retreat will only be temporary, until our healing is complete, and the gates still stand open to members of our family'.

Characters who have infiltrated the commune will notice a marked air of tenseness about the Deacons and those people closest to them. Nothing is obvious, but a noticeable change in their reactions has occurred. Careful observation will reveal that at least two of these people are not around for several hours each day (guarding the prisoners).

4.3.3.5 The Drop

Once each month, the Divine Hammer receives a small shipment of arms at Unity Commune. Simon believes that a crate here and a crate there will never be noticed or attract attention, so the following plan has been used. An old nondescript van arrives at the back of the craft shop shortly before closing (10:00 p.m.). The van parks next to the Unity van, with the cargo doors facing each other. The shipment is then transferred quickly into the Unity van by Johnny and the driver. The other van then leaves. The entire process takes less than fifteen minutes. Johnny locks up the shop as normal, then drives to the Commune. After passing through the main gate, he heads directly to the garage, (Building 9) when the van is normally stored at night. Two Divine Hammer members, who have slipped out of their dorms, unload the shipment and carry it to Area 20. Johnny goes to his dorm and follows his normal routine.

On the day the players first arrive at Unity, a shipment is scheduled. Johnny will accept the delivery as normal, but during the drive back to the commune, will have a flat tire. It will require fifteen to twenty minutes to fix. After this delay, the operation will proceed normally.

If the player characters are observing or traveling through any of the areas involved in this operation, they will have a normal chance of seeing suspicious activity.

Note to the G.M.: The G.M. may use the drop as a method of alerting the players to the existence of the Divine Hammer or to direct their attention to either Johnny, Area 20, or the craft shop. If the characters are progressing well in their investigation, this plot may be dropped from the storyline.

4.3.3.6 The Divine Hammer

About three years ago, Simon Hanson and James Chan began recruiting an inner circle of Perfect Oneness members. They deliberately choose unstable individuals with a marked tendency towards

violence. Through a combination of Telepathic and Empathic manipulation, assisted by 'special' religious instruction, they have formed a cadre of totally loyal, fanatic assassins.



They plan to become the 'power behind the throne' in the United Commonwealths. This will be accomplished by selective assassination of prominent enemies, terrorism, extortion, and blackmail. Their goal is to ultimately control key individuals in both business and government; and through them the rest of the nation. Due to the fanatic loyalty and complete disregard of self of their followers, no one will be truly safe from their attacks. With this plan, and their army, they plot the 'take over'.

Lately, James and Simon have been subtly taking over control of the Perfect Oneness movement. Joy Coleman is becoming more and more a figurehead. By making the communes more isolated and stepping up production, they hope to consolidate their economic base and eventually turn the communes into virtual slave labor camps which support the Divine Hammer. With this economic leverage they believe success is assured.

At Unity Commune, the old ruins (Area 20) are the focus of the Divine Hammer activities. They use the area as a meeting place and armory. Meetings are held sporadically and infrequently (10% chance per day) to avoid attracting attention. These meetings consist of Simon, assisted by James, working the group into an emotional frenzy and drilling into them the doctrine of 'you are the agents of Divine Retribution and are thereby guaranteed eternal bliss'. By using their combined Psi abilities, Simon and James totally brainwash their followers during these sessions.

Once the player-characters are in direct conflict with the Divine Hammer, the cult will stop at nothing to eliminate them. At first, threats and vandalism will be used to scare the characters away. If this is unsuccessful, secret attacks by snipers or bombings will be used. If these fail, an all out attack by a determined team will be launched, carrying little or nothing for their own lives. The Divine Hammer will sacrifice themselves gladly and will joyously fight to the last drop of blood.

4.3.4 CHARACTER DESCRIPTIONS

To facilitate the running of the adventure, the character descriptions have been divided into two main sections, with Unity commune members first, followed by members of the Divine Hammer.

Unity Commue Members

Name: **Sister Joy Coleman**

Type: Norm

Description: Sister Joy is a slightly rotund woman in her mid-thirties. She has long blonde hair and blue eyes. She prefers simple, old fashioned clothing, and wears her hair in either a bun or a single braid. Her personality is warm, outgoing, and motherly. She is completely involved in the Perfect Oneness experience and wishes to share it with all those around her. Joy Coleman is extremely trusting and tends to believe the best in all people. Her ability as a public speaker is phenomenal; few leave her meetings unmoved regardless of their basic beliefs.

Note to the G.M.: Sister Joy is totally unaware of the manipulations of her deacons. She truly believes in the Perfect Oneness and is only attempting to bring happiness to the world.



STR 9	Init. Factor	13
AGL 12	Defense	-1
DEX 10	Bonus to Hit	+1
END 13	Damage Bonus:	
INT 13	Projectile	0
WIL 14	Hand Held	0
PSI 0	Shock Resist	60%
	Hit Points	28

Combat Skills: Joy is a pacifist, but in extreme emergency, she has Unarmed Combat at 20.

Name: **Elder Brother Andrew DeFoe**

Type: Norm

Description: Brother Andrew is a muscular man in his early forties with brown hair and eyes. He is friendly and easy-going with a good sense of humor. Before joining the cult, Brother Andrew was an alcoholic with a long police record of minor offenses. Now he runs the Commune's wood shop and is very active in Unity affairs. He has noticed Simon's gradual assumption of power, but believes 'each person has skills and a place to use them'.

STR 17	Init. Factor	11
AGL 11	Defense	0
DEX 15	Bonus to Hit	+5
END 15	Damage Bonus:	

INT 9	Projectile	0
WIL 10	Hand Held	+1
PSI 0	Shock Resist	60%
	Hit Points	34

Combat Skills: Unarmed Combat 55; Civilian Pistol; Fighting Knife 30.

Name: **Elder Sister Rachel Cornfield**

Type: Norm

Description: Sister Rachel is a active woman in her mid-twenties with red hair and blue eyes. She is outgoing and outspoken. Rachel runs the Unity pottery shop and is definitely against 'production goals'. Before coming to Unity, she dropped in and out of various colleges and had some dealings with campus radicals.

STR 8	Init. Factor	14
AGL 12	Defense	0
DEX 19	Bonus to Hit	+15
END 14	Damage Bonus:	
INT 9	Projectile	+1
WIL 15	Hand Held	0
PSI 0	Shock Resist	60%
	Hit Points	29

Combat Skills: Unarmed Combat 50; Pistol 25.

Name: **Elder Sister Elizabeth (Liz) Comstock**

Type: Minor-Discipline Psionic

Description: Sister Liz is an energetic woman in her late thirties with black hair and dark eyes. She is nervous and flighty. Her entire world revolves around the canning shop she manages. Before coming to Unity, Liz lived in the Psi 'Community' in Port Allen.

STR 8	Init. Factor	11
AGL 11	Defense	0
DEX 12	Bonus to Hit	0
END 13	Damage Bonus:	
INT 11	Projectile	0
WIL 11	Hand Held	0
PSI 13	Shock Resist	50%
Power 43	Hit Points	24

Psionics: Minor Discipline: Color Distortion

Combat Skills: Unarmed Combat 45.

Name: **Brother David McAllister**

Type: Minor-Discipline Psionic

Description: Brother David is a slender young man in his late teens with blonde hair and grey eyes. He is emotionally unstable and easily upset. David had an extremely hard time during transition, and this has not helped his mental condition. (Simon considers David too much of a risk to recruit him for the Divine Hammer.) David tends to slip into fantasy worlds and has a hard time recognizing reality.

STR 10	Init. Factor	12
AGL 17	Defense	-10
DEX 16	Bonus to Hit	+5
END 15	Damage Bonus:	
INT 11	Projectile	+1
WIL 6	Hand Held	+1
PSI 8	Shock Resist	50%
Power 30	Hit Points	24

Psionics: Minor Discipline Invisibility.

Combat Skills: Unarmed Combat 65.

Name: **Sister Darcy Edwards**

Type: Norm

Description: Sister Darcy is an attractive girl of about twenty-two with chesnut hair and green eyes. She is active and outgoing with a tendency to be outspoken. Before coming to Unity, she divorced her husband, who is currently serving time for wife-beating. She works at the Commune craft store during the day.

STR	11	Init. Factor	9
AGL	8	Defense	-2
DEX	11	Bonus to Hit	+2
END	10	Damage Bonus:	
INT	15	Projectile	+1
WIL	10	Hand-Held	0
PSI	0	Shock Resist	50%
		Hit Points	21

Combat Skills: Unarmed Combat 35.

Name: Carlotta S. Danzana

Type: Major-Discipline Psionic

Description: A very attractive woman of about twenty-three with luxuriant black hair and dark eyes. Carlotta works with the animals at the Commune, and they are very fond of her. If she is in a combat situation, she will call upon her three dogs (doberman/shepherd mix) to defend her.

STR	12	Init. Factor	13
AGL	13	Defense	-7
DEX	16	Bonus to Hit	+10
END	13	Damage Bonus:	
INT	17	Projectile	+3
WIL	13	Hand Held	+1
PSI	16	Shock Resist	60%
Power	35	Hit Points	29

Combat Skills: Unarmed Combat 45.

Notes: The party will see Carlotta on the first day they are in Unity. She will be returning to the barn from one of the outlying fields on horseback — and she uses neither bridle, reins, nor saddle. She will be followed by the three dogs. The dogs ARE attack trained, each has 15+ 1d3 hit points, and a bite will do 2d6 points of damage.

Psionics: Major Discipline Animalist.

The Divine Hammer

Name: Deacon Simon Hanson

Type: Major-Discipline Psionic

Description: Brother Simon, as he prefers to be called, is a handsome man in his early thirties with curly black hair and dark eyes. He is outwardly polite and friendly; underneath he is cruel and cunning. Simon is a totally selfish and power-hungry man. Before latching onto Joy Coleman and the Perfect Oneness, Simon was involved in the criminal underworld and associated with several terrorist groups. None of these suited him as he could not control them. He will let nothing interfere with his current 'rise to power' dreams.



STR	15	Init. Factor	16
AGL	13	Defense	-4
DEX	12	Bonus to Hit	+2
END	14	Damage Bonus:	
INT	16	Projectile	+1
WIL	18	Hand Held	+1
PSI	12	Shock Resist	70%
Power	87	Hit Points	37

Psionics: Major Discipline Telepath

Combat Skills: Needle Pistol 60; .38 Revolver 70; Assault Rifle 50; Shotgun 60; Unarmed Combat 55.

Weapons: Carries concealed 2mm needle pistol on person at all times. See Area 20 for information on the Divine Hammer's secret cache of weapons.

Name: Deacon James Chan

Type: Major-Discipline Psionic

Description: James Chan is a small man in his late twenties, with dark hair and eyes. He is quiet and withdrawn. His softspoken manner conceals one of the most calculating criminal minds in the Commonwealth. Before joining with Simon, he was very active in the drug trade. He allows Simon to take the lead and is content to work behind the scenes. He is more flexible than Simon and would rather flee than fight, if cornered.



STR	11	Init. Factor	13
AGL	12	Defense	-5
DEX	13	Bonus to Hit	+7
END	15	Damage Bonus:	
INT	17	Projectile	+2
WIL	13	Hand Held	0
PSI	16	Shock Resist	60%
Power	94	Hit Points	30

Psionics: Major Discipline Empath

Combat Skills: Knife Fighting 75; Shock Pistol 55; Shotgun 70; Assault rifle 60; Unarmed Combat 85.

Weapons: Carries a knife in his boot top, and a Shock Pistol with four rounds in a holster in the small of his back.

Name: Sybil Chan

Type: Minor-Discipline Psionic

Description: James' wife Sybil is an attractive woman in her mid-twenties with red-brown hair and blue eyes. She is warm and outgoing. Sybil's skill with economics and finance have been responsible for the cult's growth and wealth. Through clever manipulation of the laws (and some barely legal deceptions), she has created a financial empire. From the first, she has been skimming from the cult's income to fill her own and her companion's overseas accounts. Sybil will fight only if forced.



STR	10	Init. Factor	14
AGL	12	Defense	-2
DEX	14	Bonus to Hit	+4
END	13	Damage Bonus:	
INT	16	Projectile	+2
WIL	15	Hand Held	0
PSI	13	Shock Resist	60%
Power	59	Hit Points	29

Psionics: Minor Discipline: Lightning Calculator.

Combat Skills: .22 Pistol 70; Unarmed Combat 65.

Weapons: .22 Derringer concealed on person, one spare clip in purse.

Name: Elder Brother Harvey Wallace

Type: Norm

Description: Brother Harvey is a tall man in his late twenties with close-cropped blonde hair and dark eyes. He is jumpy and easily angered. Harvey runs the Unity garage and utility area. He travels extensively with Simon. He will usually be present when a shipment of arms arrives at the Commune. Harvey is a psychotic killer and enjoys inflicting pain. Before coming to Unity, he was a mental patient for several years.

STR	15	Init. Factor	9
AGL	10	Defense	0
DEX	12	Bonus to Hit	0
END	15	Damage Bonus:	
INT	9	Projectile	0
WIL	8	Hand Held	1
PSI	0	Shock Resist	50%
		Hit Points	31

Combat Skills: Unarmed Combat 90; Pistol — .38 Special 60; 2mm needler 65; 45 revolver 40; Shock pistol 50; Mag-Jet Auto Pistol 85; Rifle — .22 carbine 50; Assault rifle 70; Shotgun 65; Knife Fighting 75.

Weapons: Usually carries concealed Mag-Jet Automatic pistol with three clips when possible, otherwise carries a small 2mm needler. Knife in belt sheathe. Small case in a pocket contains two surgical scalpels.

Name: Sister Annie Summers

Type: Norm

Description: Sister Annie is a tall girl in her late teens with blonde hair and blue eyes. She is brassy and extroverted. Before coming to Unity she was active in the street culture in several major cities. She fancies herself to be 'Simon's woman' within the Divine Hammer. If given the chance, Annie will prove the old adage about the 'female being more deadly than the male'.

STR	9	Init. Factor	11
AGL	12	Defense	-1
DEX	14	Bonus to Hit	+3
END	12	Damage Bonus:	
INT	13	Projectile	+1
WIL	9	Hand Held	+1
PSI	0	Shock Resist	50%
		Hit Points	25

Combat Skills: Unarmed Combat 90; Knife Fighting 50.

Weapons: Stiletto concealed on person.

Name: Elder Brother Lawrence (Larry) Goldstone

Type: Marginal Psionic

Description: Brother Larry is a large man in his late thirties with long brown hair and green eyes. He is quiet and mannerly. Larry is in charge of Unity's agricultural projects and truly enjoys working with plants. Before coming to the commune, he lived in various Psi communities and had connections with underground psionic terrorist movements.



STR	19	Init. Factor	12
AGL	13	Defense	-1
DEX	14	Bonus to Hit	+2
END	17	Damage Bonus:	
INT	12	Projectile	+1
WIL	9	Head Held	+2
PSI	12	Shock Resist	60%
Power	31	Hit Points	31

Psionics: Marginal Psi — He may increase his STR rating by 1d10 points for 2d10 minutes. It cost 10 power points per use.

Combat Skills: Unarmed Combat 85; Knife 70; Cudgel 70.

Weapons: Usually carries none, but in a fight he prefers hand-to-hand weapons, and may pick up a dropped rifle only to swing it as a club.

Name: Brother T.J. Thomas

Type: Minor-Discipline Psionic

Description: Brother T.J. is an athletic young man in his early twenties with long dirty-brown hair and hazel eyes. He wears glasses. T.J. is a withdrawn, silent individual who works in the Unity woodshop. Before coming to Unity, he was active in an inner-city street gang, and kept his Psi abilities hidden.

STR	12	Init. Factor	13
AGL	18	Defense	-11
DEX	14	Bonus to Hit	+3
END	11	Damage Bonus:	
INT	12	Projectile	+1
WIL	8	Hand Held	+2
PSI	16	Shock Resist	50%
Power	32	Hit Points	21

Psionics: Minor Discipline: Ghost

Combat Skills: Unarmed Combat 90; Knife Fighting 70; Tire Chain 40.

Weapons: Carries a switchblade concealed on person.

Name: Brother Johnny Blake

Type: Norm

Description: Brother Johnny is a short man in his mid twenties with black hair and dark eyes. He is smooth and outgoing. Before coming to Unity, Johnny was constantly in trouble with authority. After only eight months he was kicked out of the Army. Shortly thereafter he served a short jail term for 'contempt of court'. Johnny was one of the first earliest members of the Divine Hammer.



STR 12	Init. Factor	10
AGL 10	Defense	-1
DEX 10	Bonus to Hit	+1
END 16	Damage Bonus:	
INT 14	Projectile	0
WIL 10	Hand Held	0
PSI 0	Shock Resist	60%
	Hit Points	29

Combat Skills: Shotgun 60; Knife Fighting 50; Assault Rifle 60.

Weapons: Concealed knife on person, sawed-off shotgun under seat of van.

Name: Wayne Douglas

Type: Norm

Description: Wayne Douglas is a heavy-set man in his early forties with greying hair and blue eyes. He owns the farm next to Unity. He has been brought into the Divine Hammer and believes himself to be a 'partner' of Simon's. The Hammer has used his farm on several occasions to practice with their new weapons. Wayne has not been brainwashed as thoroughly as the other members of the sub-cult and, as such, is a potential liability to Simon. If Wayne Douglas comes under outside pressure or investigation, he will meet an untimely accident.

STR 14	Init. Factor	11
AGL 12	Defense	-1
DEX 14	Bonus to Hit	+3
END 12	Damage Bonus:	
INT 13	Projectile	+1
WIL 9	Hand Held	+1
PSI 0	Shock Resist	50%
	Hit Points	25

Combat Skills: Unarmed Combat 40; Hunting Rifle 50; Shotgun 70.

Weapons: Shotgun, double barrel, loaded with bird shot, and a deer rifle in a rack across the back window of his pick-up truck.

Note to the G.M.: All Unity members of the Divine Hammer (except Wayne Douglas) are skilled with Assault Rifle at 50, and Shotgun at 60. If given time to arm or on a planned mission, they will have these weapons.

