

ETHULHU ARCH

Vade Mecum
The EthulhuTech Companion





CthulhuTech

Vade Mecum

The CthulhuTech Companion

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This book uses the supernatural for settings, characters, and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only.

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This book is intended for mature readers. It contains dark and disturbing content and images. Reader discretion is advised.



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Jada was barely in the car before Sara gunned it. A beautiful Chinese woman with platinum blonde hair, she looked over and smirked. "Took you long enough. Your hair perfect?"

"Always." The Nazzadi took a sip of his peppered latte. "Hit me."

"A tip came in about an hour ago. Turncoat with evidence. Bobby and Delia Farrah are moving something big tonight."

"What is it?"

"We don't know. We don't know who they're selling it to either."

Jada savored another sip of his distinctly Nazzadi drink. "Tell me we have a full response unit on-line for this."

"Yup."

"Where are we going?"

Sara took the next corner like only a government agent could. "Rain."



. . .

A few minutes later and they were in a trendy part of downtown Chicago. A brilliant crescent moon hung in the fake arcology sky, while an equally fake cool breeze blew through the clear night. And there it was. The urban design and understated logo of a hip new restaurant, complete with plenty of pretty people waiting on the patio for a table that probably wasn't coming. Rain.

Jada took it in. "The reviews said this place is top shelf. Good wine selection. They recommended the salmon. We should check it out."

"Baby, who are you kidding? We both know you don't leave the house." A joke, but there was a hint of bitterness in her voice. Between his focus and the crazy way that Sara pulled into an alley, it passed right by Jada.

. . .

It really is a sight to walk into an average urban family's house, complete with Wednesday night sitcoms on

the TV and half-eaten dinner on the table, to see a squad of burly steel-faced Office of Internal Security marines setting up a temporary command center. The living room furniture had all been pushed to the side to make way for monitors, computers, and communications equipment. The conservative middle-class family that actually lived there had been corraled in the kitchen. The thirty-something parents looked a little nervous and upset, but had that look of resignation that they all got in situations like this. The kid sat playing a video game, not the slightest bit bothered.

And at the helm, barking orders, stood a rugged marine, just a little over-muscled, with a touch of gray at his temples. Dane Barris, the alpha dog who kept these madmen in line. Jada approached. "Alright Dane, what do we got?"

"We got a deal going down in fifteen minutes. I've got two squads front and rear, snipers in position, and two Crusaders standing by."

Jada smiled. "It's nice to know we're serious."

"And there's donuts in the kitchen for you softies."

Sara faked a laugh. "The comedy routine's coming along, Barris, but don't quit your day job."

Two suits of full combat armor waiting for them, Jada and Sara stripped out of their clothes. Several of the marines in the room dallied just a little, because the pretty Chinese woman wasn't in the habit of wearing underwear. The Nazzadi scanned over the surveillance monitors.

"Damn, they're already in there. Deal's starting."

Dane's eyes narrowed the way they did when he knew someone was going to die. "Better clear the restaurant."

. . .

Inside, Rain was a cascade of glass tables, lush plants and flowers, and waterfalls. The overall effect would have been calming if the restaurant wasn't filled with black-suited OIS agents ushering the staff and customers out the door and armored marines filing in from the kitchen. The civilians exited quickly, but with a quiet grace that spoke to the frequency with which things like this happened.

First Sergeant Amy Lawson waved the marines into position. Young the way so many NCO's were these days, the pixyish blonde buzzed her radio. "We're in."

. . .

Ms. Sakimoto could be called nothing less than striking. Of Japanese heritage, she wore her waist-length hair pulled back and held in place with ornate sticks. She sat with a grace that barely ruffled her expensive black suit. A short skirt barely covered her long, thick, muscular legs, as she crossed her legs and kicked gently

out with one of her designer shoes. She toyed with the butterfly pendant on her jacket's zipper, the symbol of her powerful employer, as she carefully looked through a stack of photos.

"I like what I see," said Sakimoto, with a smile. A smile that was wide, malicious, and predatory.

Across the large glass private dining table sat Delia Farrah, looking new money in her too-tight white button-up. Delia might have been pretty in a former life, but bad fashion sense, way too much make-up, and years of hard living left her a desirable candidate only when the soldier's came back on leave. As the old saying went, you can take the girl out of the trailer park, but you can't take the trailer park out of the girl.

Delia returned Sakimoto's smile, but hers only came off as insincere. "I hope so. We've gone through a lot of trouble to set this up for you."

Bobby Farrah moved to his sister's side in support. Delia's older brother shared her social short-comings, right down a particularly poor choice in what could loosely be called an attempt to match patterns in his outfit. He looked like a dock-worker trying to play banker.

Fortunately Bobby's looks didn't matter to his hired muscle. Moving with him were two Nazzadi, one male, one female, both heavily scarred and tattooed. They looked tough as nails, but one could only suspect that they lacked the same social graces as their employers.

"Yes, a lot of trouble," added Bobby as he joined the smiling game and assessed Ms. Sakimoto's business partners. Mr. Holland looked like a hungry young executive, with the slicked back hair and fancy watch to match. Ms. Liky was practically a female jet black-skinned clone of Holland. In the back, a small pale man fidgeted, his gaze constantly jumping from one thing to the next like he had a severe case of ADD. He'd been introduced as Mr. Gershwin.

Sakimoto reached under the table. "I think you'll find that your troubles are well-compensated." She brought up a metal briefcase. Bobby waved down his muscle, who already had their hands on their guns. Ms. Sakimoto gently placed the case on the table and slid it over to Delia, who wasted no time opening it. Stacks of hard Terranotes filled the case.

"Call it an early first payment."

Bobby's eyes lit up. "I can respect that."

Suddenly, Gershwin's attention flashed over to the door and locked there. The strange man cocked his head and walked deliberately over. He put his ear to the door and listened carefully for a moment before quietly opening it.

Delia couldn't help but look confused. "Where's he going?"

Mr. Holland and Ms. Liky deftly pulled 10 mm pistols out from inside their tailored jackets, focused on Gershwin. The Farrahs' muscle, not to be outdone, rapidly respond in kind. Bobby stepped between them, trying to wave everyone down. "Hey, there's no trouble here."

. . .

Gershwin slid carefully into the hallway, his frenetic attention soaking in every detail. He crept to the end of the hall, his head cocked like an animal listening for something no one else could hear.

Not more than fifteen feet away, a squad of marines silently waited in position, around the corner and out of sight. Gershwin reach the end of the hall and in one swift motion poked his head around, looked around once, and turned back to run back down the hall. But Sergeant Lawson had caught him in the act. "We've been made! Let's move!"

The marines sprang into action, following Gershwin, assault rifles at the ready.

. . .

Back in the temporary command center, Barris planted himself in front of the monitors. "Everybody be careful. We don't know what they've got in there. Crusaders, warm up."

Sara grabbed her helmet off the coffee table. "Let's go."

Jada followed suit and they were on their way, with one brief stop to grab a couple assault rifles out of the weapons locker. Looked like they were going to need them.

. . .

Gershwin slipped back into the room as quietly as he'd left it. As he turned from the door, something alien crept into his face. The first hints of segments grew in his eyes and sharp protrusions slid out from inside his cheeks.

His voice a buzzing hiss, he spoke, "They're here."

Bobby was still too busy trying to defuse the tension in the room to notice what was happening to Gershwin. "Who's here?"

Ms. Sakimoto stood up. She knew. "You've led the Office of Internal Security to us."

Delia's composure went straight to hell. "OIS? No. They're here?!"

His sister's hysteria finally broke Bobby's concentration and he couldn't help but notice Gershwin's transformation. His eyes grew wide and he involuntarily recoiled a step. "What the eff is wrong with his face?"

Vicious talons sprouted from the tips of Sakimoto's now powerful, black, and slightly webbed fingers. "I'm afraid our relationship is terminated." In one smooth motion, she lashed out and tore open Delia's throat, nearly decapitating her. The woman slumped to the floor in a crimson spray. Without missing a beat, Holland and Liky took aim and shot the Farrahs' bodyguards in the face.

Sakimoto smiled her special smile at Bobby as she slowly and deliciously licked the gore of Delia's throat off her claws. Bobby backpedaled as best he could, slamming into a wall only feet behind him. "Oh my god..."

Holland and Liky put their guns away, moving towards Bobby Farrah, the first hints of something unnatural in their faces. Their eyes went black and seemed to grow in their sockets, while their teeth grew into a solid, serrated edge, their arms grew longer, and they moved as if their bones were flexible.

Bobby's last act of defiance was to soil himself.

...

The marines took position outside the private room. One of the fresh recruits shakily whispered, "We're in position."

Muffled screams and the sound of snapping bones came through the door and the new guy was no longer alone in his shaking.

...

Muffled sounds came through Dane's speakers. The way he would put it later is that it sounded like things that should not be speak-

ing were. "What the hell is that?" he asked over the comm.

The door in front of the first squad disintegrated in a cloud of splinters and dust. Gunfire erupted from the speakers, shortly followed by screams as freakish shadows cut down the marines. Inhuman buzzes and growls added to the din. Dane couldn't make out anything distinct. The feed from the marines' helmets nauseatingly spun this way and that. "SitRep! What's going on in there!"

One of the marines managed to get out a "What the eff are they?" and another a "Oatu is down! They're killing us!"

Dane watched as one after another the biomonitors in his soldiers' armor read flatlines. "Fall back!" he screamed into the mic. "Get everyone out of there! Crusaders, move!"

...

It had only been a minute at most. Yet Jada and Sara were greeted by a restaurant of dead men, or men too scared to come out of hiding. They carefully wove their way to the first squad's position, over the mutilated bodies. Jada was the first to voice what they'd both been thinking. "What happened..."

Sara shook her head. "There's no way this was the Farrah Cartel. No way."

Something humanoid blazed past them in their reverie. Jada was back in an instant and chasing after it. "Got a live one!"

Sara took her first step when something grabbed her leg. Immediately taking aim with her rifle, she looked down to find a badly savaged marine gurgling blood. "Help me."

"Oh my god, you're alive. Command, we need medical in here, stat!"

...

Jada chased through the kitchen after the Holland-shaped shadow. It was fast. Just like in the movies, it knocked pots and pans and racks over in its wake to slow the Nazzadi down.

Finally clambering over the obstacles, Jada burst through the door into the alley. It was poorly lit, the industrial bulbs creating a series of orange pools with long shadows in which to hide. In one of those pools was the sniper covering this door, face down in a pool

of his own blood. It looked like something threw him off his perch.

And into a very near orange pool calmly stepped Holland. Jada had his rifle trained on the man in a second. "OIS! Freeze!"

"Or what?"

But the deathblow was stayed by a smoky burst of crackling energy. The bolt grazed the thing and seared its forehead. It stopped in its tracks to find what dared harm it. Down the alley, shrouded in shadow, something humanoid but most definitely not Human clung halfway up a building like a bug. A deeply resonating inhuman voice echoed as it spoke.



"Get down now or I will shoot you!"

Holland slowly shook his head as his eyes stained black. "I don't think so." His voice had the smacking sounds of something wet and slimy as his teeth fused together and a sharp beak-thing emerged out of his mouth. His hair and clothes were subsumed into slick gray flesh, while his legs split apart into a mass of tentacles. What were Holland's fingers became one as his arms stretched into even more tentacles and his head distended and his black eyes grew.

It was the most disturbing thing Jada had ever seen. He didn't even have a chance to get a shot off before the thing's tentacles pulled the assault rifle out of his hands. It shrieked as its tentacles lashed out to envelop him. The Nazzadi faced his death.

"I've been looking for you."

. . .

The restaurant shook as two ten-foot tall metal men burst through the wall, enormous machineguns at the ready. Dust billowed out over the graveyard scene. Through the cloud came the medics, quickly spreading out to separate the fixable from the too far gone.

One of the Crusaders approached Sara, as she held the hand of a bloodied and hyperventilating soldier. "Agent Xiao, where are they?"

Tears in her eyes, Sara pointed. "Through the kitchen!"

The Crusader turned. "Back out! Up and over. Go!"

The powered armor suits sprinted back through the ruined wall. Grappling lines shot out of their shoulders and with one jump they were gone.

. . .

Behind the surveillance monitors, Dane tried to make out what he was seeing through Jada's helmet cam.

The heavy support reported in through the speakers. "Lieutenant, we're on our way."

"Copy. Jada, forget it. Get out! Now!"

. . .

Jada's radio squawked in his ear for just a moment, before the tentacled monstrosity in front of him smashed his head into the wall. The camera popped and the speaker went dead inside his helmet as his legs gave out and the world dimmed.

The thing in the shadows was on Holland before Jada hit the ground. Head swimming, the scene played out before the Nazzadi like a dream. Tentacles lashed out in every direction. Sharp bone-like blades popped out of the dark phantom's hands and sliced deep into Holland.

The monster that was Holland shrieked, recklessly moving in to envelop and overwhelm his enemy. The other strategically blocked with an alien agility, keeping his egress open. Each landed blows in the flurry, but both mended with an inhuman speed. The gashes closed almost instantly.

The moment the dark phantom had been vying for finally came. The Holland-thing thought it had gotten purchase on the others' arm, wrapping its slimy tentacles around it, carelessly leaving its right side open. The dark phantom ducked through the flailing flesh ropes and drove its bony blade home. Holland shrieked in agony as its back split open, side to side. It released its grip on the other, and the dark phantom danced into fresh position.

In the midst of all this, Jada's body slowly began to respond, but not well. Shaky, he did his best to stand. Propping himself up against the wall, Jada unsteadily aimed his rifle and pulled the trigger. A wild spray of bullets tore through the air. The wounded Holland whipped around furiously, just in time to catch several high-powered rounds in the face. The tentacled carcass slumped to the ground in

a spray of scarlet chunks as the sound of the shots faded in echoes.

As quickly as he could, Jada trained the swaying assault rifle on the dark phantom. "Stop!"

The thing turned in the shadows, blades snapping back into its arms. "I saved your life."

The monstrous corpse slowly began to shift back into something that resembled a mostly headless Holland. Jada wanted to point, but didn't dare. "What the hell is that?!"

"Something that should not exist."

Jada shook his head to clear his vision again. "And what the hell are you?!"

The phantom took two steps backwards. "The only thing that can fight them."

"I want a straight answer!"

It crouched down, ready to spring. "There are none, Agent Jada. Just trust that we are necessary."

Jada fired a burst just as the thing leaped two stories straight up. It bounded back and forth between the buildings and was up, over, and away in a heartbeat. A moment later, a Crusader jumped over the alley. Its machinegun let loose a spray of death, but the pilot's continuing pursuit let Jada know his quarry was still alive.

Combat armor smeared with blood not her own, Sara rushed into the alley, rifle at the ready, just in time to see Jada slide down the wall onto the ground. "Jada!"

"I'll be okay. Concussion."

Sara dropped her rifle and squatted down next to Jada. She started to remove his helmet. "What happened?"

Helmet off, Jada took a deep breath of fresh air. Somehow he had it in him to snicker.

"You wouldn't believe me if I told you."

There are defining moments in a person's life and then there are defining moments in a person's life.

Little did Jada know how defining this moment would be.

chapter one

WELCOME

This is the Aeon War. And it's bigger than just one book. Welcome to *Vade Mecum: the CthulhuTech Companion*.

This book provides further detail on the *CthulhuTech* setting, new Character races and professions, optional rules for a host of things, complete rules for para-psychics and their powers, more magical rituals, more mecha, more monsters, more Taggers, and more kinds of stories for you to consider. It is, in every way, a companion to everything explored in the *Core Book*.

This chapter will give you a road map to this major setting and rules expansion, teach you terms, the physical structure of the text, and reveal to you a few of our inspirations. Good luck and enjoy.

TERMS

Like the *Core Book*, the material presented in this book uses new terms with which you may not be familiar. Just to make things clearer as you move on, we'll detail a few of those here. Each of these terms, and others, are fully explained in the text.

GAME TERMS

Cascades: A way to employ multiple actions with less penalty, Cascades represent martial styles that utilize combinations and special moves.

SETTING TERMS

Arcane Underground, the: A term used to describe the black market that trades in illegal rituals, tomes, and other items of a mystical nature. An especially dangerous world in which to walk.

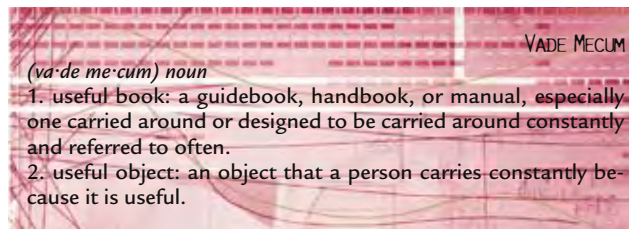
Ashcroft Advisor: Specialists from the Ashcroft Foundation that advise at nearly every level of the New Earth Government. Un beholden to voter whim, Ashcroft Advisors are believed by many to be the power behind the throne.

Ashcroft Clinic, the: A part of the influential Ashcroft Foundation, the Ashcroft Clinic is a leader in the field of mental health. Their highly trained doctors travel around the world to both counsel and to educate others on the latest psychological and psychiatric treatment techniques.

Dream Magic: A kind of magic that allows a sorcerer to see into and manipulate the dreams of himself or another. Some dream magic is beneficial, but much deals with the ability to directly manipulate the mind of another when it is at its most open and helpless.

Federal Security Bureau (FSB): The government agency charged with policing crimes of a federal nature. The FSB deals with everything from organized crime to violent crime to critical incident response. They are perhaps best known for their Sectarian Crimes Division – cult-busters.

Global Intelligence Agency (GIA): The agency created to gather, analyze, and disseminate information for military and government use. They maintain vast networks of scouts, spies, and technological tools to help keep the New Earth Government



afloat in the Aeon War. They are also the ones who must deal with those covert operations of which the government would rather deny knowledge.

Office of Internal Security (OIS): The government agency charged with policing crimes of a mystical nature. The OIS keeps track of sorcerers, *para-psychics*, and the magical black market (also known as the *arcane underground*). The agency is given broad sweeping power to enforce the New Earth Government's draconian laws regulating mystical power.

Para-psychic: Someone who intuitively commands the power of the cosmos in certain defined ways, known as *para-psychic powers*. Latent para-psychics are those who have little power over which they hold no conscious control. Erupted para-psychics are those who have fully manifested their abilities and maintain full conscious control over them. Para-psychics are expected to register with the government and must wear visible identification if their powers are classified as either Invasive or Manipulative.

Para-psychic Powers: The intuitive cosmic abilities manifested by an erupted para-psychic. There are four primary categories of powers, including Environmental (manipulation of energies), Manipulative (manipulation of others), Sensory (extra-sensory abilities), and Somatic (manipulation of body).

Xenomix: An offspring born of a union between a Human and a Nazzadi that displays mixed traits of both species. They are more readily accepted by Humans; Nazzadi are only truly accepting if the child is raised in their ways.

Xenomix, White: An offspring born of a union between a Human and a Nazzadi that displays unusual physical traits and abilities. Not albino, Whites are born snow white from head to toe. They are best described as otherworldly and are natural born para-psychics. Rare, Whites have difficulty being accepted.

Zone, the: An area of shifting dimensions in the Nevada desert that wiped out what once was Las Vegas. Nothing that goes in comes back out, but creatures sometimes find their way out. The mysterious energies of the Zone have led to the birth of *Zoners*. The Zone is a creation of a failed government experiment.

Zoner: A mortal who has been affected by the energies of the Nevada Zone. Fully erupted *para-psychics*, Zoners wield greater than normal power but at the cost of their sanity.

THE BOOK

This book is divided into a series of chapters, each addressing an expansion to the setting or new or optional game rules. Here's a breakdown of those chapters, both to give you an idea of what's ahead and to help you find something specific if you're inter-

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So if you're one of the people who has downloaded this book illegally off the internet, let's talk. We want to stay in business. We don't get to stay in business if you don't buy our products but you use them anyway. In more personal terms, if you like *CthulhuTech*, please go out and buy the books, because if you don't we go out of business or we kill the line because sales suck and boom – no more *CthulhuTech*. You lose, we lose, everybody loses. Everybody loves something for nothing, but this sort of thing comes with a price whether it's money or not.

ested. Interspersed between these chapters are short pieces of fiction to help you get a better feeling for what the CthulhuTech setting is like.

Chapter One: Welcome is what you are reading right now. It's meant to help ease you into the vision for this setting expansion and give you a reference for what this book contains.

Chapter Two: Less Then, More Now introduces new facets of the setting. It gives you a look into Human/Nazzadi offspring, para-psychics, government agencies, and the arcane underground, introducing new players in the Aeon War.

Chapter Three: Alternative Egos presents new options to incorporate into your Characters, as well as new and exciting Character types, including xenomixes, para-psychics, and Ashcroft Foundation advisors.

Chapter Four: Further Framework introduces new optional game rules that can enhance your gameplay, including healing complications, hit locations, and fighting style cascades.

Chapter Five: Explorers of the Mind discusses the underlying framework of para-psychic abilities and presents the rules for para-psychic powers.

Chapter Six: Blasphemous Dreams presents new rituals for all kinds of magic and introduces new dream magic.

Chapter Seven: More Machines of War lists an expanded number of new mecha used in the Aeon War, as well as presenting four new Taggers.

Chapter Eight: Further Unspeakableness deals with more in-human creatures both big and small, and introduces rules for portraying corpse-eating Ghouls as Characters.

Chapter Nine: New Paths is for Storyguides and presents new styles of story and play, as well as optional rules for using cards instead of dice, more cinematic and story-based combat, and new Supporting Characters.

Chapter Ten: Slaves and the Lost includes two fully-detailed, ready to play stories for law-enforcement and intelligence-based Characters, as well as a handful of story ideas to be fleshed out by individual Storyguides.

Chapter Eleven: Appendices include the index and a Character Record sheet for para-psychics.

SOURCE MATERIAL & INFLUENCES

BOOKS

Parapsychology: The Controversial Science, by Richard S. Broughton, Ph. D. A great introduction to what are termed psychic phenomena, Dr. Broughton gives an accurate account of the current state of parapsychology.

ANIME

Akira led the way for the growing popularity of anime in the west during the early 1990's. Set in Neo-Tokyo in the not-too-distant future, it is a story about social unrest and government psychic experimentation. The para-psychic framework presented in the book was influenced by the fantastical psychic powers displayed in *Akira*.



chapter two

less then, more now

The setting of *CthulhuTech* is expansive. It is a big dark world and the *Core Book* only gave you the basics. But now you're ready for more, for new roads to walk down, for new ways to enrich your story.

What you see here are additional important facets of the setting that we couldn't fit into the *Core Book*. You'll walk with Ashcroft Foundation advisors, non-elected officials who seem to advise at every level of government. You'll discover Xenomixes, the offspring of Human/Nazzadi unions, who walk an unusual road in life. You'll encounter para-psychics, who intuitively command the forces of the universe. You'll dance in the never-ending intelligence game with the Global Intelligence Agency, and discover things to which the New Earth Government doesn't want to admit. You'll delve into the world of federal law enforcement. The Office of Internal Security polices crimes of a mystical and supernatural nature – the first line of defense against those who would abuse the occult power now available to the world. The Federal Security Bureau keeps citizens safe in their neighborhoods, supporting local law enforcement and working to root out organized crime and the constant threat of cult influence. And you'll walk through the thing that scares them both, the dark world of the arcane underground.

Read on, and enjoy.

ASHCROFT CLINICS & ADVISORS

The Ashcroft Foundation's mission statement is "The betterment of all people through the application of knowledge." Though the world knows them mostly as the leading developer of arcano-technology and the creator of the revolutionary D-engine, those things are hardly their only, or greatest, impact.

When the D-engine was created, the promise of unlimited energy profoundly changed lifestyles, economies, and politics. The world was changing fast and structures that had been in place for generations were rapidly disappearing. And into this void rose the Ashcroft Foundation.

The two most immediate problems the New United Nations faced were infrastructure and overall impact. They needed to rebuild the way power was created and distributed across the whole world, for D-engine power was cheap, plentiful, and infinitely renewable with no environmental impact. The Ashcroft Foundation was the sole provider of this equipment and these services as patent holder of this new technology. There was really no way the NUN was going to be able to pay for everything, unless they undermined both law and free enterprise, so they needed to strike a deal. Add to this the anxiety of those in power, who saw danger in the coming changes. They could only guess the effects that the re-tooling of the world's energy infrastructure was going to have on economy, politics, and society. There was really only one organization that could help them understand.

The deal was proposed. The Ashcroft Foundation would retool the world's power distribution infrastructure (and telecommunications while they were at it) for a reduced cost, but would be contracted long-term to help the powers that be understand the effects of the myriad changes the world was and would continue to undergo as well as help guide society through them. The Foundation agreed and the first generation of Ashcroft Advisors went out into every level of the government and the military.

While the intention of the New United Nations was only to involve the Ashcroft Foundation during the period of change, things were not to go as planned. As threats began to compile through two Arcanotech Wars and into the Strange Aeon, the need for Ashcroft Foundation involvement continued to grow

and Advisors became more and more firmly embedded into the political landscape on a "non-official" level.

The agreement created by the New United Nations carried over into the formation of the New Earth Government and nowadays Ashcroft Advisors are an accepted part of the system. They are the best of the best in their fields and are rigorously trained and educated by the Foundation. They advise on nearly all levels of government and the military and that's all they are allowed to do. But what most people don't realize is the power they truly command. An Ashcroft Advisor is not an elected official and does not need to leave their position when a new politician is elected. Many of the newly elected rely on their advisors to get them up to speed. Furthermore, the political deals the many advisors make through the years make them as influential as the politicians themselves. While they do not have the ability to execute any of their own counsel, many know how to apply pressure to find someone who will. They are, in many ways, the power behind the throne. If citizens of the New Earth Government truly understood the power that the Ashcroft Advisory body wields, they would demand to have a say in who was placed where. As it stands, most people regard Ashcroft Advisors as either a good thing or with ambivalence, even though conspiracy theories abound on the internet.

Considering the fate of Teresa Ashcroft, it's no surprise that the Foundation would find their way into mental health. The Ashcroft Clinic is a world leader in psychological screening, therapeutic techniques, psychopharmacology, and in-patient care facilities. While the New Earth Government maintains its own force of public health therapists, Ashcroft Clinic psychologists and psychiatrists are the cream of the crop. They are routinely brought in to assess public health centers, to conduct training in new techniques, provide continuing education classes, and to deal with the toughest of cases. The government employs many Ashcroft Clinic professionals to provide counseling for government agents and military personnel.

The toughest cases, the criminally insane, those whose minds have snapped through exposure to the horror of the world, and the truly lost all are turned over to the Ashcroft Clinic's in-pa-

tient facilities. These facilities are high security complexes housing floor after floor filled with madmen. It is here that the Clinic tests radical techniques, experiments to find new ones, or tests new drugs. They do their best to bring these unfortunate souls back from the brink of oblivion, and in some cases they see success. But the world is a dark place and some are forever gone and it is the Clinic's job to see that they live out the rest of their lives in as much comfort as possible.

Another division of the Foundation is Ashcroft Education, a new and growing part of their work, dedicated to the transformation of life. Drawn from methodologies akin to controversial programs from the past, Ashcroft Education offers what they call courses in personal effectiveness. Their programs offer an experience drawn from Zen, philosophy, and psychology that is designed to get people out of their own way. The tools they provide give people the ability to live powerfully and without needless suffering. However, it is not for the faint of heart. These programs take people out of their comfort zones to get them profoundly related to reality – and for many people, this experience is difficult. The defense mechanisms they've set up their whole life resist the idea that they can be truly happy and in control of their life if they only let go of being right, trying not to look bad, and the conclusions they've drawn about "what they know life to be" and strike out boldly. There are those who consider the whole idea preposterous and assert that the education is nothing but a government sponsored cult. But the education works, hence its continuing existence.

Ashcroft Education offers two main curricula. The first is called the Life & Community Curriculum, which focuses on getting people out of their own way in life. An important component

to this curriculum is community service and most participants and graduates of these programs go out to create events, benefits, companies, and non-profit organizations to impact their world. The second group of courses is called the Connection Curriculum, which focuses on the way people communicate or don't communicate. It breaks down how people hear and color relationships and communication on a subconscious level and creates new ways for people to connect without all their emotional baggage intruding. Participants are able to create deeper and richer relationships with loved ones, business associates, and even strangers.

In general, the people who participate in the education suffer fewer barriers to success and happiness, are more honest and authentic in all areas of life, live at a higher level of accountability, are more even keel, are capable of seeing, admitting to, and overcoming shortcomings, are aware of and responsible for the impact they have on the world and others, are more respectful of others and capable of connecting with anyone, even strangers, are free from the baggage of the past, and are more at ease with uncertainty and the chaos of modern life. Even in the face of such results, most people are still suspicious of these programs.

RUMORS ABOUT ASHCROFT CLINICS & ADVISORS

- Politicians have just become puppets for the Ashcroft Foundation.
- Participating in Ashcroft Education's Life & Community Curriculum can force a psychotic break.
- The Ashcroft Clinic is actually beating Aeon War Syndrome. It's only a matter of time before soldiers everywhere get to experience relief in their everyday duties.





XENOMIXES

The time after the First Arcanotech War was tumultuous. The New Earth Government had much devastation to rebuild and the Human race had many wounds to heal. And added into that uncertain time were the Nazzadi, a displaced and manufactured people. It was difficult for many Humans to accept these “aliens” into their world, especially after they were responsible for so much death. Others understood that the Nazzadi were unwitting pawns who’d turned on their masters and their brethren when they learned the truth. Humans and Nazzadi began to mingle together, slowly but surely. It wasn’t long before the adventurous on both sides crossed the final barriers dividing them – love and sex.

The Nazzadi are, on a basic biological level, us. It’s no surprise that some Humans are attracted to Nazzadi and vice versa. It’s really no different from any other cross-cultural pairing in history. Admittedly, the looks of the Nazzadi are little more exotic than most, but the right parts are in the right places and the two anatomies naturally work together. It wasn’t long after those experimenting with the two anatomies got pregnant. It turns out our DNA was as compatible as scientists had theorized.

In the past, when two human beings of different heritage had offspring, their children were known as “mixed.” The offspring of a Human parent and a Nazzadi parent called for a whole new term. Thus, the scientific community embraced “xenomix,” an offspring with “alien” heritage. Of course, more derisive terms exist as well. Some simply call them halfbreeds, while the derogatory starchild is more common.

Xenomixes physically appear to be a hybrid of the Nazzadi parent’s predominately Caucasian or Anglo features with the Human parent’s racial heritage. Their coloring, however, is unique but not unexpected. A xenomix’s skin is silvery gray in color and their hair is black. Skin that would be naturally be darker, such as lips, under the fingernails, or nipples, are charcoal gray. Their eye color is a strange mix of the Nazzadi red and Human colors, ranging into the violets, ambers, and natural grays. There’s something exotically beautiful about xenomixes, as if the two species’ melding simply produced a more alluring individual than is common. Their abilities the same predictable mix as their appearance; xenomixes are either as agile as their Nazzadi parent or as hardy as their Human parent. They lose their black-skinned parent’s ability to see in the dark, but still see better than most Humans in dim lighting.

There is something unusual about the genetic inheritance of xenomixes. Normally, when two individuals of different heritage breed, it simply dilutes the two heritages throughout the generations. However, the genetic structure of a xenomix seems to be both stable and dominant. There are no quarter-Nazzadi or tenth-Nazzadi. Once a xenomix has entered the lineage, all future children will be xenomixes. Unless a line attempts to consistently breed in one specific direction to get back to pure Human or Nazzadi over generations, some of the physical characteristics may change slightly, but they will fundamentally stay xenomixes. Because of this genetic trait, xenomixes are a growing population – something that scares the hell out of those who place intrinsic value on racial purity. It is a factor that is watched by the New Earth Government.

Modern day Humans are pretty accepting of xenomixes, the same way they are about interracial marriages in general. Human beings have been through a lot in the last century and “inter-species” mating isn’t the kind of thing to get most of them up in arms. However, the rural outlands are more conservative and in most cases xenophobic. Xenomixes will easily find themselves discriminated against in these communities and hostilities can and do erupt. It is best for xenomixes to stick to arcologies, where the more liberal attitude of the city dweller will welcome them.

Surprisingly, where xenomixes find most of their problems is in their dark-skinned parent’s community. The Nazzadi have faced a massive cultural identity crisis. While they fully endorse integration into Human culture, they seek a culture of their own. Until they are stable and assured of survival in the Aeon War, they believe that as a race they should breed true. Dalliances with Humans are fine. Dating and relation-

ships, with the accompanying sex, are not frowned upon. Having children with Humans is. Nazzadi are normally accepting, but not in this case. The only way a xenomixed child (called amlati in the Nazzadi tongue) is accepted into Nazzadi culture is if the parents raise the child as Nazzadi. The xenomix must be given a Nazzadi name, spend time with his Nazzadi family, be educated into Nazzadi history and ways, and basically dress and act like a Nazzadi. By doing so, it's rationalized, the xenomix child is embracing his Nazzadi heritage and helping carry on the fledgling Nazzadi culture.

However, the flip side of this is that Humans are more comfortable around Human-acting xenomixes than those drawn into their alien parent's ways. Many xenomixed couples agonize over how to raise their children. The most consequence comes from raising the xenomix as a Human, so open-minded parents usually choose to raise their child as a Nazzadi. But there are those Human halves of xenomix couples that feel that raising their child in a culture that's simply an experiment is foolish or even insulting. The price is that the child is most often rejected by half of his family and by many other Nazzadi throughout life. Some xenomixed teenagers go through their own identity crises and reverse their parent's choice as they grow older. Some feel like they are Nazzadi but raised Human, and vice versa, and they take steps to correct it regardless of their parents' wishes.

Xenomixes take on the culture and taboos of the culture in which they're raised. Those raised in Human culture walk, talk, and act Human, dressing in a typical Human fashion. Those raised in Nazzadi tradition walk, talk, and act Nazzadi, and consequently get white-work tattoos and have no nudity taboo and therefore dress provocatively. Some xenomixes, as they get older, start to blend the two together. On the Human side, it's no problem, but they'd best put on their best Nazzadi styles when they go home to visit their grandparents.

Every once in while, something very strange happens. A xenomixed child is not what other xenomixed children are. It is born entirely white. Not albino. Head to toe snow white. These children's skin and hair are white, and their eyes are white except for a gray ghosting where the edges of their irises would be. Their physical appearance alone is enough to make most parents afraid that something is wrong with their baby. While a normal xenomix is what scientists expected from such a union, they are at a complete lack to explain the existence of what have come to be known as Whites. Their natural abilities are as unusual as their appearance. There's something in their psyche that grounds them and they have a firmer grasp on themselves and the world around them. Consequently, they are difficult to frighten or shake. Also, all Whites are naturally born para-psychics, many from birth. This power sets them apart even further from those around them.

Their appearance and abilities are not the only things that make them appear otherworldly. Whites always seem one step removed. Eternally distant, they inherently have difficulty connecting with most people. They most enjoy the company of their own, but Whites are so rare that they often grow up without getting close to another of their kind. Fortunately, their natural psychological fortitude means that they can spend long stretches

with no other close company than themselves and a family pet and not suffer long-term social dysfunction. To live as a White is to live life as an outsider, but not necessarily caring.

Whites are rare enough that most people who don't live in a major arcology will never have even seen one in person. Most might see one every couple of weeks or every couple of days if lucky and most people don't know one personally. They are generally viewed with a certain amount of uneasiness and most people keep their distance. It's not that the average citizen of the New Earth Government is prejudiced, it's just that Whites seem so otherworldly that most don't feel like they can connect – and indeed they can't. In rural communities, they are viewed with fear and suspicion. While violence is rare – the Human resemblance is too much to bring most people to it – it has happened and innocent children have been harmed.

There are many parents who cannot deal with their White offspring. The unusual physical appearance, the para-psychic ability, and the overall otherworldliness of their child is too much. There are some cases where parents have snapped and murdered their infant or young child, and they are truly tragic. The more sensible option is to put the child up for adoption. About half of all White xenomixes are raised by foster parents. Fortunately, their naturally grounded nature and detachment prevent this from being an adverse factor in their overall development in most cases. Of those families that do keep their odd children, Whites (or sidoci in Nazzadi) are only accepted the way other xenomixed children are accepted – by being raised as a Nazzadi. Even then they are treated with distance, as not even the Nazzadi know what they are or what to do with them.

Forces in the Office of Internal Security keep tabs on White xenomixes. After all, they're born para-psychics. But there's something else to them as well and the New Earth Government wants to keep an eye on them until they know the score. This is another factor that often contributes to parental abandonment of these children – the fact that they are being watched from birth.

Xenomixes are new to the world. The first were conceived by those who'd had the most contact with the Nazzadi forces that had turned on their masters to fight the war with us – often military or government. These xenomixes were born the first year after the First Arcanotech War ended, in 2066. The oldest xenomixes in the New Earth Government are in their late teens. Whites didn't show up right away. The first of their kind was born the following year, in 2067. A recent census estimates the xenomix population to be about 5% of the whole, or about 200 million worldwide. Of those, about 30 million are adults. Whites are a much smaller percentage, estimated at about 1% of the xenomix population, or two million worldwide with about 300,000 adults.

RUMORS ABOUT XENOMIXES

- The Migou knew what they were doing when they sent the Nazzadi to us. They knew the Whites would come.
- Xenomix pheromones are addicting. There's something about them...
- There are rashes of violence against Xenomixes that the government is covering up.

PARA-PSYCHICS

The power of the cosmos expresses itself in many ways. Monsters wield unusual powers, Taggers manifest otherworldly symbionts, and sorcerers focus universal power through the lens of ritual. Para-psychics are those who intuitively, often from birth, manipulate supernatural power. They simply think it and the magic happens.

In general, there are two main differences between the power of magic and abilities of a para-psychic. Anyone with enough brains, will, and training can learn how to use magic, while only those born with a predisposition can develop para-psychic powers. Magical power spans the gamut; there are as many ways to manifest cosmic power as there are different types of rituals. Para-psychics, on the other hand, are locked into a few defined ways in which they can use their power. Magic has the breadth but takes time, while para-psychic abilities have limited but immediate use.

All para-psychics are born with or develop latent powers at an early age. These dim and uncontrollable abilities are only a hint at the power that truly lies beneath. A para-psychic truly grows into his power when he erupts – his gifts dramatically expand in their level of power and he gains conscious control over them. Eruption occurs during some kind of dramatic change or event. Most often, this is puberty. But some para-psychics do not erupt until they are adults and some sort of accident, injury, or loss causes the power inside them to manifest. Sometimes these same factors can cause a latently para-psychic child to manifest powers at a young age, but it's pretty rare. Some para-psychics never erupt, and remain latent their entire lives – usually due to some sort of deep emotional repression.

As with magic, children are tested for para-psychic aptitude in school. Those that test high for aptitude have the option of taking special classes designed to help develop their para-psychic potential. Whether or not a child chooses to pursue this route or not, he is now logged in the OIS database and will be tracked for the rest of his life.

Para-psychics must register with the Office of Internal Security. It is difficult for a para-psychic to fly underneath the radar, since all children and young adults are tested for para-psychic ability in school and since many para-psychics erupt during puberty or their early teenage years. Para-psychics are registered according to their gifts. Those with abilities that are not considered a threat to other people or society are classified as Acceptable. However, those with gifts that can cause physical harm to others or the environment are classified as Dangerous and those who can invade the privacy of another's mind or influence another against his will are classified as Invasive. Only those classified as Acceptable can live a normal life as they are not required to identify themselves as para-psychics. Those classified as Dangerous or Invasive – or both – are another story.

Any para-psychic who has the ability to affect another against his will or who can harm another with his powers must wear visible identification at all times – failure to do so can result in arrest and severe criminal prosecution. Some para-psychics wear armbands. Some fashion manufacturers create clothing with the visible identification designed into the clothing. Some of the

more radical gifted tattoo themselves with their ident. However, most often para-psychics wear a stylish pin on their clothing that fits their classification. Of course, once a para-psychic identifies himself as a potentially unsafe entity to be around, people react accordingly. Dangerous, Invasive, or Dangerous/Invasive para-psychics face social mistrust and sometimes outright ostracization for their abilities, regardless of their moral character. Nobody likes someone who can get into their head or burn down their apartment with a thought. Only those employed by the military or government agencies are commonly given leeway, as citizens of the New Earth Government believe them to be under the appropriate scrutiny. This is especially hard for those who erupt Dangerous or Invasive powers in their teens. The social minefield of the teen years is already hard enough to navigate without being shunned for spontaneously manifesting potentially harmful powers.

Due to the misfit factor that is often associated with para-psychic gifts, para-psychics tend to stick together. The para-psychic teenagers in any school keep each others' company, oftentimes scaring the children around them. Adult para-psychics often recognize each other and form bonds. Some go so far as to create para-psychic only social or support organizations. There are even dedicated para-psychic internet dating services – for many the experience of dating is not unlike someone who was infected with a chronic STD in former years.

The up side is that most para-psychic powers are considered highly valuable and para-psychics are actively recruited by the government, the military, and big business. Such para-psychics are often offered lucrative salaries, depending upon their ability. Those who can get inside another's mind or who see either the future or the past are likely to be recruited by law enforcement agencies or by the government. Those who can violently affect the environment are recruited by the military. With the right gifts and the right inclination, a para-psychic can find a valued and affluent profession and secure himself a place of respectability in society. Acceptance is often a motivating factor in para-psychics choosing which of the recruiting offers he's received.

In recent years a different type of para-psychic has surfaced known as a Zoner. With the creation of the Zone came those who have been exposed to and internalize its alien energies. These energies gift the para-psychic with tremendous power, but at the cost of his sanity. So far, the New Earth Government is keeping the existence of Zoners a secret, and considers them universally to be a threat to security. Fortunately for them, Zoners are often easy to identify and locate due to their level of power and their inherent psychoses. Furthermore, all Zoners erupt in violent ways, often without the need for a trigger. Anyone who travels within 500 miles of the Zone is at risk of becoming a Zoner, whether or not he displayed para-psychic tendencies before.

Overall, maybe one in 1000 people is para-psychic in some way. They are common enough, but not so common that you have one in your family or even one living on your block. Fortunately, there are estimated to be only between 300 and 500 Zoners in the world, but as long as the Zone exists more will be born.

THE ZONE

At the onset of the Second Arcanotech War, the War Department pursued the development of a new weapon against the Migou based on the research of a brilliant Ashcroft scientist by the name of Russell Stanton. Stanton's Unified Theories on Extra-Dimensional Energy Displacement were considered revolutionary. He'd applied a new mathematical framework to recent breakthroughs in gravitational field manipulation and theorized a means to create small inter-dimensional wormholes. Foundation members lauded Stanton's work. Soon the Stanton Team was experimenting with technology designed to instantly transport small objects over short distances. Within 18 months a prototype Jump Pod successfully "teleported" a monkey over a 100 yards distance. D-Jump technology was born.

Unfortunately, Stanton soon became dissatisfied with his own remarkable successes. Unusually defensive and increasingly secretive, Stanton began to alienate other members of his team. He became prone to violent fits of temper and strange muttering. Questions arose among Foundation Board members about Stanton's stability. Being well familiar with the psychological side effects of Arcanotechology research, the Board ordered a full investigation of Stanton's project.



Stanton had created a model by which a static extra-dimensional wormhole could be generated. However, he failed to see that such a wormhole could potentially expand out of control. Stanton violently protested the Foundation's findings and asserted that his work was the only way to save Earth. Nevertheless, the project was promptly shut down soon after Stanton's mandatory committal to a mental institution.

One Foundation scientist involved in the Stanton investigation was a promising new talent by the name of Helmut Weisskopf, son of Senator Albert Weisskopf. Helmut possessed a brilliant mind, but lacked patience. He managed to capture most of Stanton's findings and soon devised a means to open and close wormholes within a single instant. He knew that the Foundation would never accept a weaponized application of his work. However, his father had certain government contacts potentially interested in such research. With his father's backing, and soon after his resignation from the Ashcroft Foundation, Helmut found himself in charge of a new Ministry of War project. The

"Weisskopf Project" began at the old Nevada Hydrogen Bomb Test facility 65 miles northwest of Las Vegas.

Within six months, the project was ready to conduct an "Alpha Test". By this time the Ashcroft Foundation had discovered Weisskopf's plan and had exerted considerable pressure through government channels to stop testing and confiscate all research material. Unfortunately, they weren't in time. Nobody knows what happened during that first test since no survivors were ever found. A huge explosion caused a mammoth fissure to erupt through known reality and force a merging of inter-dimensional space. The result of the accident was a large area of blackness, roughly 80 miles in radius where reality had given way to the shifting of infinite dimensions. Within seconds, the Weisskopf Team, Nellis Strategic Command Base, and the city of Las Vegas had disappeared from the face of the Earth.

The Zone, as the area has come to be called, consumes anything that enters it. Expeditions have been sent in, never to return. Due to the emergence of strange and terrifying creatures, a "No Man's Land" has been set up in a ten-mile radius around its blackened edge. An entire Mechanized Regiment has been sta-

tioned around the perimeter to guard against any stray extra-dimensional visitors.

No one knows the fate of Weisskopf or his team. There is, however, alarm at the fact that the Zone has grown in diameter from three to five feet a year; a tidbit of knowledge that the government keeps from the public. A marked increase in Para-Psychic activity has been noted among the population in the American southwest since the inception of the Zone.

RUMORS ABOUT PARA-PSYCHICS & THE ZONE

- There are more para-psychics being born every year. This fact is very carefully being covered up by the powers that be.
- Zoners are literally walking time-bombs. They will inevitably explode in a uncontrolled maelstrom of cosmic power which can take out city blocks.
- The Zone is growing faster than the government will admit.

THE OFFICE OF INTERNAL SECURITY (OIS)

Perhaps no agency in the New Earth Government is more feared than the Office of Internal Security. The innocuous name hides what are perhaps the most sweeping powers of any government agency in the history of democracy. However, citizens tolerate what might be called abuses of power, because the OIS is the agency responsible for policing powers of a cosmic nature. The OIS works tirelessly to protect citizens of the New Earth Government from threats which they themselves aren't even sure they can manage.

The two primary forces they regulate are magic and para-psychic ability in all their forms. They deal with crimes involving sorcerers and para-psychics, with the mystical black market (*aka* the arcane underground), and with hostile non-human entities that might find their way inside arcologies. To enforce law and protect citizens in the face of what can be overwhelming power, they often are allowed to skirt many areas of law to which other government agencies must adhere. Criminals messing around with magic or para-psychic ability are not even allowed to be classified as mortal until properly tested and processed through special detention facilities. When dealing with the OIS, even the bill of "unalienable" mortal rights goes out the window.

The public never sees OIS detention facilities. They are high security and their locations are kept on a "need to know" basis. These underground vaults are terrifying, even if you're only visiting. Powered armor, guards armed to the teeth, mystical wards, government para-psychics, and more only represent the security forces. That doesn't include the testing facilities and the staff that crews them. Under current law, anyone who strays into what the New Earth Government has declared as illegal areas of mysticism forfeits their status as mortal. In order for them to stand trial for their crimes, they must once again be classified as mortal. Those seized by the OIS in such a fashion must undergo what can most euphemistically be described as an unpleasant battery of tests. The psychiatrists, parapsychologists, and sorcerers that work in OIS testing facilities are a dedicated and unusual group. With what they must face protecting humanity on a regular basis, they lose a bit of their own. OIS testing staff are not gentle, nor are they nice – they have to be hardened in order to be injured to the pleas and screams they endure from their subjects. They scan, poke, prod, question, drug, and sometimes torture without batting an eye. Those who pass these tests and are restored to mortal status in the eyes of the law go on to face harsh criminal punishment. Those that fail are locked away forever, guinea pigs for whatever government experiments require someone tainted by cosmic forces.

Para-psychics suffer a similar, but more extreme fate. While magicians require space, objects, and ritual to harness their power, para-psychics can call on their power in an instant. Those para-psychics who've been arrested for out of control Burns or criminal behavior are taken to these same detention facilities, not to determine if they are still mortal but to determine if their powers are controllable. They are subjected to powerful tranquilizers and experimental drugs designed to dampen their powers. In essence, parts of their brains are shut down. Burners that pass a regimen of psychological evaluations and physical tests are allowed to go, but are carefully watched once they leave. Crimi-

nal para-psychics, once under control, suffer their prison sentences in these facilities under heavy psycho-pharmacological influence. Those that aren't controllable will never find their way into the sun again, unless neutered. They are often experiments for drugs or surgery designed to control or eliminate para-psychic powers.

Besides detention, the criminal charges associated with breaking the laws governing safe use of magical or para-psychic ability or traffic of associated goods are draconian. Failing to register as a para-psychic or sorcerer warrants a life-sentence in prison. Possession of illegal rituals warrants the same. Possession of other forms of mystical contraband carries a minimum prison sentence of twenty years. When it comes to the regulation of dangerous cosmic powers, the New Earth Government isn't kidding around.

There are four main types of OIS field agents. The first and most apparent are the standard field agents, who work in pairs. They are the recognizable hand of the agency, going into the field to investigate potential threats and infractions. The second are the undercover agents, who go deep into the dark alleys and seedy underbelly of the arcane underground. They have what is widely considered to be the most dangerous job in the agency, as many mystical abilities can aid criminals in ferreting these agents out. The third are the response teams. These teams are typically composed of New Earth Government military-trained marines who provide needed tactical support for investigating field agents or for raids. They operate in squads of ten and are heavily armed and armored, and widely considered to be the scariest bunch of soldiers in federal agency employ. The fourth type of field agent are the special powered armor teams (SPAT). Operating in pairs, these trained pilots are brought in when the resistance is expected to be especially ugly. These types of field agents don't include the agency's enormous support staff of administrators, intelligence specialists, and researchers.

Like other government agencies, the Office of Internal Security pays according to a government service (GS) ranking system. Agents typically occupy the GS-10 to GS-13 ranks, while managers and directors occupy GS-14 to GS-15. The agency is overseen by a variety of directors and field operations are overseen by the Special Agent-in-Charge (SAIC). Authority on individual cases is given on a case by case basis, but seniority is certainly respected and valued.

Also under the purview of the Office of Internal Security is dealing with "hazardous lifeforms" within arcologies. Hazardous lifeforms is the government-speak for monsters. Whenever some unskilled or crazed sorcerer lets a summoned creature loose into the world or whenever some horrible beast finds its way into the arcology, it's the agency's job to hunt it down. Being a soldier in the OIS is never dull.





Another interesting part of the agency's war on unregulated cosmic power is the doctoring of occult texts. Rather than attempt to remove some of the more powerful or sought after banned occult literature from the black market, they circulate copies that have been carefully altered to make them less dangerous. Every copy of the mythical and coveted Necronomicon that surfaces in the arcane underground is one such sanitized version, but few know that. Like the Anarchist's Cookbook of old, many occult texts are incomplete or have had their fangs removed.

The agency works closely with the Ministry of Information, who tracks and processes many different types of information within the New Earth Government. For the OIS, they flag statistically probable mystical offenders and they monitor sorcerous and para-psychic aptitude testing in schools. While most of the crimes the OIS investigates are of a far more sinister nature, tracking this data certainly helps track potential future offenders.

Within, the Office of Internal Security takes care of its own. Employees are well compensated and have excellent benefits plans with top-notch mental health plans. There is a fierce loyalty and brotherhood among agents. They know they deal with forces beyond their control and quarry that commands enormous power

with no moral compass. The only internal politicking within the agency occurs among desk jockeys who've never worked in the field, and their behavior is frowned on and looked down upon.

The public face of the agency is inscrutable. The Office of Internal Security does everything it can to stay out of the spotlight. They wage a careful war in the dark places of civilization and sometimes must resort to extreme measures. It does no one any good to present their actions for public scrutiny. Citizens of the New Earth Government are keenly aware of the OIS and its authority, but most never run across its power or influence. It is assumed by most that if you run afoul of the agency that you had it coming. They also work carefully with the Ministry of Information to keep media exposure to a minimum.

RUMORS ABOUT THE OFFICE OF INTERNAL SECURITY

- The agency gets a blank check from the government and does not have to adhere to any law in the execution of its duties in practice.
- The New Earth Government uses the OIS to make dissidents and political radicals and activists disappear.
- The sorcerers and para-psychics deep within the agency are worse than the ones on the streets.

THE FEDERAL SECURITY BUREAU (FSB)

G-men. Feds. The Man. Society has always had colorful names for federal law enforcement agents. The Strange Aeon is no different. Federal agents are the subject of movies and television shows and the Federal Security Bureau is one of the few government agencies generally regarded as the “good guys.”

The FSB is charged with policing criminal matters of federal importance, including organized crime, drugs, and contraband. They also deal with crimes occurring across local law enforcement jurisdictions. The agency has nine main divisions, which are:

- *The Behavioral Analysis Unit (BAU)* of the Federal Security Bureau provides assistance to law enforcement agencies by digging into the behavioral aspects of complex and time-sensitive crimes. This division investigates both behavioral and investigative aspects of crimes, interpreting offender behavior so that law enforcement agents can have a better idea with whom they are dealing. The BAU deals with multiple murderers, serial killers, serial rapists, child abduction, school and work-place violence, corruption, bombing, and arson.

- Closely related to the BAU, the Federal Security Bureau also maintains the *Federal Law Enforcement Database*. This system provides extensive information on both solved and unsolved crimes throughout history, updates local law enforcement agencies with the latest information and the latest techniques, and generally keeps law enforcement in close contact throughout the New Earth Government.

- *The Critical Incident Response Division (CIRD)* responds to national emergencies from a civilian standpoint. They work closely with the military to coordinate civilian emergency services and communication to deal with any kind of crisis, from terrorist bombings to national disasters to Migou or Cult attacks. They are especially valued in cities and arcologies near encroaching enemy lines, such as those in Eastern Europe, China, and the Northern Pacific coast of North America.

- *The Counterterrorism Division (CTD)* deals with any and all things related to terrorism inside the New Earth Government. They conduct surveillance of possible terrorists and monitor transmissions throughout society. The laws restricting wiretapping and privacy of electronic transmission are loose at best and the FSB has programs that log nearly all calls and e-mails throughout the NEG – just in case. If a terrorist incident occurs, it is the CTD that responds to the threat and who is also responsible for the rescue of hostages.

- *The Fraud Investigations Division (FID)* keeps watch over the ever more clever world of fraud. They investigate identity theft and create new methodologies to prevent it. The FID also manages counterfeiting, though these investigations take little of their time as hard currency is not as common as it once was. Computer fraud, insurance fraud, bank fraud, and the like make up the rest of their duties.

- *The Organized Crime Division (OCD)* fights against national/transnational criminal organizations. Any group with an orga-

nized structure and a broad base of operations falls under the purview of these “gang-busters.” Sometimes the OCD’s duties take them into contact with those who traffic in the arcane underground, in which case they form joint task forces with the Office of Internal Security.

- *The Controlled Substance Division (CSD)* deal with all crimes relating to the consumption, sale, and distribution of illegal drugs. Many drugs have been legalized and regulated by the New Earth Government, but there are still those that present a truly destructive path, including methamphetamines and opiates like heroin, that many hopeless citizens want to numb their pain. The CSD primarily goes after the traffickers of such substances, leaving the street dealers and individual users to local law enforcement.

- *The Violent Crime Investigations Division (VCID)* investigates rapes, murders, hate crimes, and the like that occur across regional boundaries or that may be the work of serial offenders. These types of crimes are disturbingly prevalent in the Strange Aeon and they have become ever more disquieting. The VCID undoubtedly has the darkest duty within the Federal Security Bureau besides the Sectarian Crimes Division.

- The biggest and most dire duty of the FSB revolves around the *Sectarian Crimes Division (SCD)*, the part of the agency charged with rooting out cult influence within the New Earth Government. The Sectarian Crimes division employs a great number of undercover and field agents. As part of the Sectarian Crimes division, the FSB maintains a Deprogramming Unit. The hard-nosed psychiatrists of the DPU help brainwashed cultists come back to the world and once again live a normal life.

- *The Restricted Technology Enforcement (RTE)* division enforces the laws regulating special and dangerous types of technology, including arcanotechnology, artificial intelligence, cloning, and nanotechnology. They see that government contractors and those that deal in the legal side of these technologies obey regulation, and prosecute the criminals that attempt to abuse them or the rogue scientists who try to push the envelope too far.

The various divisions of the Federal Security Bureau work closely with the Ministry of Information. The Ministry, among other duties, tracks all purchases within the New Earth Government and correlates such data into statistical categories. Their computers flag areas which indicate a high probability of criminal activity and forward them to the agency. While most serious criminals purchase things on the black market, this tactic helps the Federal Security Bureau deal with the threats posed by dangerous idiots and the misguided.

The FSB works on a couple of levels. The first is with the standard response teams that react to events in progress, most often criminal investigations. The second is their proactive investigations, which are often longer term and ongoing. Involving serious research and undercover agents, these investigations try to root out deeper criminal influence including organized crime and cults. At any given time, the Federal Security Bureau has thousands of undercover agents in the field trying desperately to stop the hemorrhaging within society.

In general, the culture within the FSB is one of integrity. They are the most visible protective branch of the government besides the military and that is a duty they take very seriously. Their behavior not only has an impact on the safety of the New Earth Government's citizens, it also impacts their morale. Agents of the FSB tend to be clean cut, well-mannered, and dedicated – the picture of government service – and they treat the public with dignity and respect.

The Federal Security Bureau pays its agents according to a government service (GS) ranking system, like most government agencies. The agency is overseen by a variety of directors and managers, who occupy the GS-14 and GS-15 ranks, while agents typically occupy GS-10 to GS-13 ranks. Field operations are overseen by a Special Agent-in-Charge (SAIC) and authority is given on an individual case basis. However, senior agents within the agency are typically the first to be given authority.

Unlike the Office of Internal Security, the Federal Security Bureau must obey all civil laws, including due process, and laws regulating criminal investigation. They investigate in all the ways one would expect a high-powered law enforcement agency to investigate, but they cannot entrap, they require warrants, and must have reasonable evidence to support arrests. The one thing that they have room to wiggle within is when it comes to surveillance – or spying on the citizens of the New Earth Government.

Even though the Office of Internal Security has much more leeway in their pursuit of law enforcement and is capable of bring-

ing much more force to bear, most citizens pay little attention because their lives don't come into contact with the mystical side of things. The Federal Security Bureau is not so lucky. Since their broad law enforcement powers technically put them in touch with every citizen of the New Earth Government, there are those who actively question their motives and publicly speak out against them. These dissidents claim that the FSB is an Orwellian "big brother" watching the every move of the population the agency "protects." They believe that the Federal Security Bureau goes too far, that no one agreed to give up those kind of daily rights in order to stay "safe," that they profile people and unjustly arrest those who fit within them, that the arcology security measures they help create also keep tabs on the comings and goings of people, and more. Such dissidents claim that privacy is unjustly a thing of the past. Fortunately for them, such criticism does not fall under the sedition laws of the New Earth Government as it does not directly attack war policy.

RUMORS ABOUT THE FEDERAL SECURITY BUREAU

- The Federal Security Bureau and the Ministry of Information are the very real manifestation of Big Brother. They are the tools of control to keep the population in line. Freedom is an illusion.
- The FSB kicks the drugs it seizes over to the Global Intelligence Agency who sells it back to the population to help fund covert operations.
- With the exception of the SCD and the RTE, the FSB maintains an extra focus on civil rights to offset the OIS.





THE GLOBAL INTELLIGENCE AGENCY

They watch for alien threats while the world sleeps. They venture into the shadows to strike at unseen enemies. They gather forbidden secrets, listen for the unusual, analyze for weaknesses, probe for answers, and wield the most powerful weapon at their disposal – knowledge. In the Aeon War, knowledge is not just power. It may very well be the only answer to humanity's survival.

The Global Intelligence Agency stands as the ultimate culmination of experience gained from years of espionage, counter-espionage, propaganda control, intelligence gathering, and analysis. Decades of best practices learned by the most influential intelligence organizations in history have been gathered under one single command and control umbrella. The roots of the Global Intelligence Agency can easily be traced to such agencies as the CIA, MI-6, Mossad, ASIS, Sluzhba Vneshney Razvedki (SVR) and other covert organizations of a previous age.

GIA headquarters is located in and around the former NORAD center at Cheyenne Mountain in Colorado Springs where they operate under the Director of Global Intelligence. Their mission is to collect and analyze information about alien, cultist, and domestic activities in order to advise government policy makers and military intelligence during this time of war. Information on Migou troop movements and behavior patterns are used to help formulate military strategy. Communications systems and data records are monitored to help track down potential terrorist actions. Covert operations are conducted to infiltrate cultist organizations to determine any potential threat and black ops strike teams are used to eliminate certain “targets of interest” in

order to minimize those threats. Though the military shoulders the major burden of overt global warfare, the GIA has emerged as a primary force in a covert war against the New Earth Government's unseen enemies.

The Firm, as GIA employees like to refer to the agency as, is divided into four primary offices, each dedicated to a specific purpose. They are Global Operations, Surveillance and Tactics, the Office of Science and Arcane Technology, the Office of Central Intelligence, and the Office of Administration. In addition the GIA works closely with the Office of Internal Security and the Federal Security Bureau in order to share information on possible domestic security threats.

Global Operations, Surveillance, and Tactics (GhOST) is the operations arm of the Global Intelligence Agency. They gather information openly through cooperation with other agencies, as well as through clandestine means. GhOST operatives often work undercover to collect enemy intelligence as part of the unseen front of the Aeon War. This might include surveillance missions into Migou-held territory or the covert infiltration of known terrorist or cultist groups. GhOST operatives would fall under the commonly held category of “spy” in this case. The GhOST branch also operates their own version of small unit strike teams specially trained for missions involving supernatural and alien conditions. These teams often employ sorcerers and para-psychics among their ranks, some with capabilities that might otherwise be considered illegal. GhOST agents utilize all manner of intelligence gathering methods from remote listening devices to spy drones to old-fashioned “human intelligence”

methods.” You must be well-educated, adaptable, adept at a specialized skill, proficient with multiple languages, and capable of handling and surviving dangerous situations in order to be considered a useful member of a GhOST Team. Plus, working as a member of GhOST means that you can never live a normal life. Nobody, outside of the Firm, not even your family members, will ever know exactly what you do for a living.

Word has surfaced of an elite black ops organization operating within GhOST known as Blackspire. Very little is known about this group outside of a small contingent of high ranking officials. All that is known is that Blackspire is sometimes called in for certain “sensitive” situations and that all records of their involvement in any operation are kept securely locked away. Only the best of the best is selected to serve within Blackspire. It is said that once you join your previous identity is completely erased. Your life becomes one hundred percent committed to government service. The very nature of activities that Blackspire is involved with make their agents cold, calculating, dangerous, and very scary. Nerves tend to run high whenever a Blackspire operative enters the room.

The Office of Science and Arcane Technology (OSAT) collects overt intelligence from open public sources. Overt intelligence consists of information that appears on video broadcasts, radio, and printed media. They also use remote video monitoring, photographic sources, para-psychic monitoring, and sorcerous dream examination to gather wisps of information that might later prove to be useful. Whereas GhOST takes a more active and targeted approach to intelligence gathering, OSAT is more passive in its approach and monitors a much wider array of information sources. New technologies and breakthroughs in occult understanding are also the subject of OSAT’s scrutiny in order to assess any potential security threats. Remote OSAT research laboratories often test occult theories and ritual practices to ascertain their true nature. These theories are often gained from the infiltration of cults and the confiscation of their records and materials. Once a dangerous ritual is identified, the Office of Internal Security is immediately notified.

OSAT has also been known to study and gather intelligence on alien life forms, such as those which sometimes emerge from the Zone. Though lab conditions tend to be harsh on the creature in question, the resulting wealth of knowledge that’s been gleaned from these studies have allowed the New Earth Government to better understand what alien forces are aligned against them. One of the prime motivators for these studies is to build a comprehensive picture of the Rapine Storm, how they behave, communications methods, and most importantly any biological weaknesses that might make a chemical weapon a useful solution to deploy.

Overall, OSAT attracts highly educated people, whose talents include science, engineering, occult studies, or sorcery.

The Office of Central Intelligence (OCI) is the repository of all intelligence provided by GhOST and OSAT. OCI gathers the

raw data captured from the field and produces finished intelligence reports to be shared with government officials and outside agencies. This is where human analyses and interpretation comes into play. Strategies and recommendations are created and shared with the Director of Global Intelligence. From here the intelligence report is often shared with the President himself. Where New Earth Government military strategy planners once found themselves constantly on their heels over an unknown new enemy, information provided in OCI reports has allowed planners to better react to enemy movements. For example, OCI has developed a very in-depth analysis of Migou behavior that outlines potential reasoning for what they do and how they do it. In most cases, the Migou’s tendency is to surge into new geographic areas and just stop all of a sudden once all opposition has been eliminated. The OCT has worked hard to try and understand why the Migou fail to press their advantage once they have driven their enemies into full retreat. This allowed the NEG to safely deploy mass evacuation centers that saved the lives of thousands once places like Juneau fell to the enemy.

OCI operates offices all over the world, or at least where the New Earth Government still maintains control. However, the largest OCI office outside of Colorado Springs is in Chicago, where a great deal of partnership with other government agencies takes place. All OCI employees must have excellent writing and analytical skills, be comfortable presenting information in front of groups, and be able to handle deadline pressure.

The Office of Administration (OA) provides support for the rest of the agency through several administrative and technical offices. Communications, facilities, security services, information technology, training, and human resources are among the services provided by the OA. OSAT specialists and technicians support some of the advanced telecommunications and database systems used by the OA. OA also operates the Global Broadcast Information Service, a non-commercial radio broadcast designed to offer useful information to citizens, advise on potential evacuation points, instruct on the location of aid centers, and provide any other useful information to the public. These broadcasts are often heavily peppered with propaganda and skewed reports designed to maintain a higher level of moral among the populace.

OA attracts people who may be specialized in any number of fields such as artists, finance officers, or computer experts. They also recruit generalists who possess the potential for many different talents, often with a view toward training for a career within one of the other GIA Offices.

RUMORS ABOUT THE GLOBAL INTELLIGENCE AGENCY

- Blackspire is working on a program to create genetically engineered super-assassins with advanced para-psychic abilities.
- The GIA maintains a database record on every citizen within the New Earth Government.
- GIA intelligence has been flawed lately. Nobody knew that the Migou would attack Alaska when they did.

THE ARCANES UNDERGROUND

Hidden underneath the veneer of civilized society is a dark and magical world of unbridled exploration into the unknown. It's always been there and those who have been willing to throw off an egocentric view of the universe have discovered the true secrets of existence. There are more such seekers than ever before in the Strange Aeon, but they face an obstacle to enlightenment the likes of which they've never encountered before – the government.

When humanity was finally forced to accept the existence of the dark secrets of the universe, they feared. Bringing such power and danger into the light was enough to make the common man want to retreat to his own safe corner of the world. As with all dangerous things, the government felt the only way to create an atmosphere of safety was to step in and heavily regulate all things related to cosmic power and communion with things both less and more than human. At first, nations created individual agencies to rather inefficiently deal with enforcing these regulations, but with the inception of the New Earth Government came the ever-efficient and draconian Office of Internal Security.

But no government has ever been able to stop the traffic of goods or services for which there is a demand. Those things the powers that be declared illegal went underground. And with the creation of a thriving underground culture and black market came the creation of a whole new subculture and a whole new world of danger. Today, the New Earth Government is host to a thriving occult black market, or what has come to be known as the arcane underground.

Since the penalties for violation of law regulating all things occult or paranormal are severe, those trafficking in the arcane underground are necessarily cautious. One does not simply walk down a dark alley and find someone ready to deal illegal magical texts, like one might a drug dealer or pimp. Just finding a way in is a serious challenge. The best most can do is to make themselves available and appearing of the right character in hopes that they are approached. Most trying to find a contact hang around magical circles with edgy reputations and endure whatever is necessary to be accepted. Eventually, someone with a way into the illegal world will approach them if their attitude says that they are willing to go the distance. But once inside, one still needs to remain cautious. Those who find a way in who get cold feet or those who seem like weak links are often murdered by those who have much to lose.

Of course, such a world has other dangers. There are always those who want what someone else has, so those who flash money or valuables around often are mugged or burglarized by those with less. There is the omnipresent threat of simply getting ripped off – someone delivering bunk goods or just taking the money and running. Worse yet is receiving bad or doctored texts or rituals. Some may be useless, but many have been altered to be dangerous. Then there is the threat of extra-dimensional entities – monsters. Many sorcerers in the arcane underground summon creatures to do their bidding and some have minds of their own. Bakhi, Gaunts, and N'athm in particular are regular parts of the arcane underground and each is deadly, dangerous, or worse. But the most insidious danger of the underground is the exposure to cults. By their very nature, cults are forced to

operate parallel and within this level of society and some who walk in this world find themselves running afoul of cult agenda or, even worse, find themselves getting drawn into and involved with the cult itself.

But many seekers are their own worst enemies. Some push forward into the deepest waters of the arcane underground, finding that they pushed too far too fast and are in way over their heads. Just like association with any other type of criminal culture, it's difficult if not impossible to pull out once a person has been in. Some bite off more than they can chew, taking on deals they can't seal or taking on knowledge or rituals they can't handle or getting involved with people that are more severe or dangerous than they're ready for, and then there are those who pose, pretending to be bigger fish than they truly are. In the arcane underground, there are always bigger and badder fish and those who pose usually wind up "missing."

Those who operate within the underground are their own breed. The very nature of the things in which they trade is dark and that darkness rubs off into the hearts and souls of those who deal with them. There is often a price in mental well-being for the things they seek and many have departed from conventional views of sanity. In general, there is a detachment from normal mortality in those who dig too deep or spend too much time within the arcane underground.

Anything related to the practice of illegal magic or forbidden knowledge can be found within the arcane underground, once a person finds a way in and those who traffic there trust him enough to deal with him. There are four main categories of things available. The first is illegal magical rituals, which are most often sold in electronic form. Hackers beware, however. The encoding placed on illegal rituals is intense, created by well-paid and experienced hackers. Most often, attempts to hack the copy protection will result in the corruption or deletion of the ritual. Then there's the fact that dealers tend to have those who hack their wares killed. The second category is services, both magical and para-psychic. A person may not be able to or wish to command the power himself, but he can find those who will use their abilities in his service, if he has the resources to pay. The third is books. There are those that trade in nothing but forbidden texts and maintain teams whose only job is to unearth new tomes or steal those that are jealously guarded by collectors. The fourth and final category is materials, the things one might need for their rituals that might be frowned upon in polite company. Drugs, blood, small animals and children – all these and more can be found if they are what someone needs.

There are functionally three levels on which the arcane underground operates. The most basic level of the underground can





be found on the streets. In dark alleys, abandoned buildings, secret warehouses, and the like are where the deals take place. This level of the underground is where most people believe it exists and is most often portrayed in movies. It is seedy, immediately dangerous, and volatile. However, it is the most easily accessible way to find a way in. Then there's the arcane underground of the "suburbs." This level is typically populated by bored housewives, professionals who need to live on the edge, and naïve and/or rich kids. Dealers love this strata of the underground, because it is lucrative and the buyers are easily fleeced. The harm perpetrated by those at this level is mostly due to accident or incompetence. But the most dangerous and flourishing segment of the underground lives at the highest levels of society. It is here that big-time trafficking occurs and it is from here that nearly everything in the underground trickles down. Affluent and powerful dealers and organized cartels are the power players here and the truly powerful and potentially dangerous are their buyers. This is the segment with which the Office of Internal Security dances the most. Though many of these kingpins remain independent, cult influence can be felt. The Children of Chaos have their hands in many pies, though not to the extent of the Disciples of Death's Shadow.

If one is to live an illegal lifestyle and play in the arcane underground, one needs to be clever and careful to cover his activities. Big brother is always watching and the Office of Internal Security has few laws standing between them and someone's arrest and detainment. It only takes one slip and a person could be put away forever. Friends, family, lovers – no one can be trusted once one has taken the step into the world of illegal cosmic power. The very nature of walking down this dark street is not for the sentimental or the faint of heart.

RUMORS ABOUT THE ARCANES UNDERGROUND

- The Office of Internal Security outright allows certain areas of the underground to function. People need the illusion of freedom.
- The criminal cartels operating within the underground are beginning to organize more globally. No doubt, the Disciples of Death's Shadow already have infiltrated such organizations to use them to their advantage.
- There are real copies of the Necronomicon floating around, smuggled out of the Chrysalis Corporation. They're incredibly hard to find, cost a king's ransom, and would draw Dhohanoid hit squads to those who let it be known that they own one.



It was that time in BCST. Combatives. Close quarters instruction. The recruits filed into the training room the way recruits always file in on the first day, their faces a mixture of confusion and trepidation. A disorganized mob that was just starting to be broken down and rebuilt into a tool of war.

The combatives training room was an impressive government-funded version of any martial arts school. Padded floors, sparring equipment, a wall full of wooden and bamboo swords. The bokken and shinai were

the things that got always got the strange looks when the recruits settled in.

Drill Sergeant Karvonen powerfully stood at the front of the room, hands clasped behind his back. Powerful standing. Now there was something drill sergeants became very good at. Just standing there and making recruits uncomfortable. And that was exactly what the recruits were becoming. The usual chatter died off quickly as they filed into something they thought resembled rows. Karvonen waited until all eyes uncom-



fortably settled on him, just for dramatic effect.

"And what do you call that? I've seen Hybrids with more discipline. Fall in!"

The recruits did their best not to fall all over themselves as they fell into not so perfect rows and stood at not so perfect attention. Karvonen tried not to laugh. Thank goodness that part of their training wasn't his job. He walked back and forth in front of the class, making fierce eye contact with each recruit as he did.

"You all have a life expectancy of approximately two and half minutes as is. Congratulations."

He centered himself in front of the class and stopped. "Oh, you're okay with that?"

Unsure of what to do and scared of doing the wrong thing, the class stood silently.

"Well if that's the case, get the hell out of my classroom. I've got no use for soldiers with a death wish."

No one moved. Karvonen let the moment live in the discomfort so that his point would forever be made.

"Since none of you is moving, I'm going to take that as a promise that you want to live. Is that correct?"

A few recruits shouted "Yes sir!" But only a few. The rest stood there, deer in headlights.

"What the hell is wrong with you people? I do not like to repeat myself, especially to a group of greenies like you! I know Drill Sergeant Reynard has done a better job training you than that! I can only assume by your silence that you all have lost your voices, in which case maybe you ought to go see the doctor about a medical discharge."

Again, no one moved, although it looked like a couple of the recruits were ready to cry.

Red-faced, Karvonen stared them down. "Now when I speak, you listen. When I ask you a question, you answer. Is that clear?"

This time, the whole batch shouted "Yes sir!" It was even almost in unison.

Karvonen nodded. "Better. Not good. Better. You all better hope for your continued well-being you get good real fast."

He had them now. "I am Drill Sergeant Rauno Karvonen and I will be teaching you combatives, that is close quarters combat. You will learn unarmed martial arts as well as kendo, the art of Japanese fencing. By the time you are done with BCST, you will be a soldier who can defend yourself whether you are armed or not."

The class managed to stay at attention in rows. Karvonen started pacing again. "Now I know there's at least one of you that wants to ask the question. Don't think I haven't heard it before. Go ahead. Who wants to ask it?"

After a few moments of trying to figure out how much trouble they'd get in if they spoke, one of the recruits tentatively raised her hand. Karvonen smiled. "Spit it out."

"Sir, what good are swords going to be against monsters, sir?"

The time for the demonstration had come. This was Karvonen's favorite part. He walked over to a panel of buttons and pushed one. The right-hand wall slid back to reveal a transparent wall, behind which was another room. Karvonen bent over and opened up a nearby case. Inside was his katana. Expertly, he drew it from his sheathe, keyed in a code on the panel, and entered the secret room. Inside the room, he walked over to another panel of buttons and keyed in another code. Part of the ceiling slid back. Karvonen stood ready and waited.

He heard the chorus of gasps as the barbed, black tails snaked their way through the opening. Then, the rest of it dropped through to the ground. Black, smooth, and faceless. Its wings shook off the cramps of imprisonment. It looked around slowly, if a faceless thing can look, assessing its new environment. And then it noticed Karvonen. It was in the air and coming at him in one smooth motion. Karvonen knew from experience that about a third of his class just fainted or ran screaming from the room, but he was too busy to actually look.

The Gaunt pulled up at the last second, its tails shooting forward to rip Karvonen open. One step and three precise movements later and both tails lay twitching on the ground. The Gaunt shuddered, tensed, and flipped around, horns coming straight down to skewer the drill instructor. Spinning away, Karvonen sliced with each revolution. His blade bit deep into the creature's abdomen. Foul smelling guts spilled out on the floor. The Gaunt hit the ground with a crunch, twitched once, and laid still.

Speakers carried Karvonen's voice into the room. "Is your question answered?"

The wide-eyed stares of the class said yes even if the recruits didn't. He'd let it slide this once.

"The bamboo swords are called shinai. Go get one and grab a partner. And will someone please go find the babies that ran out of the room. And wake up the sleeping beauties. Let's start increasing that life expectancy."

chapter three

alternative egos

Presented here are new options to add to the design of your Characters. There are new Assets to help you create para-psychic or xenomix Characters as well as modified Assets to help you create new kinds of Taggers, along with new Drawbacks to help you balance them out. There are also five new professions that fit nicely within the worlds presented in this book.

NEW ASSETS

ERUPTED PARA-PSYCHIC (2)

Prerequisite: Latent Para-Psychic Asset required

Your Character's latent para-psychic ability has blossomed into amazing powers that he can now consciously control. Erupted para-psychics begin with one First Order power in whichever group of para-psychic powers they choose as their primary talent – Environmental, Manipulative, Sensory, or Somatic. See Chapter Five for more details. They may acquire other powers through the expenditure of Cheats. However, erupted para-psychics also begin with one Insanity Point, in addition to any others they might gain as they acquire powers.

Those who have chosen to command eldritch sorcery cannot be para-psychics, as the powers are two sides of the same coin. Sorcery relies on instruction, while para-psychics are born with an intuitive understanding of cosmic power. Those who undergo the Rite of Sacred Union likewise cannot command para-psychic powers – Ta'ge symbionts won't bond with para-psychics.

EXCEPTIONAL PARA-PSYCHIC (4)

Prerequisite: Erupted Para-Psychic Asset and Tenacity of 8 or more required

Your Character has greater access to the powers of the cosmos than most of his kind. While normal para-psychics only have access to First and Second Order powers in their secondary talent and only First Order powers in their tertiary talents, your Character breaks beyond those boundaries. He is capable of reaching the full range of powers in his secondary talent (all Orders) and both First and Second Order powers in his preferred tertiary talent (choose one when you purchase this Asset).

However, the Experience cost to manifest powers is steep:

- To erupt a new Third Order Sensory or Somatic power within the exceptional para-psychic's secondary talent costs 70 Experience.
- To erupt a new Third Order Environmental or Manipulative power within the exceptional para-psychic's secondary talent costs 80 Experience.
- To erupt a new Second Order Sensory or Somatic power within the exceptional para-psychic's preferred tertiary talent costs 70 Experience.
- To erupt a new Second Order Environmental or Manipulative power within the exceptional para-psychic's preferred tertiary talent costs 80 Experience.

For more details about para-psychic powers, see Chapter Five.

LUCID DREAMER (3)

Prerequisite: Tenacity of 7 or more required

Your Character has the ability to “wake up” inside his own dreams. Through access to some level of consciousness, he can bend his dreams to his will. His dream world is his playground.

He gains a +4 Test Bonus to any Dreaming Magic that happens inside his own dreams and is beneficial. Likewise, sorcerers suffer a -4 Test Penalty to any Dreaming Spells that would affect him adversely, that normally don't require a Contest; he gains a +4 Contest Bonus to those that do.

WHITE (4)

Xenomix Characters Only

Your Character is one of the strange and unusual children born to xenomixed couples. Not an albino, his skin is snow white. He is innately otherworldly and is a natural born para-psychic. See the White Xenomix Racial Template on p. 31 for complete rules. Only Characters who have this Asset can be White Xenomixes.

ZONER (2)

Prerequisite: Latent Para-Psychic and Erupted Para-Psychic Assets required

Somehow, the mysterious energies of the Nevada Zone have found their way into your Character. He didn't even have to be born with latent ability. The moment the Zone touched his being, he erupted in a big way – at the cost of his sanity. In addition to the First Order power granted to an erupted para-psychic, a Zoner begins with one Third Order power in whichever group of para-psychic powers you choose as his primary talent – Environmental, Manipulative, Sensory, or Somatic. He also begins with one First Order power in whichever group of para-psychic powers you choose as his secondary talent. You may acquire other powers through the expenditure of Cheats. However, he begins with a total of five Insanity Points (including the one from the Erupted Para-Psychic Asset, but not including any he may gain through the acquisition of his powers), along with the accompanying two permanent psychological disorders and the -1 Test Penalty for future Insanity Tests (including those required for the acquisition of their powers). Work with your Storyguide to determine these disorders. They shouldn't be a cakewalk – at least one of them should compromise your Character's ability to function in society.

Furthermore, if a Zoner has chosen to register with the New Earth Government, this Asset confers the equivalent of the Watched (3) Drawback – a Zoner cannot choose the Watched Drawback again. If a Zoner has chosen to remain anonymous with the powers that be, he gains the Hunted (4) Drawback as soon as he pops up on their radar. These drawbacks do not count against a starting Character's Drawback limits.

White Xenomixes cannot be Zoners – something in their makeup won't allow the alien energies of the Zone to penetrate. Para-psychically capable monsters likewise cannot become Zoners.

ZONERS & YOU

Zoners are dangerous. They're crazy and they have a bunch of power right off the bat. You should check with your Storyguide to see if a Zoner will really fit into your story. Storyguides, seriously assess whether or not a Zoner is going to work in your story.

MODIFIED ASSETS

TAGER (4)

The basic Ta'ge symbionts list on p. 97 of the *Core Book* is expanded to include the Echo, the Mirage, and the Spectre, in addition to the Phantom, Shadow, and Whisper.

TAGER: EXCEPTIONAL (2)

The exceptional Tager list p. 97 of the *Core Book* is expanded to include the Vampire, in addition to the Nightmare.

NEW DRAWBACKS

CALL OF THE VOID (4)

Occult Scholar, Para-Psychic, or Sorcerer Characters Only

Somewhere during his occult explorations your Character made a big mistake. Perhaps he intoned the name of Hastur at the wrong time, came too close to a lost artifact of power, read the wrong passage in the wrong forbidden tome, or crossed into the wrong dream. Regardless, he has drawn the attention of powerful beings from beyond and his dreams are no longer always his own. Your Character is now regularly afflicted with terrifying nightmares, alien visions bestowed on him by the dark powers. Each month your Character must now succeed at a Challenging Tenacity Feat Test or gain 1 Insanity Point (Drama Points may not be used to modify this Test). Fortunately, as these visions are mystical in nature, he does not suffer from sleepless nights and is not fatigued by the terrors that play out in his dreams.

DREAM BARREN (3)

Your Character is one of the rare people in the world that simply does not dream. Unfortunately, this deficiency comes from a psychic void within the Character that leaves him particularly vulnerable when he sleeps. He suffers a -2 Contest Modifier to any sort of magical ritual or para-psychic power that might influence him when he sleeps that allows some sort of Contest to resist. Those that don't allow for Contests receive a +2 Test Bonus to affect him.

He also cannot acquire Qualities related to dreaming or nightmares. If your Character is also Mystically Void, the penalties are cumulative.

MISFIT (1-4)

Your Character simply doesn't fit in. There's something about him that naturally draws sidelong glances, avoidance, unusual treatment, and sometimes outright prejudice or violence. Perhaps he's oddly deformed or a marked para-psychic in a rural area. Perhaps he's one of them halfbreed "starchildren." Or maybe he simply refuses to conform to the norms of society and chooses to stick out like a sore thumb. Whatever the cause, your Character can expect to be treated differently, and often in not a very nice fashion.

The skill point bonus you receive for this Drawback depends on how much of a social outcast your Character is:

- 1 – People might give you a weird look or talk behind your back.
- 2 – Some places you have real problems fitting in.
- 3 – As rule, people everywhere treat you differently (like an unwanted alien or a second class citizen).
- 4 – People everywhere treat you as if you were a freak. You sometimes draw violent reactions.

SHADOW WALKER (3)

For some reason, the dark things of the universe are attracted to your Character. Perhaps he played with the wrong cosmic power, is cursed, or is just a victim of fate. Whatever the source, the effects are the same. Dark magics always come into play or go wrong around him, he finds himself surrounded by para-psychics (especially those in a Burn), and he's in the neighborhood of ground zero when an unspeakable horror finds its way into the world. Even if he is not irresistibly drawn to the shadows, the shadows are irresistibly drawn to him. It is difficult for Characters with this Drawback to function for long periods of time within polite society. They tend to live on the fringes or fully within the arcane underground.

NEW SKILL

PARAPSYCHOLOGY

Attribute: Intellect

You are fascinated by para-psychic phenomena. You understand the intuitive manifestations of cosmic power that para-psychics wield. You seek to plumb the biology, the physiology, and the metaphysiology that creates para-psychics. Your quest is to find what makes one person para-psychic and another normal. You seek to understand the limits of these amazing powers. You may also be part of an effort to create ways of blocking para-psychic abilities, in order to make the world safe from renegade Burners or unstable Zoners.

To delve into the biological mental aspects of Parapsychology, you must be an Expert in the Medicine (Psychological) skill.

Student: You amuse people at parties with what you "understand" about parapsychology.

Novice: You have begun to understand the principles of what para-psychic abilities truly are.

Adept: You are a competent parapsychologist with a true awareness of the benefits – and dangers – of para-psychic abilities.

Expert: You have begun to master the lesser known theories and principles in the parapsychological field. You are starting to understand the biochemistry and physiology behind it.

Master: You pioneer new parapsychological theories and are a respected researcher in the field. Your understanding of the cosmic principles associated with this may make some others regard you as "a little out there."

Specializations: Burning, Environmental Powers, Eruption, Latent Ability, Manipulative Powers, Orgone Theory, Para-psychological Physiology, Para-psychological Suppression, Sensory Powers, Somatic Powers, Para-psychological Theory, White Xenomixes, Zoners



NEW RACES

XENOMIX (AMLATI)

Human/Nazzadi Halfbreed

Racial interbreeding is natural. It's what happens when two separate types of people meet and their cultures start to meld together. Those that choose mates of different races are often drawn to the exotic looks and ways of the other and vice versa. Not surprisingly, the same goes for the intermingling of the Human population with the Nazzadi. It wasn't long after the "alien" race was integrated into the New Earth Government that the first xenomixed babies were born.

Xenomixed children are uncommon, but not so unusual that most people haven't met or known one. The Human race has accepted them with the same aplomb as their jet-black parents, but they don't have as easy a time of it among the Nazzadi. Unless a xenomixed child (or amlati in the Nazzadi tongue) embraces his alien heritage, he will never truly be accepted by the Nazzadi half of his family.

A xenomix is pretty much what one would expect from a union of the two species. With jet black hair, silvery gray skin, and eye colors straying into lavenders and grays, something about them is simply exotic.

- Racial Abilities – +1 Skill Point, Low-Light Vision, *Asset: Alluring (1), *Drawback: Misfit (1)
- Recommended Skills – by Profession
- Attribute Modifications – Choose either +1 Agility or +1 Tenacity

* These do not count against a xenomix Character's starting skill points or against his Drawback limit.

Low-Light Vision

This ability functions identically to the Human version of Nightvision (the Asset).

XENOMIX CHARACTERS
Xenomixes are a pretty new phenomenon. The first xenomixed children were conceived the first year after the First Arcanotech War ended – 2066. They were born starting later that year. This means that if your game begins in 2085, the oldest a xenomix Character can be is 19 years old. Whites didn't show up until a year later – the oldest a White Character can be in a game set in 2085 is 18 years old.



WHITE XENOMIX (SIDOCI)

Unusual Human/Nazzadi Halfbreed

Something strange happened when Humans started interbreeding with the Nazzadi. Every so often, a xenomixed child would be born that was completely white. Not albino. Truly white. Snow white hair, skin, even eyes. While a normal xenomix is what scientists would expect from a Human/Nazzadi union, they were and still are at a loss to explain why these unusual children are born.

Whites, as they are commonly called, are different from other children. There is something innately otherworldly about them, besides the way they look. They are naturally para-psychic, many times from birth. And though they seem to have a firm and grounded view of the world, they always seem to be one step removed from it.

As one might expect, White xenomixes have difficulty fitting in anywhere. There are so few of them in the world, it is difficult for people to get used to them. While most people know somebody who knows one or sees one regularly, few have met one personally. Parents of Whites oftentimes have difficulty adjusting to their strange child and many are given up for adoption. What's worse is that the New Earth Government keeps a watchful eye on White xenomixes, something most families would rather not endure.

· Prerequisite: In order to play a White xenomix, you must purchase the four-point White Asset during Character Design.

· Racial Abilities - Nightvision, Oddity, Para-Psychic, Strong-Minded, *Asset: Alluring (1)

· Recommended Skills - by Profession

· Attribute Modifications - +1 Tenacity

* This does not count against a White xenomix Character's starting skill points.

Nightvision

Whites inherit their Nazzadi parent's ability to see in the dark. Their nightvision allows them to see in very low light conditions, though not in complete darkness, up to 50 yards. It takes no time for their eyesight to adjust from light to darkness. This vision is black and white.

Para-Psychic

Born with supernatural abilities, Whites gain both the Latent Para-Psychic and Erupted Para-Psychic Assets for free, at no skill point cost.

Oddity

Whites are unusual to most people. Furthermore, the New Earth Government keeps tabs on Whites because they're still not sure what's going to come from them. They gain the Misfit (4) and Watched (3) Drawbacks, which do not provide any additional skill points nor do they count against their starting Drawback limit.

Strong-Minded

Whites have a firmer grasp on themselves and the world around them. They gain a +4 Test Bonus to all Fear and Insanity Tests.

WHITE CHARACTERS

White xenomixes are rare. Before you set your heart on playing one, please talk with your Storyguide to make sure that it is appropriate for your game. Furthermore, there should never be more than one White Character in any play group, unless your Storyguide has a specific type of story in mind.



NEW PROFESSIONS

ARCANE INVESTIGATOR

There are those who make their living walking in the shadows others don't want to explore. Arcane Investigators are the brave souls who live in the world of the occult, searching after whatever it is that someone would pay them to find. Sometimes they are simply private investigators who take the occult-related cases that other PI's won't. Sometimes they are finders of rare artifacts. Sometimes they look for those who have been lost in the shadows.

There are the unscrupulous who moonlight on the wrong side of the law. These Investigators search after forbidden tomes, dark magic, and those who would sell their soul-staining powers to anyone who can meet their price, all for clients who would rather remain unnamed. It is a dangerous world within a dangerous world. The money, however, is a temptation that some cannot resist.

On the other hand, there are those rare individuals so obsessed with the shadows that they delve solely for their own curiosity. These Investigators do what they must to earn enough money to survive, but their true calling lies in the secret world. Of any Arcane Investigator, it is these who are the most single-minded in their pursuit of things man was not meant to know.

Attributes: Higher than average Intellect and Perception recommended.

Suggested Skills: Law Enforcement, Observation, Occult, Research, Streetwise

Required Qualities: Ally (2), Contact (3), Duty (1)

Suggested Qualities: Shadow Walker (3)

Special Gear: a good portable computer, a small or medium pistol with a permit, and a Sentrytech Mk-IV light concealable armored vest.

Sample Attributes:

Human/Nazzadi

Agility 5/6

Intellect 7/7

Perception 8/7

Presence 6/6

Strength 5/5

Tenacity 5/5

Sample Skills:

Bureaucracy: Student

Computers: Student

Dodge: Novice

Hobby: Student

Languages (Per Race): Per Race

Law Enforcement: Novice

Literacy: Novice

Marksman: Student

Misdirect: Student

Observation: Novice (Adept, if Human or Xenomix)

Occult: Novice

Persuade: Novice

Regional Knowledge: Novice

Research: Novice

Streetwise: Novice (Adept if Human)

Trivia: Student



ASHCROFT FOUNDATION ADVISOR

Ashcroft Advisors are hand-picked, well-educated, and carefully indoctrinated to advise the government. The power they wield is impressive, all from behind the scenes. An Ashcroft Advisor cannot be removed from office – he remains even as the politicians change. He does not need to concern himself with voters, campaigns, and elections – he is appointed to his position. He is not at the mercy of the political winds – he is beholden only to the principles of the Ashcroft Foundation and his duty to preserve his fellow man. And because he is not a civil servant, he is spared the hounding of the media by the mighty lawyers of the world's largest corporation.

There are many levels of government to which an Ashcroft Foundation Advisor may be appointed. Some work with city utilities, some work with arcology planners, while others work with federal budget and oversight committees. But these are not the most prestigious jobs. The positions almost all Advisors hope to acquire are those that put them in the thick of things, such as advising in city hall, senate committees, ministries, and especially the military.

In general, Ashcroft Advisors are a level-headed, clear-thinking bunch. They are not prone to emotional outbursts nor do they let their personal feelings cloud the most effective or efficient course of action. Most also leave their work at work and clearly separate their personal from professional lives, and most especially do not discuss politics in polite company.

Attributes: Higher than average Intellect and Presence recommended.

Suggested Skills: Bureaucracy, Education, Persuade, Savoir-Faire

Required Qualities: Authority (2), Wealth (1), Oath: Mission of the Ashcroft Foundation (2), Duty (2), Watched (2)

Special Gear: A nice vehicle, an excellent wardrobe, and a top-of-the-line palmtop computer.

Sample Attributes (Politico):

Human/Nazzadi

Agility 5/6

Intellect 8/7

Perception 6/6

Presence 7/7

Strength 5/5

Tenacity 5/5

Sample Skills (Politico):

Bureaucracy: Adept

Computers: Student

Education: Expert (Master, if Human or Xenomix)

History: Student

Hobby: Student

Languages (Per Race): Per Race

Literacy: Novice

Observation: Student

Performance (Oratory): Novice (Adept, if Human)

Persuade: Adept

Regional Knowledge: Novice

Savoir-Faire: Adept

Trivia: Student



FEDERAL AGENT

While soldiers and mecha pilots wage war in distant places, there are those who take up the fight at home. Whether it be against those who would explore the darkest magics and unleash horrors upon the world, against those who would bring innocents together in the worship of ancient and terrible beings, or against those who would dare to prey on their own in a world gone mad, Federal Agents are those that seek to keep the citizens of the New Earth Government safe from the things that threaten them in their own neighborhoods.

There are two primary law enforcement agencies at play in the Strange Aeon. The Office of Internal Security fields agents to investigate crimes that violate the draconian laws regulating the mystical in society. Stalwart, these agents face threats from which most would turn away. The Federal Security Bureau toils to root out those who would still take advantage of their fellow mortals, whether through violence, vice, or deceit, most especially those who would set up black churches for the worship of unholy things.

Agents in the employ of the FSB are typically revered as the white knights, working within the system to bring criminals to justice. Those agents who fight for the OIS have a different experience. They are the proverbial “men in black” with the power to make people disappear. To most they are out of sight. To the rest, they are feared.

Attributes: Higher than average Intellect and Perception recommended.

Suggested Skills: Law Enforcement, Observation, Occult, Streetwise, Surveillance

Required Qualities: Authority (3), Duty (2)

Suggested Qualities: Shadow Walker (3)

Special Gear: A suit of concealed armor (such as Sentrytech Mk-IV or Mk-V), a sidearm (such as a UT-7 Hornet, CS-40 Defender, or CS-44 Enforcer), surveillance gear, and a good portable computer.

Sample Attributes:

Human/Nazzadi

Agility 6/7

Intellect 6/6

Perception 7/6

Presence 6/6

Strength 5/5

Tenacity 6/6

Sample Skills (OIS or FSB-SCD Field Agent):

Computers: Student

Dodge: Novice

Hobby: Student

Languages (Per Race): Per Race

Law Enforcement: Novice

Literacy: Novice

Marksman: Novice

Observation: Novice (Adept, if Human or Xenomix)

Occult: Student (Adept if Human)

Persuade: Novice

Regional Knowledge: Novice

Security: Novice

Streetwise: Novice

Surveillance: Novice

Trivia: Student



PARA-PSYCHIC

Para-psychics occupy an unusual place within the New Earth Government. They are people who cannot control that they have been naturally gifted to mold the power of the cosmos to their will, unlike sorcerers who actively choose their path. Yet still, even more so, they find that they do not fit in with regular people and are most often distrusted by the population at large. However, the military, the government, and certain private industries understand that para-psychics are valuable assets, so it can be easy for the properly gifted to rise to the top of society and command generous salaries.

Those who are gifted with powers classified as Dangerous or Invasive, and who choose or are forced to register with the government, must display visible identification at all times. The penalties of not doing so are severe. Most para-psychics wear stylish pins that fit on any clothing, but others wear armbands, specialized clothing, or even tattoos to identify themselves. Of course, a para-psychic doesn't necessarily need to register...

Para-psychics find themselves in many roles in society. Those with manipulative or sensory abilities find themselves recruited by large corporations and the government. Those with environmental or somatic powers find that the military or law enforcement comes knocking. But their most diverse jobs are found in the more loose private sector. Some work as therapists, using their abilities to help others work through their issues more effectively. Some work as private investigators, using their abilities to find things others might not. And others simply use their gifts to get ahead in whatever life they've chosen to lead.

Attributes: Higher than average Intellect and Tenacity recommended.

Suggested Skills: Observation, Para-Psychic Powers

Required Qualities: Erupted Para-Psychic, Latent Para-Psychic, Misfit (3) (or 4 for Dangerous or Invasive Powers, if registered), Watched (3) (if registered)

Special Gear: None

Sample Attributes (Therapist):

Human/Nazzadi

Agility 5/6

Intellect 7/7

Perception 6/6

Presence 5/5

Strength 5/5

Tenacity 8/7

Sample Skills (Therapist):

Computers: Student

Education: Master (Focused in Psychology, if Human)

Hobby: Student

Languages (Per Race): Per Race

Literacy: Adept

Medicine (Psychological): Adept (Focused in Psychotherapy, if Human or Xenomix)

Observation: Adept

Regional Knowledge: Novice

Savoir-Faire: Novice (Adept, if Human)

Science, Life: Adept

Trivia: Student

Sample Para-Psychic Powers: Empathic Projection

Insanity Points: 1



ZONER

Zoners never asked for the lives they are forced to lead. One day they were normal people, most likely without the barest hint of para-psychic aptitude – not even latent ability. The next they were bathed in alien energies and erupted into impressive para-psychics in a scarring and painful ordeal. Normal citizen to power-house overnight, but with a serious price.

Zoners are, to an individual, crazy. The dramatic and instantaneous onset of such power rips through a person's body and leaves his psyche scarred. People do not trust Zoners, nor are they comfortable even having them around – the ones that are still capable of functioning in society, that is. It is rare to find a Zoner that can still fit into his life after his change and it is rarer still to find one that isn't functionally a criminal or vagabond. Registration isn't even really an option, as the New Earth Government would quickly round a registered Zoner up for testing and experimentation. And then there's Burning, something to which Zoners are inevitably drawn through constant abuse of their prodigious powers. Bad things tend to happen when Zoners are around.

To the Zoner, his life was an accident and it isn't right that he should have to pay for it. But he is, at his core, a lunatic who commands great cosmic forces. No one said the Strange Aeon was fair.

Attributes: Higher than average Intellect and Tenacity recommended.

Suggested Skills: Observation, Misdirect, Para-Psychic Powers, Streetwise

Required Qualities: Erupted Para-Psychic, Latent Para-Psychic, Zoner, Misfit (3 or 4) (for Dangerous or Invasive Powers, if registered – or just for being crazy)

Special Gear: None

Sample Attributes:

Human/Nazzadi

Agility 5/6

Intellect 7/7

Perception 6/6

Presence 5/5

Strength 5/5

Tenacity 8/7

Sample Skills (Former Student):

Athletics: Novice

Computers: Novice

Dodge: Adept

Education: Novice

Hobby: Student

Languages (Per Race): Per Race

Literacy: Novice

Misdirect: Adept

Observation: Novice (Adept, if Human or Xenomix)

Regional Knowledge: Novice

Streetwise: Novice (Adept, if Human)

Survival: Novice

Trivia: Student

Gravikinesis: Student

Power Boost: Student

Pyrokinesis: Student

Sample Para-Psychic Powers: Pyrokinesis, Gravikinesis, Power Boost (*Environmental primary talent, Somatic secondary talent*)

Sample Psychological Disorders: Paranoid Schizophrenia, Minor Physical Disorder (Sleeping), Schizotypal Disorder (*7 Insanity Points*)

chapter four

optional framework

This chapter presents a number of new optional rules for Framework. They are just that – optional. Use the ones you like, ignore the ones you don't.

HEALING COMPLICATIONS

Under the standard rules of *Framework*, Characters heal without too much trouble. Comas are the exception, but even then recovery is an easy road. For those who would like more long-term consequence from serious injury, we present these rules for healing complications.

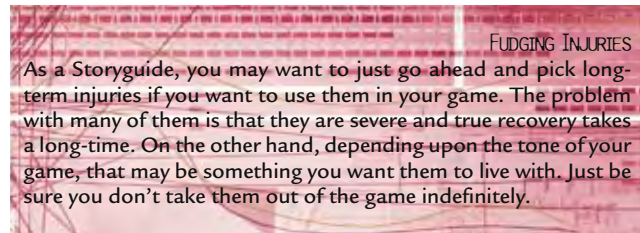
Many injuries thought permanent in previous decades are no longer so, thanks to advances in cloning and arcanotherapy. The effects presented are two-fold. The first is how the Character is affected until he can have the injury permanently cured, and the second is how long it takes the Character to recover from being restored. Oftentimes, this latter includes a hospital stay, physical therapy, and a great deal of pain. Also, it may take a while for a Character to get into an appropriate facility in an age of socialized medicine. Soldiers come first, and those who aren't combatants often have a lot of questions to answer.

RANDOM DETERMINATION (1DIE)	
Legs	1-2
Torso	3-7
Arms	8-9
Head	10

Whenever a Character is reduced to Seriously Wounded or Death's Door, there is a chance he will suffer a healing complication. A Seriously Wounded Character must succeed at a Hard Tenacity Feat Test or gain a complication; those at Death's Door must succeed at a Very Hard Tenacity Feat Test, in addition to a Test for coma. If successful, the Character heals normally. If unsuccessful, consult the following table to determine the long-term effects.

Arcane shapeshifters who mystically regenerate, like Tagers or Dhohanoids, never suffer healing complications.

If you are using the optional hit locations rule, you can determine where the Character was most severely injured during combat and consult that table. If not, randomly determine where the Character is injured. Choose whether or not an arm or leg injury is right or left, if appropriate.



ARM/LEG INJURIES (1 DIE)

ROLL INJURY

1-2 Massive Scarring

Your Character's arms or legs have been severely hurt, in such a way that unattractive heavy scarring is inevitable. The type of scarring is dependent upon the type of wounds.

Effects: Your Character gains the Repellent (1) Drawback.

Recovery: This type of injury, though permanent, is not regarded as life-impeding by the government. Unless the Character can pay for private care, he will have to live with it. However, plastic surgery or arcanotherapy can remove the scars (and the Drawback) with only a couple weeks (or less with arcanotherapy) recovery time.

3-4 Loss of Digits

Your Character has lost some of his fingers or his toes.

Effects: If he's lost some fingers, his Agility attribute is reduced by one in situations where he'd need them. If he's lost some toes, his balance is compromised and physical feats requiring quick action suffer a -1 Test Penalty.

Recovery: This type of injury, though permanent, is not regarded as life-impeding by the government. If the Character is part of the military or law enforcement, the government will provide surgery as soon as possible. Unless the Character can pay for private services, he will have to live with it. When treated, the injury takes about a month from which to recover (or less with arcanotherapy).

5-6 Compound Fracture

The bones of one of your Character's arms or legs were pulverized.

Effects: The Character suffers from the Slow Drawback (for a leg injury) or his Agility attribute is reduced by two in situations where he'd need the full use of his arm (for an arm injury). Either way, his Strength attribute is reduced by one.

Recovery: As the Loss of Digits injury.

7-8 Joint Injury

While the Character's limb is intact, he's suffered massive trauma to one of his joints.

Effects: As the Compound Fracture injury, but the Character also suffers from the Chronic Pain Drawback.

Recovery: As the Loss of Digits injury.

9-10 Loss of Limb

Your Character has lost either an arm or a leg, either due to physical trauma or a need to amputate. He will be outfitted with prosthetics until the limb can be replaced.

Effects: The Character suffers from double the effects of the Slow Drawback (for a leg) or his Agility attribute is reduced by four in situations where he'd need the full use of his arm (for an arm). Either way, his Strength attribute is reduced by two.

Recovery: New cloned organs will solve this problem quickly. This injury is high priority, but still some will have to wait up to a week. Recovery will take up to three months (or less with arcanotherapy), during which time he suffers from the Chronic Pain Drawback.

TORSO INJURIES (1 DIE)

ROLL INJURY

1 Massive Scarring

Your Character's chest, back, and stomach have been severely hurt, in such a way that unattractive heavy scarring is inevitable. The type of scarring is dependent upon the type of wounds.

Effects: Your Character gains the Repellent (1) Drawback.

Recovery: This type of injury, though permanent, is not regarded as life-impeding by the government. Unless the Character can pay for private care, he will have to live with it. However, plastic surgery or arcanotherapy can remove the scars (and the Drawback) with only a couple week (or less with arcanotherapy) recovery time.

2 System Shock: Fatigue

Due to the injury, your Character gets tired easily now.

Effects: Your Character gains the Tired Drawback.

Recovery: This injury is permanent and only arcanotherapy will help. If the Character is part of the military or law enforcement, the government will perform the necessary surgery (removing the Drawback). Otherwise, it is up to him to pay for private services. Recovery takes a couple of weeks (or less with some kinds of arcanotherapy).

3 Strength Compromised

Your Character's injury has compromised his core strength and is no longer as capable as he once was.

Effects: Your Character's Strength attribute is reduced by one.

Recovery: As the System Shock: Fatigue injury.

4 Nerve Damage: Minor

Your Character suffered from nerve damage, along with the trauma of his injuries. His sense of touch is deadened in parts of his body.

Effects: The Character suffers from the Impaired Sense (Touch) Drawback.

Recovery: As the System Shock: Fatigue injury.

5 Organ Damage: Minor

The injury has claimed an organ, though it is one your Character can live without. It might be a kidney or his gall bladder or one of his lungs.

Effects: Your Character now suffers from the Chronic Pain or Tired Drawback (choose).

Recovery: This injury is permanent, but new organs can be cloned. This type of injury is higher on the priority list, so most people will undergo treatment within two months of being hurt. Recovery takes about three months (or less with arcanotherapy).

6 Compound Fracture: Ribcage

Your Character's head and face have been mutilated, to the point where he will be severely disfigured. The type of disfigurement is dependent upon the type of wounds.

Effects: Your Character's Strength and Tenacity attributes

are both reduced by one.

Recovery: This injury is permanent. If the Character is part of the military or law enforcement, the government will perform the necessary surgery (removing the Drawback). Otherwise, it is up to him to pay for private services. Recovery takes a couple of months (or less with some kinds of arcanotherapy). During the first month, he cannot move if he wants to heal and suffers the Chronic Pain Drawback.

7 Genital Injury

In addition to the physical trauma, something unfortunate happened to your Character's genitalia and they are ruined.

Effects: Your Character is no longer capable of functioning sexually.

Recovery: The injury is permanent, but organs can be cloned. While not high on the priority list, the government will perform the necessary surgery to restore your Character's reproductive system. Recovery takes a couple of months, but arcanotherapy can speed this up.

8 Nerve Damage: Major

While your Character is intact and capable of functioning, he no longer has any kind of feeling in his body due to nerve damage.

Effects: Your Character suffers the effects of the Impaired Senses (Touch), but with a Test Penalty of -6.

Recovery: This injury is permanent and only arcanotherapy will help. If the Character is part of the military or law enforcement, the government will provide surgery as soon as possible. Others may have to wait a month or longer. The injury takes about a month from which to recover (or less with arcanotherapy).

9 Organ Damage: Major

The injury has claimed one of your Character's major organs. He might have lost his liver or his stomach or his heart may have a nick in it.

Effects: Your Character must stay in a medical facility under supervised care or he will die in short order.

Recovery: New cloned organs will solve this problem quickly. This injury is high priority, but still some will have to wait up to a week. Recovery will take up to three months (or less with arcanotherapy), during which time he suffers from the Chronic Pain Drawback.

10 Paraplegic

Your Character's spine and back were injured in such a way that your Character no longer has control or feeling of anything below his waist. Most importantly, he can no longer walk.

Effects: Your Character can no longer walk unassisted.

Recovery: This injury is permanent. If the Character is part of the military or law enforcement, the government will provide surgery as soon as possible. Others may have to wait a month or longer. The injury takes six months from which to recover (or less with arcanotherapy), during which time he suffers from the Chronic Pain Drawback.

HEAD INJURIES (1 DIE)

ROLL INJURY

1 Massive Scarring

Your Character's head and face have been severely hurt, in such a way that unattractive heavy scarring is inevitable. The type of scarring is dependent upon the type of wounds.

Effects: Your Character gains the Repellent (1) Drawback.

Recovery: This type of injury, though permanent, is not regarded as life-impeding by the government. Unless the Character can pay for private care, he will have to live with it. However, plastic surgery or arcanotherapy can remove the scars (and the Drawback) with only a couple week (or less with arcanotherapy) recovery time.

2 Eyesight Damaged

Your Character's eyes were somehow damaged, but remain intact. This might be from nerve damage, corneal injury, or retinal detachment. They may be foggy now or they may no longer focus properly.

Effects: Your Character gains the Impaired Sense (Vision) Drawback.

Recovery: This injury is permanent. If the Character is part of the military or requires crisp distance vision in order to fulfill his professional duties, the government will either perform the necessary surgery or replace his eyes with cloned ones (removing the Drawback). Otherwise, it is up to him to pay for private services. While recovering from this surgery, he suffers from both the Impaired Sense (Vision) and Chronic Pain Drawbacks, but both will disappear within a couple of weeks (or less with arcanotherapy).

3 Hearing Damaged

Your Character's ears were somehow damaged, but remain intact. This might be from nerve damage, popped eardrums, or damage to the hearing canal. He may no longer hear ranges or timbres or may just be plain hard of all hearing.

Effects: Your Character gains the Impaired Sense (Hearing) Drawback.

Recovery: This injury is permanent. If the Character is part of the military or requires clear hearing in order to fulfill his professional duties, the government will either perform the necessary surgery or replace his ears with cloned ones (removing the Drawback). Otherwise, it is up to him to pay for private services. While recovering from this surgery, he suffers from both the Impaired Sense (Hearing) and Chronic Pain Drawbacks, but both will disappear within a couple of weeks (or less with arcanotherapy).

4 Neck Injury

Your Character's neck was somehow hurt, but remains intact. This might be from spinal compaction or severe stretching or just having things twisted the wrong way. He suffers pain and no longer has full range of motion.

Effects: The Character suffers from the Chronic Pain Drawback.

Recovery: This injury is permanent. If the Character is part of the military or law enforcement, the government will perform the necessary surgery. Otherwise, it is up to him to pay for private services. The injury takes about a month from which to recover (or less with arcanotherapy).

5 Brain Damage: Minor

Your Character's head was wounded in such a way that he now suffers from brain damage, whether it be direct trauma, lack of oxygen, or nerve damage. This manifests

as difficulties with his memories, which are now jumbled and out of order.

Effects: Your Character's memories don't line up properly anymore. He may or may not remember people and he loses access to half of his skills (determine randomly).

Recovery: Only arcanotherapy can help, and it must be done within one month of the injury to be effective. Otherwise the injury is permanent. This type of injury is considered of higher priority by the government because of its short window of treatment. If your Character can get to a proper facility, he'll only have to wait a few weeks. The effects of this injury disappear immediately after treatment.

6 Mutilation

Your Character's head and face have been mutilated, to the point where he will be severely disfigured. The type of disfigurement is dependent upon the type of wounds.

Effects: Your Character gains the Repellent (3) Drawback.

Recovery: This type of injury is permanent, but the government will provide the proper care. Arcanotherapy is required, as plastic surgery can only do so much. The treatment can fix his appearance with only a couple weeks worth of recovery. However, treatment for this type of injury is considered low priority, so your Character may have to live with his disfigurement for a while.

7 Loss of Eye

Your Character has lost an eye, whether it has been physically damaged or there is an issue with the nerves.

Effects: Your Character gains the Impaired Sense (Vision) Drawback, but the Test Penalty is -3.

Recovery: As the Eyesight Damaged injury.

8 Loss of Both Eyes

Your Character has lost the use of both his eyes and he is now blind. The damage may be physical or neurological in nature.

Effects: Your Character can no longer see and treats all physical actions as if they were completely obscured.

Recovery: This injury is permanent. New cloned eyes are the only answer. If the Character is part of the military or law enforcement, the government will provide surgery as soon as possible. Others may have to wait a month or longer. The injury takes about a month from which to recover (or less with arcanotherapy).

9 Brain Damage: Major

Your Character has sustained major head trauma and is now a vegetable.

Effects: Your Character can't do anything, even communicate. He no longer perceives sensory input either.

Recovery: As the Brain Damage: Minor injury.

10 Quadraplegic

Your Character's spine and back were injured in such a way that your Character no longer has control or feeling of anything below his neck.

Effects: Your Character can no do most things unassisted.

Recovery: This injury is permanent. If the Character is part of the military or law enforcement, the government will provide surgery as soon as possible. Others may have to wait a month or longer. The injury takes six months from which to recover (or less with arcanotherapy), during which time he suffers from the Chronic Pain Drawback.

HIT LOCATIONS

Sometimes, people like to know where their attacks have landed. Furthermore, a head shot is going to have very different effects than one to the leg. That's where the optional hit locations rules come into play.

To determine where an attack has landed, read the highest die used in the attack Contest. Use the highest single die result if that's what you chose for your result, the number used in multiples, or the highest die of a straight. Because of these rules, however, you may find yourself choosing different dice for your results. You may go for the best location instead of the highest result. Once you have determined where the attack has landed, roll one die and apply the corresponding effects from the appropriate table.

Cover, of course, will affect location. For example, if a Character is covered from the waist down and you end up with a leg result,

it can't really apply. Go ahead and read up to the next highest location in these cases, until you get something that can logically be hit.

Hit location effects do not apply to creatures with alien physiologies. These rules are primarily intended to find out what happens to mortal combatants. (Feel free to use them for Ghouls, if you allow them as Characters.) However, they do apply to arcane shapeshifters, such as Tagers or Dhohanoids, but certain things will not affect them when they are shifted into their monstrous forms. Such things are marked with an *; if you roll one of these results, read up the chart until you get a result that works.

If you like these rules and want to use them regularly, consider letting your Storyguide roll for effects to speed things up.

HIGHEST RESULT	HIT LOCATION
1-4	Legs
5-7	Torso
8-9	Arms
10	Head

LEG HITS (1 DIE)

1-5: *Normal Hit* – no special effect; normal damage.
6-7: *Knocked Down* – normal damage; target also falls down and must spend his next Action to get back up.
8: *Bleeder** – grazed an artery; take an additional two damage per turn for 1-5 turns (half a die), which cannot be reduced in any way.
9: *Nerve** – normal damage; target also loses use of leg for 1-10 minutes (1 die) – choose leg randomly – and also falls down and must spend his next Action to get back up. Movement is reduced to quarter.
10: *Vitals* – double damage.

TORSO HITS (1 DIE)

1-3: *Normal Hit* – no special effect; normal damage.
4-5: *Spun Around* – normal damage; target also loses next two Actions, even if over multiple turns.
6-7: *Winded** – normal damage; target also suffers -2 Test Penalty to all Actions for next 1-5 turns (half a die).
8: *Bleeder** – grazed an artery; take an additional three damage per turn for 1-5 turns (half a die), which cannot be reduced in any way.
9: *Nerve** – normal damage; target also loses next two Actions, even if over multiple turns; target also suffers -2 Test Penalty to all Actions for next 1-5 turns (half a die).
10: *Vitals* – double damage.

ARM HITS (1 DIE)

1-5: *Normal Hit* – no special effect; normal damage.
6-7: *Bleeder** – grazed an artery; take an additional two damage per turn for 1-5 turns (half a die), which cannot be reduced in any way.
8: *Hand* – normal damage; target also drops whatever he's holding in that hand (choose hand randomly).
9: *Nerve** – normal damage; target also loses use of arm for 1-10 minutes (1 die) – choose arm randomly.
10: *Vitals* – double damage.

HEAD HITS (1 DIE)

1-3: *Normal Hit* – no special effect; normal damage.
4-5: *Stun* – normal damage; target also loses next two Actions, even if over multiple turns.
6-7: *Bleeder** – grazed an artery; take an additional three damage per turn for 1-5 turns (half a die), which cannot be reduced in any way.
8: *Temporary Blindness** – sight is obscured due to shock or blood; treat sight as totally obscured for 1-5 turns (half a die).
9: *Knock-Out* – target is knocked unconscious for 1-10 minutes (1 die); if Tager, symbiont takes over, but other arcane shapeshifters are unaffected.
10: *Vitals* – double damage.

CASCADES

A Cascade is meant to simulate an established fighting style, one in which a Character can be trained and that is taught within a community. For example, the New Earth Government has a standardized method of unarmed combat that all soldiers are taught in Basic Training. These fighting styles encompass a particular philosophy of combat with a set of accompanying stock fighting moves. These moves, for a trained fighter, naturally flow (or cascade) one into another. By staying within the flow of a fighting style, the flurry of combat becomes more manageable and a trained combatant is capable of much more than his untrained counterpart.

Each Cascade discusses the philosophy, training, and look of the fighting style, the Skill Specialization required to use that Cascade, the fighting moves of the style and appropriate rules, and both three Action and two Action Cascades. You read Cascades just like a flow chart. Start with an opening move – most styles give you a couple of options. Follow the flow to choose a second move, and on to a third for a three Action turn. Each step of the way shows you your Multiple Action Test Penalty for that attack as well as what move you'll be using so you can consult its specific damage and effects. It's that easy.

To execute your Cascade attack, engage in a Combat Contest, but use the listed Multiple Action Penalty instead of the usual -2 for each Action (for two Action turns) or -4 for each Action (for three Action turns). If you successfully hit your opponent, you will determine your damage using the damage of the specific move as opposed to the normal damage for hand or fist, or a modified amount of damage in the case of weapon styles. Many moves also have special effects that accompany them and those rules are explained under each Cascade.

The main advantage, beside the specialized fighting moves, is that by going with a Cascade, you essentially eliminate one Action's worth of Penalties. If you are taking three Actions, you only suffer a total penalty of -8 across all Actions instead of the usual -12 (-4 for each of the Actions). If you are taking two Actions, you only suffer a total penalty of -2 to all Actions instead of the usual -4 (-2 for each of the Actions).

But what if you portray a Character who is only capable of one Action per turn? Cascades are still useful to these Characters, because having access to a Cascade means that you have access to the individual combat moves within it. So while your Character may not be able to pull off a flurry of attacks, he'll still fight in a more sophisticated way than his untrained opponents. Even if your Character has the ability to pull off two or three Actions in a turn, you may choose to only perform one of the Cascade's special moves as an attack and forego all Action penalties that turn.

In order to use a Cascade, you must have purchased at least a Focused Specialization in the specific fighting style for your Character. He can then use any aspect of the Cascade.

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REAL FIGHTING STYLES

While Cascades are meant to simulate real world fighting styles, they're anything but real. We've first had to fit them into a one, two, or three Action in five seconds artificial framework. Then, we had to choose only a set of moves that would be effective and cinematic within that framework. Also, we had a limited amount of space in which to create fighting styles for *CthulhuTech*, so if you're a martial arts aficionado, feel free to use these rules as guidelines and create your own.



HUN-ZUTI: NAZZADI MARTIAL ARTS

Specialization Required: Fighting (Hun-Zuti)

As with all things created for the Nazzadi, the Migou embraced variations on a theme instead of complete reinvention. Hun-Zuti is an example of this in action, a seemingly unique fighting style that synthesizes several well-known and well-practiced martial arts styles from Asia. It is a combination of graceful style of kung-fu, such as snake and tiger, concentrating on whip-like hand strikes and disabling opponents.

Those Nazzadi old enough to have been trained as warriors in the original invasionary force of the First Arcanotech War have

all been trained in Hun-Zuti to some level. It was a natural part of their fictitious equivalent of “basic training.” Children who were born in the fleet during that time may or may not have yet begun their training, though many started as young as five. Today, Hun-Zuti is a part of the New Earth Government thanks to Nazzadi martial arts schools. Some modern Nazzadi choose to study Hun-Zuti as it is effective and plays to their talents, but it doesn’t necessarily occupy a special place in their culture.

CASCADE MOVES:

- **Draw Weapon** – This move is not an attack and does no damage. Instead, make a Challenging Agility Feat Test, using the listed Test Penalty. If successful, the Character may draw a weapon and use it next turn.
- **Front Kick (0)** – This is a kick out to the front that may knock an opponent away or down. If your attack is successful, engage in a Strength Feat Contest with your opponent. If you succeed by less than five points, he is pushed away one to five feet (half a die). If you succeed by five points or more, he is knocked to the ground and will have to spend an Action getting back up again.

- **Knife Hand (0)** – This is a hard, straight-armed strike to soft tissue using the finger tips.
- **Lock (-1)** – This is an entangling attack, used to subdue an opponent or just to cause him a lot of pain.
- **Nerve Strike (-1)** – This is a strike aimed at a nerve cluster. Any mortal target hit by a nerve strike must immediately succeed at a Hard Tenacity Feat Test or lose his next Action.
- **Trip** – This move does no damage. Instead, it is designed to take an opponent to the ground. If your attack is successful, engage in an Agility Feat Contest with your opponent. If you succeed at all, he’s on the ground and will have to spend an Action getting back up again.

TWO ACTION CASCADES (HUN-ZUTI)



THREE ACTION CASCADES (HUN-ZUTI)



NEG MILITARY UNARMED COMBAT

Specialization Required: Fighting (NEG Military Unarmed Combat)

The style of unarmed combat the New Earth Government teaches its soldiers is an effective no-frills form of martial arts. It is designed around decisive strikes aimed at taking an opponent down or out quickly – hard hits, hard kicks, and body locks. The basics of military combatives have changed little in the last century.

All soldiers are trained in unarmed combat as part of Basic Training. Since emphasis in the Aeon War is on fighting using guns and other kinds of ranged weapons, most soldiers lose the sophistication of their training in the field. Some choose to

continue to focus on it, and it is those who are deadly in close quarters combat.

The New Earth Government also offers military unarmed combat training to civilians. There are those that take on opening schools of their own accord, but these schools are most often run by reservists who take their training to the people. Unarmed combat is popular in many arcologies as many citizens would prefer to have some sort of ability to defend themselves than to just trust the authorities to be around when something goes down.

CASCADE MOVES:

- **Draw Weapon** – This move is not an attack and does no damage. Instead, make a Challenging Agility Feat Test, using the listed Test Penalty. If successful, the Character may draw a weapon and use it next turn.
- **Front Kick (0)** – This is a kick out to the front that may knock an opponent away or down. If your attack is successful, engage in a Strength Feat Contest with your opponent. If you succeed by less than five points, he is pushed away one to five feet (half a die). If you succeed by five points or more, he is knocked to

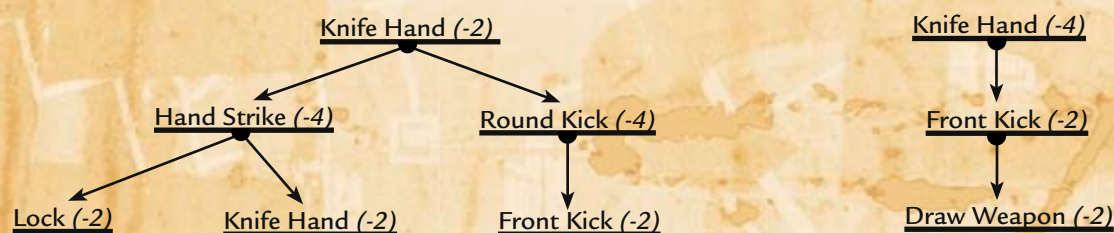
the ground and will have to spend an Action getting back up again.

- **Hand Strike (-1)** – This is a basic punch, jab, or chop.
- **Knife Hand (0)** – This is a hard, straight-armed strike to soft tissue using the finger tips.
- **Lock (-1)** – This is an entangling attack, used to subdue an opponent or just to cause him a lot of pain.
- **Round Kick (0)** – This is a kick utilizing momentum, that comes from the side.

TWO ACTION CASCADES (MILITARY UNARMED)



THREE ACTION CASCADES (MILITARY UNARMED)



ELDRITCH SOCIETY NINJITSU

Specialization Required: Fighting (Eldritch Society Ninjitsu)

Even the most vicious of Tagers is, essentially, a stealth warrior. They must keep their existence a secret and wage their war in shadows. The Eldritch Society trains Tagers in a modified form of ninjitsu, used by the shadow warriors of ancient Japan. The style concentrates on disabling strikes, hit and run tactics, and attacking from surprise. Eldritch Society ninjitsu uses two sets of Cascades – the first is when a trained warrior attacks from surprise and the second is for normal combat situations.

Ninjitsu training in the Eldritch Society is considered lower in priority than much of the other training a Tager must undergo. They must first be physically and mentally prepared to survive the Rite of Sacred Union, and then trained in their supernatural

abilities afterwards. By the time this basic education is complete, the Eldritch Society often needs to put Tagers into the field. However, many return for more sophisticated combat training after they've spent some time surviving in the shadows, in what little free time they can find. Ninjitsu masters are understanding when it comes to time and schedule, but merciless within training. They have no problem hurting students – after all, even in mortal form, Tagers regenerate. But on the other side, Tagers are even more deadly than they were before.

Note: Tagers in their shifted form can feel free to substitute an attack using their natural close quarters weaponry for any strike or kick in the Cascades.

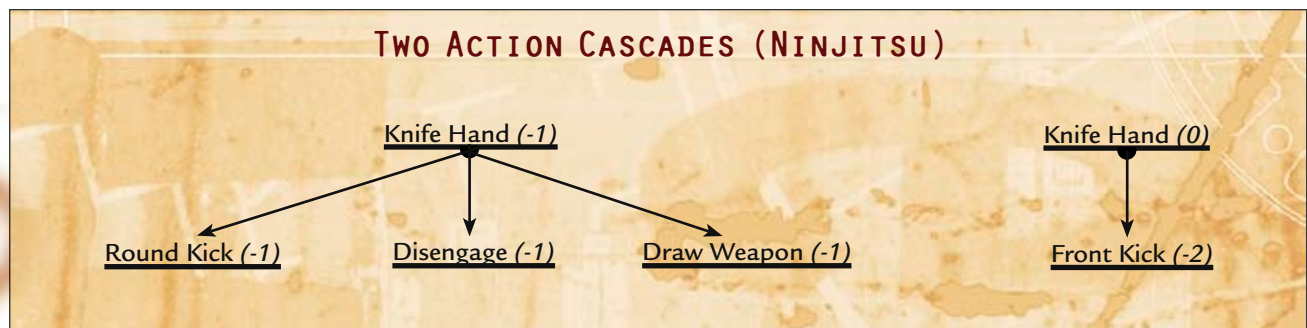
CASCADE MOVES:

- **Disappear** – This move is not an attack and does no damage. Instead, make a Hard Stealth Test, using the listed Test Penalty. Success means that your Character has once again hidden himself from his opponent, in the blink of an eye. This ability requires that there be some way the Character can hide himself, either within the environment or mystically. The opponent may immediately on his turn engage in Contests to find the hidden Character.
- **Disengage** – This move is not an attack and does no damage. Instead, make a Challenging Athletics Test, using the listed Test Penalty. If successful, the Character may immediately disengage from close quarters combat without provoking any kind

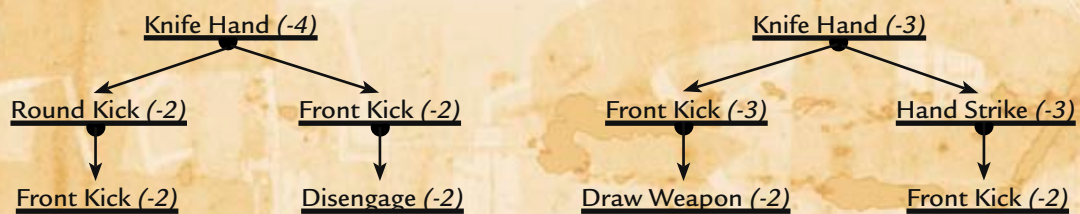
of attack. He may then move as far as is still capable of moving in that turn.

- **Draw Weapon** – This move is not an attack and does no damage. Instead, make a Challenging Agility Feat Test, using the listed Test Penalty. If successful, the Character may draw a weapon and use it next turn.
- **Front Kick (0)** – As Hun-Zuti move, p. 42.
- **Hand Strike (-1)** – This is a basic punch, jab, or chop.
- **Knife Hand (0)** – This is a hard, straight-armed strike to soft tissue using the finger tips.
- **Nerve Strike (-1)** – As Hun-Zuti Move, p. 42.
- **Round Kick (0)** – This is a kick utilizing momentum, that comes from the side.

TWO ACTION CASCADES (NINJITSU)



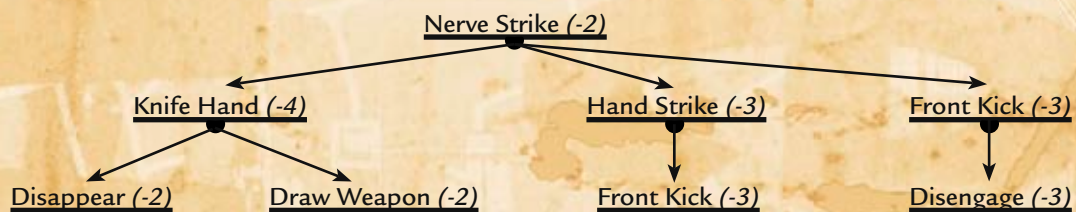
THREE ACTION CASCADES (NINJITSU)



TWO ACTION CASCADES: FROM SURPRISE (NINJITSU)



THREE ACTION CASCADES: FROM SURPRISE (NINJITSU)



NEG MILITARY KENDO

Specialization Required: Armed Fighting (NEG Military Kendo)

With the assimilation of all cultures into the New Earth Government came certain military adaptations. That combined with the inescapable fact that many of the foes that people now face cannot be dealt with in simple hand-to-hand combat led to the inclusion of Japanese swordsmanship as a part of Basic Training. However, like military unarmed combat training, most soldiers lose the nuance of their training in the field. Those that choose to focus on it, however, can become as deadly as some of the horrors they face.

This style of swordsmanship is also offered to civilians. Most often coupled with military unarmed combat instruction, these schools are again typically run by reservists. Kendo is not as popular as straight-up unarmed combat training, because most people don't or can't carry swords inside an arcology.

The training provided by study of NEG military kendo can be applied to any medium or long blade, as well as to snap or stun batons.

CASCADE MOVES:

- **Double-Hand Slash (weapon damage +2)** – This powerful two-handed overhead or sideways strike brings the maximum force of both the weapon and the wielder to bear. However, this attack must always follow a Feint move, as it is too slow to be effective otherwise (unless used from Surprise). Also, attackers suffer a -1 penalty to their Reflex on their next turn.
- **Feint (n/a)** – This move is simply a fake, designed to draw the attention of a defender to an attack that is not coming. It puts them off balance and opens them up to more powerful attacks. Execute a Combat Contest as usual. If the attacker succeeds, then the defender suffers a -4 Contest Penalty to his next Defense Test. If the defender succeeds, the feint has failed. This move does no damage, as it is technically not an attack.

- **Flat Blade (-1)** – This strike smacks the defender with the flat of the blade and is designed to temporarily stun him. Any mortal target hit by a flat blade must immediately succeed at a Hard Tenacity Feat Test or lose his next Action.
- **Front Slash (weapon damage -1)** – This is a quickly executed front slash utilizing little strength or momentum. It is a fast attack meant to set up a sequence of more powerful attacks.
- **Spin Slash (weapon damage)** – This is an move in which the attacker spins around, utilizing momentum to bring the weapon's force to bear.
- **Spiral Cut (weapon damage +1)** – This attack relies on the spiral nature of kendo moves to execute two upward slashes quickly and consecutively.

TWO ACTION CASCADES (KENDO)



THREE ACTION CASCADES (KENDO)



GUNPLAY: HANDGUNS

Specialization Required: Marksman (Handgun Gunplay)

While all soldiers are taught to effectively use firearms as part of Basic Training, there is a level of artistry well beyond that. Brought up from the streets, through the tradition of assassins and guns-for-hire, is the art of gunplay.

Handgun gunplay teaches moves that allow a master to gain as much advantage as he can from both the weapons itself and his own physicality. While many of the moves taught as part of gunplay can be used with only one handgun, some of the flashiest and most deadly comes from the training to effectively wield two at once.

There are few organized schools that teach handgun gunplay and what few that do are expensive and exclusive. They take only those that show promise and who can pay. Military and governmental agents are typically given special dispensation, should they take it on themselves to learn this art on their own time. The only way to develop this sort of mastery for most people is to go out into the world and put themselves in situations to learn from others who already know – and that typically involves living in a world of regular violence.

CASCADE MOVES:

- **Dive (weapon damage)** – This move allows a master to dive for cover while getting off a snap shot at the same time.
- **Double Fire (weapon damage)** – This powerful move requires a master to be wielding a handgun in each hand. He can then execute an attack that involves firing both handguns at the same target. This attack does not require him to split his dice as he normally would for using two weapons at the same time, and only requires the standard off-hand and multiple action Test Penalties. Each attack must be resolved separately.
- **Off-Hand Snap Fire (weapon damage)** – This move requires a master to be wielding a handgun in each hand and involves getting off a quick, intuitively aimed single shot with his off-hand (subject to normal off-hand penalties).
- **Snap Fire (weapon damage)** – This move is a quick, intuitively aimed single shot.
- **Reload (n/a)** – Instead of having to take a full turn to reload his handgun, a master can do it when he's doing other things (as a single Action). This assumes that he can get to a full clip

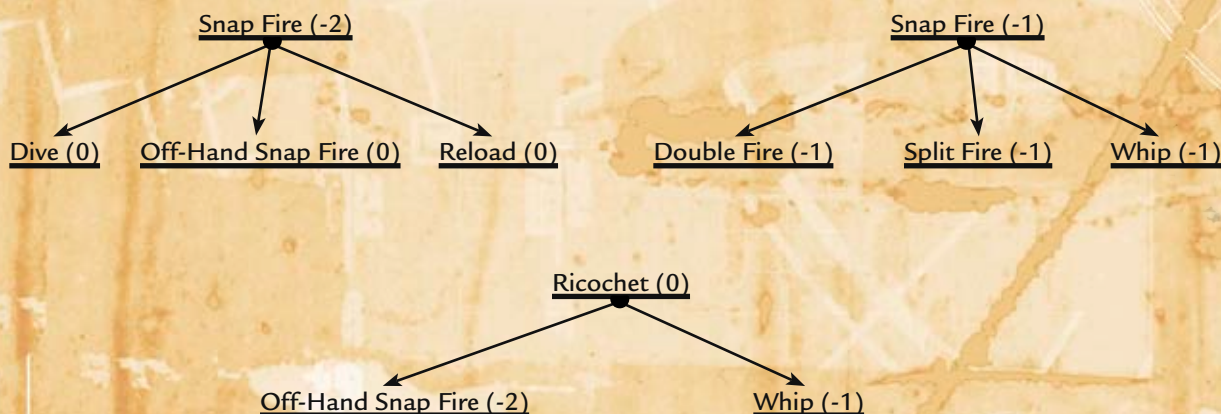
– a clip that is packed away out of reach or a clip that needs refilling do not apply to this move. This move does no damage, as it is not an attack.

- **Ricochet (weapon damage -1)** – This amazing move allows a master to bounce a shot off an object to hit a target around a corner or behind an object. The bullet can only ricochet once and must ricochet off something tough enough to bounce a speeding bullet – few things truly can.

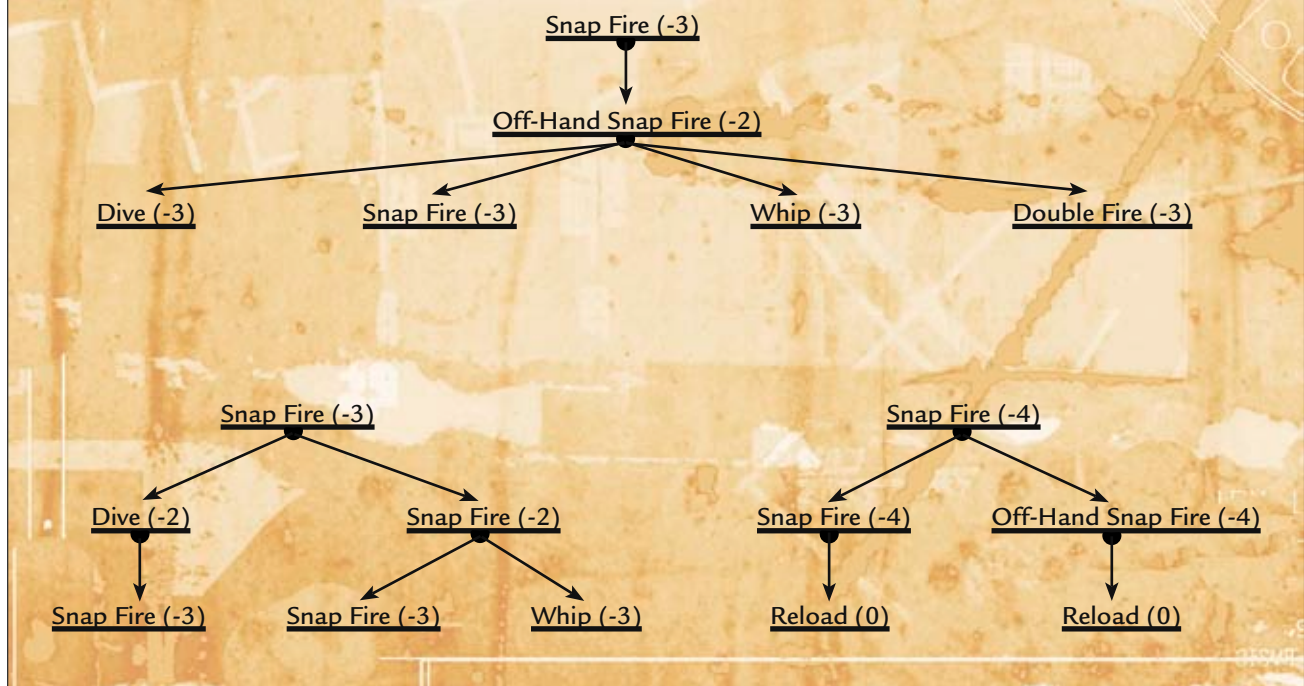
- **Split Fire (weapon damage)** – This powerful move requires a master to be wielding a handgun in each hand. He can then execute an attack against two separate targets within a 180° degree arc in front of him. This attack does not require him to split his dice as he normally would for using two weapons at the same time, and only requires the standard off-hand and multiple action Test Penalties. Each attack must be resolved separately.

- **Whip (0)** – This move is used when a target has gotten too close, and involves hitting him with the handgun.

TWO ACTION CASCADES (HANDGUNS)



THREE ACTION CASCADES (HANDGUNS)



GUNPLAY: RIFLES

Specialization Required: Marksman (Rifle Gunplay)

The mercenaries of the world have often sought to take personal combat to the next level. The amazing moves that comprise rifle gunplay are evidence of that commitment.

Rifle gunplay teaches a student how to make the most out of the amazing capacity of a long firearm, including using the physicality of the weapon to his advantage. Of course, the most dangerous moves taught by this martial art are those that relate to the awesome power of assault rifles. Those soldiers who've taken the

time to discipline themselves in this art find themselves surviving longer on the battlefield.

Like all forms of gunplay, there are few organized schools that teach rifle gunplay. Those lucky few who find themselves inside are often of a military or para-military profession. Those few that pick this up on their own often pick it up on the streets, living dangerous lifestyles.

CASCADE MOVES:

- **Dive (weapon damage)** – This move allows a master to dive for cover while getting off a snap shot at the same time.
- **Double Tap (special)** – Not quite a three-round burst, this allows an attacker to tap the trigger twice in quick succession to get off two bullets in a single attack against a single target. In addition to the damage conferred by success, a double tap does the equivalent of twice the weapon's damage rating.
- **Snap Fire (weapon damage)** – This move is a quick, intuitively aimed single shot.
- **Reload (n/a)** – Instead of having to take a full turn to reload his rifle, a master can do it when he's doing other things (as a single Action). This assumes that he can get to a full clip – a clip that is packed away out of reach or a clip that needs refilling do not apply to this move. This move does no damage, as it is not an attack.
- **Ricochet (weapon damage -1)** – This amazing move allows a master to bounce a shot off an object to hit a target around a

corner or behind an object. The bullet can only ricochet once and must ricochet off something tough enough to bounce a speeding bullet – few things truly can.

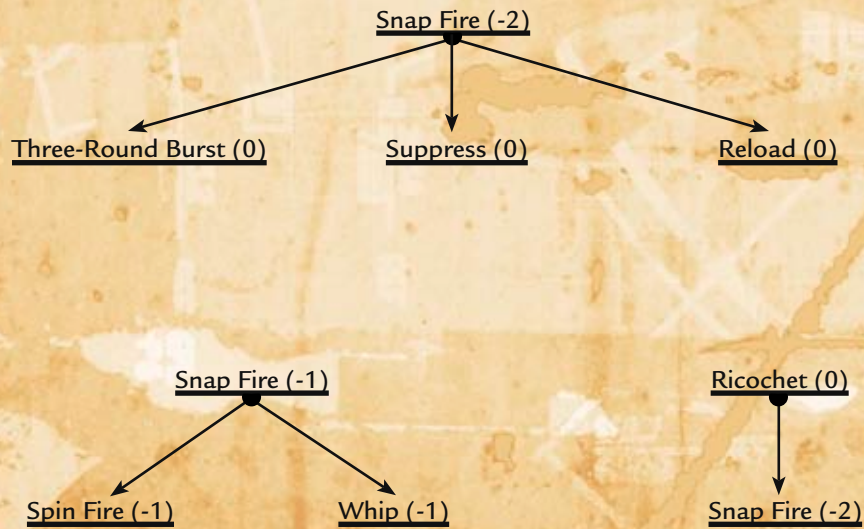
- **Spin Fire (weapon damage)** – This move involves whipping around to shoot at something behind you without losing your footing or bearing.

- **Suppress (as per special rules)** – This move allows the attacker to lay down suppressive fire, as per the rules presented on p. 120 of the *CthulhuTech Core Book*. This move can be used with automatic rifles only.

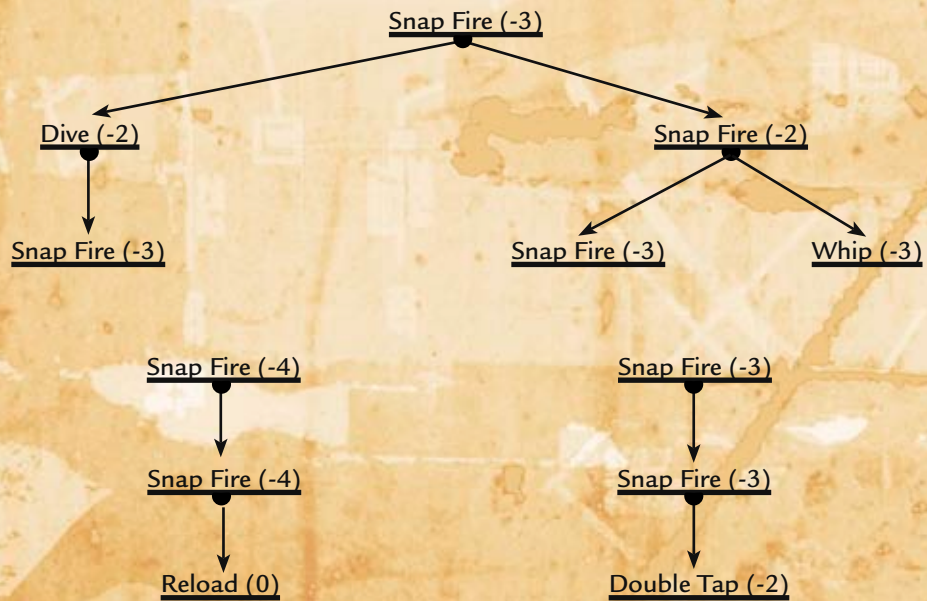
- **Three-Round Burst (as per special rules)** – This move allows the attacker to fire a three-round burst at his target, as per the rules presented on p. 120 of the *CthulhuTech Core Book*. This move can be used with automatic rifles only.

- **Whip (0)** – This move is used when a target has gotten too close, and involves hitting them with the rifle.

TWO ACTION CASCADES (RIFLES)



THREE ACTION CASCADES (RIFLES)



GUNPLAY: SUBMACHINEGUNS

Specialization Required: Marksman (SMG Gunplay)

Between the military, the world of organized crime, and terrorism, there is a kind of submachinegun combat that makes law enforcement agencies blush. The crushing moves that are part of submachinegun gunplay are a collection of the fighting styles that have evolved over the generations.

Submachinegun gunplay teaches moves that a master that allow him to gain as much advantage as he can from both the physicality of the weapon and the weapon's power itself. Many of the moves that are part of this fighting style are very effective on their own, but the greatest power comes from learning to wield two submachineguns at the same time – one in each hand. Those

who have the physical dexterity and skill to master wielding two fully automatic weapons at the same time command awesome firepower and are among the most feared gunplay artists in existence.

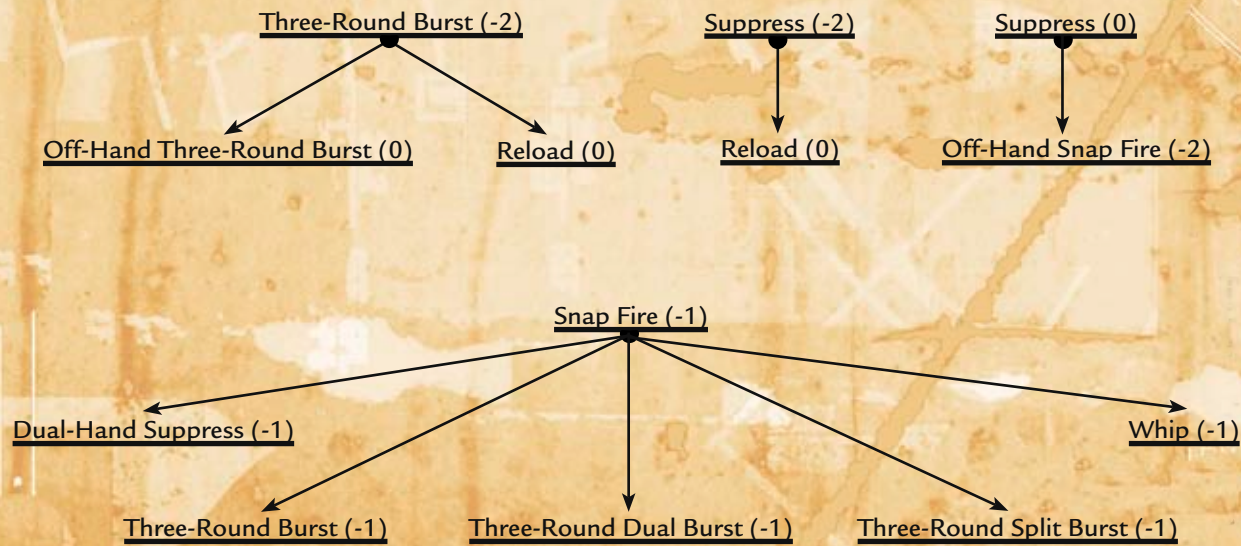
Submachinegun gunplay is only taught to elite units and isn't found in the civilian sector. Your average citizen of the New Earth Government is unlikely to have an opportunity to learn such an art. Those who seek mastery such as this must go out into a dangerous world and find those from which to learn and face great personal peril in order to do so.

CASCADE MOVES

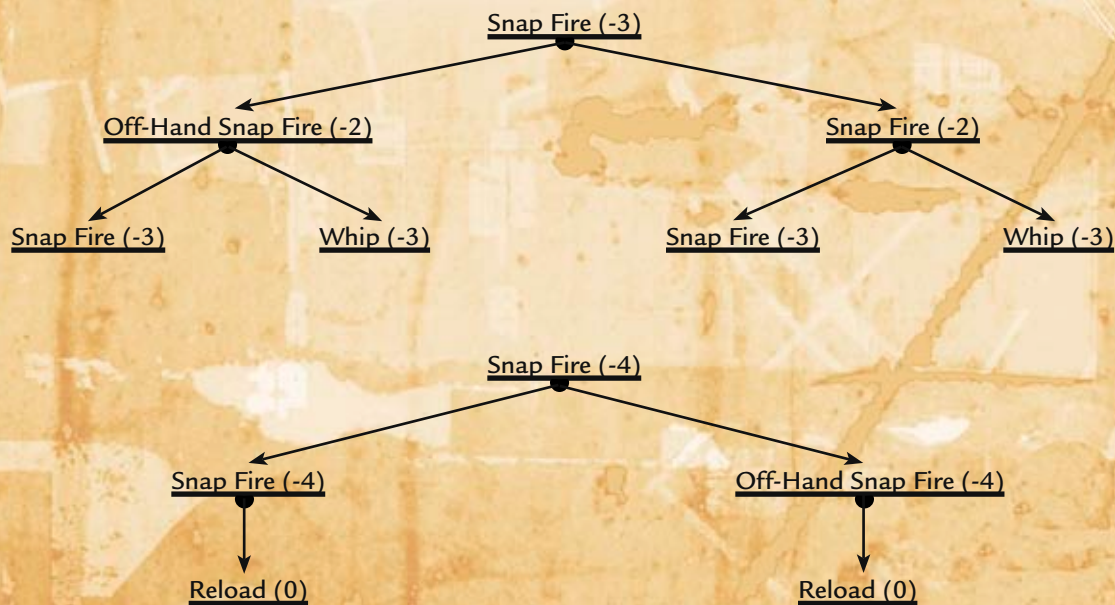
- **Dual-Hand Suppress (as per special rules)** – This amazing move requires that an attacker be wielding a submachinegun in each hand. He is capable of laying down suppressive fire in two ways – either both in front of and in back of himself, effectively covering a 360° arc, or forcing those in one 180° arc to make double Tests, all as per the rules presented on p. 120 of the *CthulhuTech Core Book*.
- **Off-Hand Snap Fire (weapon damage)** – This move requires a master to be wielding a submachinegun in each hand and involves getting off a quick, intuitively aimed single shot with his off-hand (subject to normal off-hand penalties).
- **Off-Hand Three-Round Burst (as per special rules)** – This move requires a master to be wielding a submachinegun in each hand and allows the attacker to fire a three-round burst at his target, as per the rules presented on p. 120 of the *CthulhuTech Core Book* (subject to normal off-hand penalties).
- **Snap Fire (weapon damage)** – This move is a quick, intuitively aimed single shot.
- **Reload (n/a)** – Instead of having to take a full turn to reload his submachinegun, a master can do it when he's doing other things (as a single Action). This assumes that he can get to a full clip – a clip that is packed away out of reach or a clip that needs refilling do not apply to this move. This move does no damage, as it is not an attack.

- **Suppress (as per special rules)** – This move allows the attacker to lay down suppressive fire, as per the rules presented on p. 120 of the *CthulhuTech Core Book*.
- **Three-Round Burst (as per special rules)** – This move allows the attacker to fire a three-round burst at his target, as per the rules presented on p. 120 of the *CthulhuTech Core Book*.
- **Three-Round Dual Burst (as per special rules)** – This powerful move requires a master to be wielding a submachinegun in each hand. He can then execute two three-round burst attacks against a single target. This attack does not require him to split his dice as he normally would for using two weapons at the same time, and only requires the standard off-hand, three-round burst, and multiple action Test Penalties. Each attack must be resolved separately.
- **Three-Round Split Burst (as per special rules)** – This powerful move requires a master to be wielding a submachinegun in each hand. He can then execute a three-round burst attack against two separate targets within a 180° degree arc in front of him. This attack does not require him to split his dice as he normally would for using two weapons at the same time, and only requires the standard off-hand, three-round burst, and multiple action Test Penalties. Each attack must be resolved separately.
- **Whip (0)** – This move is used when a target has gotten too close, and involves hitting them with the submachinegun.

TWO ACTION CASCADES (SUBMACHINEGUNS)



THREE ACTION CASCADES (SUBMACHINEGUNS)





I didn't want to think about the police officers that were dead inside the car I just crushed. With my mind. I just crushed a car with my mind.

The thought went through my head again. I can't believe this is happening to me.

Six months ago, my life didn't look like this. I wasn't a fugitive. I wasn't a freak. I was Veronike Lejeune and I had a job and a family. I had a handsome husband who worked for the government. I worked in advertising at a radio station and raised two beautiful children. We had a nice brownstone with nice things.

Things were simple. Or at least as simple as things get in today's world. I went to work. I went to the

kids' football games. I watched TV. I got drunk a couple times a month. My husband and I made love when we weren't too tired. My life looked just like everybody else's. Better in some cases.

And then I had to take a trip. My husband decided we needed to get out of Chicago. Los Angeles, he said. Los Angeles is an amazing town. He wanted to see the movie studios. He made it sound like so much fun. It was just going to be the two of us. His sister would watch the kids while we were gone. I spent a month shopping to get ready, because everyone looks good in LA.

The trip was fun. But when we got back, I got sick. I started to have headaches that made the couple



of migraines I'd had before look like nothing. I took a few days off work, but things didn't get any better. I didn't have any more time off, so I had to go back no matter how much it hurt. That lasted about two days before they sent me home.

I saw seven doctors in three days. Nothing. Seven doctors and nothing. The pain kept getting worse, to the point where one night my husband had to hold me while I thrashed around in the bathroom either screaming or barfing.

Then the weird stuff started to happen. One day the headaches hit and I reached over for my painkillers and they floated across the room into my hand. Floated, like they could fly on their own. And then that started to happen all the time. Anything I wanted to reach for would come floating to me. I had to start hiding it. I wasn't a freak. I knew it would pass. It didn't.

The migraines started to get better, so I went back to work. And it got even worse. Now I started to hear what people were thinking. Which really sucked, because not only did that mean I was a freak, you really don't want to hear what most people are thinking. I started to feel really alone, even though I was in everybody's head.

Then it got really bad. One of the guys in accounts re-

ceivable, a guy who'd always hated me, came up to pick yet another fight with me. About five minutes into it, he made me mad. Really mad. The kind of mad I've never been before. I mean, I wanted him dead. And that's exactly what happened. I felt something snap and then his ribs did the same. The next wave of energy tore through me and his head hit the wall, leaving a huge red stain. I ran.

I ran all the way home, scared and alone. I tried to talk to my husband, but he wouldn't listen to me. He looked at me like he was scared of me. He told me that we had to call the authorities. I didn't want to end up as a rat in some experiment. That's what they do to freaks like me. He picked up the phone and I broke his

wrist, without even touching him. I grabbed whatever I could as quick as I could and I left.

I crawled up on a nearby roof, just to see what was going to happen. He did call the authorities. Office of Internal Security. They arrived with the ambulance. They stayed there for hours, going through my computer and my stuff, asking my husband questions. I knew my life was over. The OIS knew about me and now they were going to hunt me.

I sat on that rooftop for hours after they left. I cried. I couldn't stop crying. I sat on the edge of the roof wondering what to do. I couldn't come up with anything. I stared down at the ground. If I just leaned forward, I would drop four stories headfirst into the pavement. It'd hurt for a second and then it'd all be over. No more pain. No more suffering. So I did.

And found myself floating to the ground. Whatever was inside me decided that I couldn't die.

And now I'm here. Everyone with a badge has me on a list. I'm sure they've got instructions to shoot me on sight. A menace to society. I never asked for this. I never wanted this. It just happened to me. It just happened and it stole my life from me. And nobody cares.

These cops were just a couple of guys. Guys with families probably. And all they want to do is protect society. But they found me and I hurt everyone who wants to hurt me. Even if I don't want to.

I guess they had a chance to say something to somebody, because I can hear the sirens. I don't want anybody else to die today. I run. Alley after alley, through some dark yards, down some quiet streets.

But the police and the OIS are pretty smart and they know I'm dangerous. I round the wrong corner and there they are, waiting for me. They don't shoot right away, because we've had this stand-off before. And sure enough, Agen Shon is there, PA in hand. "Veronike. Let's not do this again."

"Leave me alone, Bon-hwa! I don't want to hurt anyone."

"You've already hurt people. You always hurt people. Come with us and let me help you stop."

"It's not my fault. I don't want to be like this."

"I know."

"But I know you won't help me. I know you'll just cut me open!"

My face turns red and Shon knows what is going to happen. He ducks and a dozen assault rifles open fire, hoping they'll hit me. But they never do.

Maybe this time it won't work. Maybe this time the bullets will get through. Maybe this time I'll get lucky. Just for once I'd like luck to be on my side. Just once.

chapter five

explorers of the mind

Along with the acceptance of arcanotechnology and magic came para-psychic powers. Those gifted with para-psychic abilities are not as common as those who pursue magic, though they are a normal enough presence in society. However, while people know that sorcerers have to spend hours or even days involved in intense ritual to bring the powers of the universe to bear, they also know that para-psychics do it with just a thought. Many people do not trust or are outright fearful of those who intuitively mold supernatural power to their will.

This chapter will introduce you to the concept surrounding para-psychics, how para-psychic powers work within *Framework*, and a list of para-psychic powers for use in your game.

PARA-PSYCHICS

WHAT IS A PARA-PSYCHIC?

All creatures have a reservoir of internal energy within them. The scholars of the New Earth Government call it Orgone. It powers any ability that is considered to be supernatural. The symbionts of Tagers feed off it. Sorcerers tap into it and shape the powers of the universe through specific patterns. Para-psychics are those who naturally and intuitively harness this cosmic power. While sorcerers may have access to a greater breadth of power, para-psychics can call upon their abilities at will.

TYPES OF PARA-PSYCHICS

There are three types of para-psychics: latent, erupted, and Zoner. Those that are classified as latent have uncontrolled para-psychic potential or ability. What little ability they do display is minor and latent para-psychics are not required to register with the government. Erupted para-psychics are those that have manifested a powerful ability or powerful abilities that they can control. Zoners are erupted para-psychics whose bodies have internalized the alien energies of the Nevada Zone. They manifest powerful abilities, though at a cost to their grip on reality.

MANIFESTING POWERS

All para-psychics begin with latent abilities, which are usually pale echoes of what truly powerful potential lies within them. Then some kind of dramatic change or traumatic event (often-times puberty) triggers an eruption and these abilities come into full effect. However, how these para-psychic powers feel and look are different from individual to individual. One Pyrokinetic's eyes may turn red when he uses his powers, while another might glow with a nimbus of heat. One Mindworm's mental tendrils might feel like ice water, while another's might feel like stabbing needles. One Teleporter may transport with a pop, while another might transport with the quiet rush of wind. While the types of powers may fit neatly into molds, para-psychics themselves do not.

LEGALITY AND REGISTERING

Para-psychics are controlled and regulated by the government, like sorcerers. However, unlike practitioners of magic, para-psychics have no choice about their situation. Their powers manifest and that's that. Thus, the Office of Internal Security maintains a very different registration system.

There are technically three different classifications of para-psychic powers. Acceptable powers are those that are considered to be no threat to society and the people around the para-psychic. Those para-psychics who are fortunate enough to have developed only Acceptable powers are not forced to identify themselves as para-psychics and can live a relatively normal life. Dangerous powers are those that can cause physical harm to others or the environment around the para-psychic and Invasive powers are those that pry inside the privacy and sanctity of another's mind or those that can influence another against his will. Some powers are classified as both. Those para-psychics who have developed these types of powers are forced to identify themselves at all times. Special badges or decorative pins identifying the threat must be visibly displayed whenever the para-psychic is anywhere but the privacy of his own home. If a Dangerous or Invasive para-psychic is ever found in public without visible identification he is arrested and prosecuted.

All para-psychics are required to register once their first power erupts. The penalties for violating the laws regulating para-psychic ability are just as severe as those governing magic. Unregistered or criminal para-psychics are arrested and detained without due process. They are then taken to detention facilities where they undergo interrogation and an unpleasant series of tests. Unregistered para-psychics, depending upon their situation, are given prison terms if they agree to register. Criminal para-psychics often find themselves guinea pigs for drug or surgical testing designed to dampen their powers. Few find their way back into the world. Those that do are either shells of their former selves or those who have cut deals and now live in indentured servitude to the government.

BEING A PARA-PSYCHIC

All students undergo aptitude testing as a part of their schooling. Like magical aptitude, students are tested for psychic potential. Those who receive high scores are tracked by the Office of Internal Security. However, para-psychic powers are unpredictable and many do not erupt until they are adults. The OIS does its best to keep its eye out for para-psychics, but many fall through the cracks.

Once a para-psychic erupts and chooses to register, there are options for training. Many accredited institutions offer programs to help young para-psychics hone their powers in a marketable way. Many para-psychics choose to join development workshops offered through new-age and occult organizations and stores. But there are those who believe that their powers are too personal for outside help and choose to concentrate on developing them instinctually.

SERVICE OR INDEPENDENCE

Once registered, there are two paths for most para-psychics – federal service or employment in the private sector. Those that work for the government are given good salaries, excellent benefits, and many no longer are required to wear para-psychic identification markings in public. However, more than most, they are very carefully watched by the Office of Internal Security. Like those for sorcerers, there are many para-psychic government jobs that are pretty boring, but those in military and police organizations

live much more interesting lives. Both such organizations actively seek Environmental and Manipulative para-psychics to recruit.

Those that choose employment in the private sector have options, many of them lucrative. Para-psychics that participate in collegiate training are often recruited by corporations. They are very well-paid and respected. Others choose to offer their services independently, creating profitable private practices. Those with Environmental powers find themselves in laboratory situations or hired as specialized bodyguards, those with Sensory powers often create counseling practices, and those that manifest basic somatic powers sometimes hire themselves out as bodyguards or stuntmen. Manipulative para-psychics have the hardest time of it as independents, but are sometimes capable of creating specialized counseling services.

USING PARA-PSYCHIC POWERS

Para-psychic powers bring the power of the universe into the hands of the user. They can be called upon at will and skilled para-psychics can produce amazing feats. Powers are limited only by the para-psychic's imagination, reservoir of cosmic energy, and the careful maintenance of control over the forces that rage within them.

TYPES OF POWERS

Like sorcerers, most mortal para-psychics can only affect the first five dimensions. There are four categories of powers that affect the World of Elements. They are:

- Environmental Powers – These powers affect the primal forces in the world around the para-psychic. Some examples of environmental powers include pyrokinesis (mastery of fire), telekinesis (manipulating objects), and photokinesis (mastery of light).
- Manipulative Powers – These powers are those that affect other creatures, often against their will. Some examples include Empathic Projection (influencing the emotions of others), Dream

Projection (entering the dreams of others), and Probe (digging deep into the mind and memories of another).

- Sensory Powers – These powers grant supernatural senses to the para-psychic. Some examples include Empathy (reading the emotions of another), psychometry (reading the emotional residue of an object), and retrocognition (receiving visions of a location's past).
- Somatic Powers – These powers give the para-psychic superhuman physical abilities. Some examples include Power Boost (increased strength and endurance), Magnetism (increased personal charisma and charm), and Psychic Healing (mystically healing of illness and injury).

Additionally, all powers are classified according to Order, which is a representation of their individual level of influence and power. There are three Orders in the World of Elements, with each Order being more powerful than the Orders below it. Third Order spells represent the greatest para-psychic ability within a particular type of power – they are very powerful and typically very demanding.

INVOKING POWER

Para-psychic powers are not the weak psychic abilities that many thought to be reality in a different age. They can be very powerful and dangerous, in some cases manipulating some of the strongest and most primal forces of nature. What is most frightening, however, is that it seems random who it is that develops para-psychic ability and that the use of such amazing powers is simply instinctual – no discipline required.

USING POWERS

There are two types of Tests to determine whether or not a para-psychic power is both brought into being and accomplishes the intended effect. The first is the invocation Test, which is set at a Degree determined by the Difficulty rating in each power's listing. When you want your Character to use his power, you must first use an Action and succeed at a Test using a number of dice

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READING A POWER

Mechanically each power lists a lot of information. Here are the different components:

Name	The most commonly used name for the power.
Order	The Order of the power, representing its level of power.
Type	If the power is Environmental, Manipulative, Sensory, or Somatic.
Registration	Whether the power is considered Acceptable, Dangerous, Invasive, or a combination thereof.
Insanity Test	The Insanity Test required by manifestation of the power. If the Test fails, this also lists the number of Insanity Points acquired.
Intellect Required	This lists the minimum Intellect required to manifest the power.
Tenacity Required	This lists the minimum Tenacity required to manifest the power.
Power Prerequisites	This lists if the power requires other powers to have previously manifested.
Load Time	This lists the minimum amount of time required to bring the power into being.
Difficulty	This is the Difficulty rating (Degree) for power Tests to bring the power into being.
Orgone Initiation Cost	This is the amount of Orgone that must be spent in order to successfully use the power. This includes the first interval of the power, as indicated by the Maintenance Cost.
Orgone Maintenance Cost	This is the amount of Orgone that must be spent in order to maintain an active power, as well as the intervals in which the Orgone must be spent.
Effects	This lists the effects of the power.
Manifestations	This describes possible different ways the power might manifest for a para-psychic.
Specializations	This gives some suggestions for power specializations.

equal to his skill rating in the power and his Tenacity as a the governing attribute. If you fail, your Character cannot bring that power to bear this turn. He expends no Orgone and can try again on his next Action, with no Test Penalty. Success equals invocation, and only success requires the expenditure of Orgone.

Once a power has been properly invoked and you've determined how you'd like to use it, your Storyguide will give you a Difficulty just like any other Test. To make a Para-Psychic Powers Test, roll a number of dice equal to your Character's skill rating in the power with his Tenacity as the governing attribute and compare as usual. If the power is successful, spend the required Orgone and the power's effects happen. Critical Failures have different consequences, however, which will be discussed shortly.

Some powers can be maintained, that is they are not simply an instant effect and can occur over time. To maintain a power, simply pay the Orgone cost and the power continues. If you wish to radically alter how a maintained power is being used, your Storyguide may call for another Test to make sure you can pull it off.

RECOVERING ORGONE

Orgone naturally replenishes given time. It returns more quickly if a Character is resting, but will replenish even if he's rigorously active. Use the following guidelines:

- 1 Orgone recovered for every hour spent resting.
- 2 Orgone recovered for every hour of restful sleep.
- 1 Orgone recovered for every four hours spent active.

OVERPOWERING POWERS

It is possible to make the success of a power more likely by investing more cosmic energy into the power than is normally necessary. By spending double the amount of Orgone required, a para-psychic can reduce the Degree of the power Test by one and by quadrupling he can reduce it by two. The Degree of a power Test can only be reduced two levels and then only to Average. However, many powers require too much Orgone for this to be practical.

Para-psychics also have the ability to sacrifice their life-force to generate more power. For every 1 die of Vitality damage a para-psychic is willing and able to suffer, he can generate an extra four points of Orgone. This damage cannot be reduced in any way. It is determined after the Test is made so it is conceivable for a Character to die in this fashion.

POWER ASSISTANCE

While para-psychics cannot assist each other in manifesting powers, they can combine the strengths of their powers. As an example, two manipulative para-psychics might both assault a resistant subject using the Probe power to get into his mind. If an Extended Test is required, the normal rules for Teamwork apply. However, if only a single, normal Test is required for immediate effect, the following rules apply. The para-psychic with the highest power skill level is the Character who initiates the Test and rolls the dice. Each para-psychic of Novice or Adept power skill level with the same power who is assisting reduces the Degree one category or provides a +4 Contest Bonus; each para-psychic

of Expert or Master power skill level with the same power who is assisting reduces the Degree two categories or provides a +6 Contest Bonus. The minimum the Degree can be reduced is to Average and the maximum Contest Bonus is limited to +10.

Many powers are as such that assistance only means the combining of effects. For example, two Pyrokinetics may attempt to ignite an entire building. In these cases, simply aggregate the individual Tests and effects to determine the cumulative result.

COUNTERING POWERS

Para-psychics with the same power can attempt to counter each other. To do so, they must engage in a Contest using their power's skill. Both are forced to expend Orgone. If the initiator wins, the power succeeds. If the para-psychic attempting to block the power wins, the power is stymied.

Certain magical rituals also interfere with the function of para-psychic powers. The protection offered by the Ward Against Sorcery also works against para-psychic powers. Wards of Seclusion and Solitude, and Wards Against the Unseen protect in their own ways.

POWER SPECIALIZATIONS

The ways that many powers can be used are only limited by the creativity of the para-psychic. Some of them may become favorites for the user. You may choose to have your para-psychic Character Specialize in these defined ways. Some suggestions are provided with each power listing.

BURNING

While sorcerers labor under the constant threat of a mishap, para-psychics must face Burn. It is what happens when a para-psychic opens himself up to the cosmic forces that power his abilities too often and without the proper care and respect.

A Burn Test is called for whenever a para-psychic Critically Fails a Power Test or runs himself out of Orgone. A Burn Test is also due when a Character uses his power habitually or a single power too often, at your Storyguide's discretion. A Burn Test is a Tenacity Feat Test against a Degree based on the situation surrounding the Test. In the case of Critical Failures or running dry of Orgone, those Tests occur when the situation occurs. For habitual users, the Storyguide will call for Tests periodically – once a month, usually. The Degrees are as follows:

- Challenging – the Character Critically Failed a Power Test or the Character ran out of Orgone.
- Hard – Character regularly runs out of Orgone, the Character is in the early stages of habitual power use, or the Character has been through many Burns.
- Very Hard – Character is a truly habitual user of his powers or the Character has Burned often.

The state is called a Burn because the cosmic forces inside the para-psychic start to burn off of their own volition – through his powers. All of his powers begin to flare-up randomly and out of his control. He becomes a walking psychic bomb. What's worse is that these flare-ups do not drain him of Orgone – the Burn taps them into a greater reservoir of energy beyond that of the

para-psychic. If the para-psychic in question is usually careful and Burns infrequently, if ever, the Burn should be pretty sedate. Random power flare-ups should be more on the inconvenient, embarrassing, and scary side and the Burn won't last more than a couple hours. On the other hand, if the para-psychic in question is reckless with his powers and/or Burns pretty regularly, the Burn should be serious. Random power flare-ups should be terrifying, dangerous, and destructive and will last for days. The Degree of the Burn Test determines how long the Burn lasts. Those at Challenging last for one to five hours (half a die), those at Hard last for one to ten hours (1 die), and those at Very Hard last for one to five days (half a die). A para-psychic may still willfully activate and use his powers while in a Burn, as long as he has the required Orgone.

A Burn can become a semi- or fully permanent state if one Burns too often. Any time a para-psychic is required to make a Burn Test of the Hard degree, he needs to check to see if he gets stuck in a Burn. Roll one die – a result of one means he is now stuck in a Burn for one to ten months (1 die). Any time a para-psychic is required to make a Burn Test of the Very Hard degree, he needs to check if something even worse happens. Again, roll one die – this time, a result of one means he is now permanently stuck in a Burn. Drama Points cannot be spent to influence either of these types of rolls.

A para-psychic who's caught in a Burn is Burning; one who is stuck in a Burn is called a Burner. The only way to get out of a permanent Burn is the Purify Form spell, which will immediately stop any kind of Burn. The problem is that any reputable physician will report a Burner to the authorities. Certainly, there are back alley arcanophysicians who could do the job, but few want to risk the danger that comes with trying to help an out of control para-psychic. Some para-psychics, particularly those with unobtrusive or inobvious powers such as many Sensory or Somatic powers, can keep their Burn quiet. However, many can't, especially those with Environmental or Manipulative powers. Burners and those who cannot keep their Burns quiet are usually rounded up by OIS strike teams and taken to containment facilities. Their Burns are stopped by a Purify Form spell, but then they are subjected to an intimidating gauntlet of tests and interrogations before they are released – if they don't have to face criminal charges because of damage caused during their Burn. They are then required to attend mandatory weekly counseling and visits with an OIS assessment officer for a year. The penalties for missing such meetings are severe.

THIRD DEGREE BURNS

Burns are the major counterbalance to para-psychic powers. The constant threat of a messy Burn should always loom over para-psychic Character's heads. After all, no one wants to cause unintended harm or call the attention of the Office of Internal Security. As a Storyguide, you should try to strike a balance between calling for Burn Tests too often and too infrequently. You want to give your players the flexibility to use, but not abuse, their powers. Similar to that for magical mishaps, feel free to use this optional rule: Drama Points cannot be spent on Burn Tests.

ACQUIRING & DEVELOPING POWERS

To create a para-psychic Character, you must purchase the Latent Para-Psychic Asset, as well as either the Erupted Para-Psychic or Zoner Assets. You must then choose which of the four groups of para-psychic powers you'd like to be your Character's primary group – the one in which he has the most potential and ability. Choose one other group to be his secondary group, in which he has less potential, and the remaining two become his tertiary groups, in which he has little potential. He has access to all powers that are part of his primary group, most that are part of his secondary group, and few of those in his tertiary group. The Experience costs for developing such powers works according to this same potential. Primary powers are the cheapest, while tertiary powers are expensive.

Erupted para-psychic characters begin with one First Order power from their primary power group. Zoners begin with one Third Order and one First Order power that are part of their primary group, as well as one First Order power that's part of their secondary group. More may be acquired through the expenditure of Cheats during Character Design, as shown on the table below.

All acquired para-psychic powers start at a Student level of expertise and may only be increased to higher levels of expertise through the expenditure of Cheats during Character Design.

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Para-psychic powers are governed by a system of mastery similar to that used for skills. The Character can develop his mastery through the different levels of expertise, growing in power through each.

SPENDING CHEATS (THE PARA-PSYCHIC WAY)

In addition to the normal Cheat options, para-psychics have access to the following enhancements. Unlike obtaining new powers using Experience (see the next section), these powers can be from any group. However, they cannot be used to develop a Second Order power in a Character's tertiary power groups.

ENHANCEMENT*

Increase a First Order Power to a Novice level of expertise
Increase a First Order Power from a Novice to an Adept level of expertise
Increase a Second Order Power to a Novice level of expertise
Start with an additional First Order Sensory or Somatic Power
Start with an additional First Order Environmental or Manipulative Power
Start with an additional Second Order Sensory or Somatic Power

CHEAT COST

2
2
4
2
4
4

* Check the power listings to see if you meet the Intellect, Tenacity, and Power Prerequisite requirements and to see what Insanity Tests need to be made for the eruption of new powers.

DEVELOPING PARA-PSYCHIC POWERS

To Obtain New Powers

What causes para-psychic powers to erupt is a mystery, so your Character can develop new powers whenever you have the Experience to spend – as long as he meets the power's requirements. Para-psychics cannot manifest Third Order abilities from their secondary power group, and likewise cannot manifest Second or Third Order abilities from their tertiary power groups. Most para-psychic powers require an Insanity Test; make sure to resolve this as soon as the new power erupts. All powers erupt at a Student level of expertise.

Within a para-psychic's primary power group:

- To erupt a new First Order Sensory or Somatic Power costs 15 Experience.
- To erupt a new First Order Environmental or Manipulative Power costs 20 Experience.
- To erupt a new Second Order Sensory or Somatic Power costs 30 Experience.
- To erupt a new Second Order Environmental or Manipulative Power costs 40 Experience.
- To erupt a new Third Order Sensory or Somatic Power costs 50 Experience.
- To erupt a new Third Order Environmental or Manipulative Power costs 60 Experience.

Within a para-psychic's secondary power group:

- To erupt a new First Order Sensory or Somatic Power costs 30 Experience.
- To erupt a new First Order Environmental or Manipulative Power costs 40 Experience.
- To erupt a new Second Order Sensory or Somatic Power costs 50 Experience.
- To erupt a new Second Order Environmental or Manipulative Power costs 60 Experience.

Within a para-psychic's tertiary power groups:

- To erupt a new First Order Sensory or Somatic Power costs 50 Experience.
- To erupt a new First Order Environmental or Manipulative Power costs 60 Experience.

To Develop a Power One Level of Expertise

If you want to improve your Character's mastery over one of his para-psychic powers, it must be one that he has been using and training. A power may only be increased one level of expertise every other episode at most.

Within a para-psychic's primary power group:

- To develop a Sensory or Somatic Power from Student to Novice costs 10 Experience.
- To develop an Environmental or Manipulative Power from Student to Novice costs 15 Experience.
- To develop a Sensory or Somatic Power from Novice to Adept costs 20 Experience.
- To develop an Environmental or Manipulative Power from Novice to Adept costs 25 Experience.
- To develop a Sensory or Somatic Power from Adept to Expert costs 20 Experience.

- To develop an Environmental or Manipulative Power from Adept to Expert costs 25 Experience.
- To develop a Sensory or Somatic Power from Expert to Master costs 30 Experience.
- To develop an Environmental or Manipulative Power from Expert to Master costs 35 Experience.

Within a para-psychic's secondary power group:

- To develop a Sensory or Somatic Power from Student to Novice costs 15 Experience.
- To develop an Environmental or Manipulative Power from Student to Novice costs 20 Experience.
- To develop a Sensory or Somatic Power from Novice to Adept costs 25 Experience.
- To develop an Environmental or Manipulative Power from Novice to Adept costs 30 Experience.
- To develop a Sensory or Somatic Power from Adept to Expert costs 25 Experience.
- To develop an Environmental or Manipulative Power from Adept to Expert costs 30 Experience.
- To develop a Sensory or Somatic Power from Expert to Master costs 35 Experience.
- To develop an Environmental or Manipulative Power from Expert to Master costs 40 Experience.

Within a para-psychic's tertiary power groups:

- To develop a Sensory or Somatic Power from Student to Novice costs 20 Experience.
- To develop an Environmental or Manipulative Power from Student to Novice costs 25 Experience.
- To develop a Sensory or Somatic Power from Novice to Adept costs 30 Experience.
- To develop an Environmental or Manipulative Power from Novice to Adept costs 35 Experience.
- To develop a Sensory or Somatic Power from Adept to Expert costs 30 Experience.
- To develop an Environmental or Manipulative Power from Adept to Expert costs 35 Experience.
- To develop a Sensory or Somatic Power from Expert to Master costs 40 Experience.
- To develop an Environmental or Manipulative Power from Expert to Master costs 45 Experience.

To Become Specialized

If you want your Character to become specialized, it must be within a power that he has been using or training. A Specialization may only be acquired or improved if the overall power to which it is attached is not improved that episode, and then only once every other episode. Para-psychics cannot specialize in powers that are part of their tertiary power groups.

Within a para-psychic's primary power group:

- To become Focused in a Sensory or Somatic Power costs 15 Experience.
- To become Focused in an Environmental or Manipulative Power costs 20 Experience.
- To become a Specialist in a Sensory or Somatic Power area from being Focused costs 20 Experience.
- To become a Specialist in an Environmental or Manipulative Power area from being Focused costs 25 Experience.

Within a para-psychic's secondary power group:

- To become Focused in a Sensory or Somatic Power costs 20 Experience.
- To become Focused in an Environmental or Manipulative Power costs 25 Experience.
- To become a Specialist in a Sensory or Somatic Power area from being Focused costs 25 Experience.
- To become a Specialist in an Environmental or Manipulative Power area from being Focused costs 30 Experience.

PARA-PSYCHIC POWERS

ENVIRONMENTAL POWERS

Cryokinesis

First Order

Type: Environmental

Registration: Dangerous

Insanity Test: Challenging/1 Insanity Point

Intellect Required: 5

Tenacity Required: 7

Power Prerequisites: None

Load Time: 2 turns

Difficulty: Average

Orgone Initiation Cost: 3

Orgone Maintenance Cost: 1 per minute

Effects: Cryokinesis is mental control of cold. At lesser levels of ability, a para-psychic accomplishes this by slowing down molecules and reducing the heat they naturally generate. A para-psychic is actually capable of generating cold instead of simply relying on natural conditions at greater levels of ability. Of course, if a cryokinetic para-psychic applies his power to something naturally cold, such as ice or liquid nitrogen, he will make the substance unnaturally powerful. A cryokinetic can also stave off cold from himself and others to prevent freezing, as well as cooling people down in the heat. He is capable of controlling his own body temperature and comfort at no Orgone cost.

However, cryokinesis can be a dangerous thing and masterful para-psychics can use this power offensively. The way their attacks manifest vary – some para-psychics freeze with a touch, others fire shards of ice, others a wave of frost. It is precisely this ability that makes cryokinetics so valuable to the military or law enforcement agencies.

The ability a Cryokinetic has to manipulate cold depends on his level of ability:

Student: Your touch basically acts like ice. You never get too hot and your drinks are always cold. You cannot use this power offensively.

Novice: Your touch can freeze small objects. You are capable of acting like an air conditioner in enclosed spaces. You cannot use this power offensively.

Adept: You can freeze things that can naturally freeze, up to a volume equivalent to a medium-sized water fountain. You can control the spread of ice or frost. Should you choose to use this power offensively, your attacks have a +0 damage rating. You can affect anything within 10 yards.

GETTING CREATIVE

The guidelines presented here give you an overall framework of what each power is capable. That doesn't mean that's all they can do. Be creative within the boundaries of these powers and work out new applications with your Storyguide.

Expert: No longer do you just affect the molecules in your environment; now you can generate cold. You can reduce enclosed spaces to sub-zero temperatures, can cause it to snow when environmental conditions are correct, and you can freeze large volumes of material, such as a small pond. You can control ice and frost and can make art out of it. Should you choose to use this power offensively, your attacks have a +1 damage rating. You can affect anything within 100 yards.

Master: You are Jack Frost and generously generate cold. You can reduce large enclosed spaces to sub-zero temperatures, can cause it to snow as long as there is moisture in the air, and you can freeze large volumes of material up to and including a medium-sized lake. Should you choose to use this power offensively, your attacks have a +2 damage rating. You can affect anything you can see.

Manifestations:

- The para-psychic's eyes turn blue when he's activating the power.
- The temperature around the para-psychic drops a few degrees.
- Everyone around the para-psychic can see their breath in the air.
- Frost appears on nearby things, especially windows.
- The para-psychic feels cold to the touch and his skin takes on a translucent quality.

Specializations: Environmental Temperatures, Freezing Liquids, Freezing Solids, Ice Sculpture, Environmental Effects

Usage Fee: Adept (Legal) 140 Tn/hour, Adept (Illegal) 350 Tn/hour, Master (Legal) 280 Tn/hour, Master (Illegal) 560 Tn/hour

Pyrokinesis

First Order

Type: Environmental

Registration: Dangerous

Insanity Test: Challenging/1 Insanity Point

Intellect Required: 5

Tenacity Required: 7

Power Prerequisites: None

Load Time: 2 turns

Difficulty: Average

Orgone Initiation Cost: 3

Orgone Maintenance Cost: 1 per minute

Effects: Pyrokinesis is mental control of heat and fire. At lesser levels of ability, a para-psychic accomplishes this by speeding up molecules and increasing the heat they naturally generate. A para-psychic is actually capable of generating heat instead of simply relying on natural conditions at greater levels of ability. Of course, if a pyrokinetic para-psychic applies his power to something naturally flammable, such as accelerants like kero-

sene or gasoline or combustibles like gunpowder, he will make the substance unnaturally powerful. In addition, a pyrokinetic can also bleed off heat from himself and others to prevent heat stroke or dehydration, as well as heating people up in the cold. He is capable of controlling his own body temperature and comfort at no Orgone cost.

Like cryokinesis, pyrokinesis can be dangerous and masterful para-psychics can use this power offensively. The way their attacks manifest vary – some para-psychics burn with a touch, other fire bolts of flame, others waves of debilitating heat. It is this use of their abilities that make pyrokinetics sought after by the military and law enforcement agencies, though their ability to influence flame make them coveted by the fire service as well.

The ability a Pyrokinetic has to manipulate heat depends on his level of ability:

Student: Your touch basically acts like a hot-plate. You never get too cold and your food is always hot. You cannot use this power offensively.

Novice: Your touch is the equivalent of a lighter and you can start flammable objects on fire. You are capable of acting like a space-heater or fireplace in enclosed spaces. You cannot use this power offensively.

Adept: You can start the equivalent of a camp-fire with a thought – flammable materials and accelerant can cause these fires to grow quickly. You can also control the spread of fires. Should you choose to use this power offensively, your attacks have a +0 damage rating. You can affect anything within 10 yards.

Expert: No longer do you just affect the molecules in your environment; now you can generate heat. You can bring enclosed spaces to sweltering temperatures and cause steam baths as long as water is present. You can start fires of bonfire proportions and can even cause normally inflammable objects to catch fire – however, they will not stay afire once your concentration goes elsewhere. You can control fire and can make art out of it. Should you choose to use this power offensively, your attacks have a +1 damage rating. You can affect anything within 100 yards.

Master: You are the spirit of flame and generously generate heat. You can bring large enclosed spaces to sweltering temperatures and cause serious steam baths as long as water is present. You can start the equivalent of a small office building on fire with a thought. Should you choose to use this power offensively, your attacks have a +2 damage rating. You can affect anything you can see.

Manifestations:

- The para-psychic's eyes turn red when he's activating the power.
- The para-psychic glows with a nimbus of heat when he uses the power.
- The temperature around the para-psychic heats up a few degrees.
- Everyone around the para-psychic starts to sweat.
- Cold and flammable objects near the para-psychic start to steam.



Specializations: Accelerant, Burning Flammable Objects, Environmental Effects, Environmental Temperatures, Fire Art, Heating Liquids, Heating Solids

Usage Fee: Adept (Legal) 140 Tn/hour, Adept (Illegal) 350 Tn/hour, Master (Legal) 280 Tn/hour, Master (Illegal) 560 Tn/hour

Telekinesis

First Order

Type: Environmental

Registration: Dangerous

Insanity Test: Challenging/1 Insanity Point

Intellect Required: 5

Tenacity Required: 6

Power Prerequisites: None

Load Time: None

Difficulty: Average

Orgone Initiation Cost: 3

Orgone Maintenance Cost: 1 per minute

Effects: Telekinesis is the ability to move objects through force of thought. At lesser levels of ability, a para-psychic is capable of only crude manipulation and can lift or move little. However, at higher levels of ability, a para-psychic is capable of creating multiple mental limbs that can perform tasks that would normally require specialized tools. While less powerful telekinetics can only affect the environment around them, more powerful telekinetics can restrain, throw cars, or even kill with their thoughts.

Like all kinetic powers, telekinesis can be dangerous and powerful para-psychics can use this power offensively. The way their attacks manifest vary – some telekinetics bludgeon with their mental force, others hurl physical objects, while very powerful telekinetics are capable of squeezing arteries or internal organs to cause harm that has no outward sign. Like all environmental para-psychics, the military and law enforcement seek after gifted telekinetics. Of all the kinetic para-psychics, telekinetics scare the average person the least.

A Telekinetic's mental power depends on his level of ability:

Student: You can create one telekinetic "limb" which has the equivalent of ham hands. You can affect things within 10 feet and can lift about 10 pounds (equivalent Strength 1). You cannot use this power offensively.

Novice: You can create one telekinetic "limb" which can manipulate things with the equivalent of half your Agility. You can affect things within 30 feet and can lift about 50 pounds (equivalent Strength 3). You cannot use this power offensively.

Adept: You can create a pair of telekinetic "arms" which can manipulate things with a prowess equal to your own Agility. You can affect things within 25 yards and can lift about 250 pounds (equivalent Strength 7). Should you choose to use this power offensively, your attacks have a +0 damage rating.

Expert: You can create up to four telekinetic "arms" which are capable of fine manipulation your hands couldn't perform without the help of tools. You can affect things within 100 yards and can lift about 1000 pounds (equivalent Strength 10). Should

you choose to use this power offensively, your attacks have a +1 damage rating.

Master: You can create up to four telekinetic "arms" which are capable of very fine manipulation your hands couldn't perform without the help of specialized tools. You can affect anything you can see and can lift about a ton (equivalent Strength 13). Should you choose to use this power offensively, your attacks have a +2 damage rating.

Manifestations:

- A shimmering wave of transparent force engulfs the para-psychic.
- The para-psychic's hair gently moves as if its own personal wind blew threw it.
- Objects near the para-psychic shift subtly.
- The para-psychic's mental tendrils shimmer in the air.
- The para-psychic's telekinetic energy is colder than the surrounding environment.

Specializations: Extra Telekinetic Limbs, Fine Manipulation, Lifting, Moving, Telekinetic Combat, Telekinetic Ranged Attacks

Usage Fee: Adept (Legal) 140 Tn/hour, Adept (Illegal) 350 Tn/hour, Master (Legal) 280 Tn/hour, Master (Illegal) 560 Tn/hour

Electrokinesis

Second Order

Type: Environmental

Registration: Dangerous

Insanity Test: Hard/1 Insanity Point

Intellect Required: 7

Tenacity Required: 7

Power Prerequisites: None, Technical or Computer skills at Adept or above.

Load Time: 2 turns

Difficulty: Challenging

Orgone Initiation Cost: 3

Orgone Maintenance Cost: 1 per minute

Effects: Electrokinetics is the ability to mentally control electricity. At lesser levels of ability, a para-psychic is capable of only recharging batteries or powering small electrical devices. However, at higher levels of ability, a para-psychic is capable of reading digital or magnetic media from a distance, intuitively communicating with computers, listening to digital communications, and shorting electrical equipment. While less powerful electrokinetics can only manipulate existing electrical fields, more powerful electrokinetics can generate their own electricity and are capable of frying both equipment and living things.

Like all kinetic powers, electrokinesis can be very dangerous and nearly all electrokinetics are capable of using this power offensively. The way their attacks manifest vary – some electrokinetics fire bright bolts of electricity, some mess with a body's natural bio-electrical system, some send out waves of charged ions. The military and law enforcement agencies actively seek electrokinetics, as do corporations. They are among the most sought after of all environmentally gifted para-psychics.

An Electrokinetic's control over electricity depends on his level of ability:

Student: For the most part you are limited to recharging batteries or causing electric devices to operate for short periods of time without being hooked up to a power source besides you. Your PCPU never runs out of juice. You can shock people when you touch them, though its more annoying than harmful.

Novice: In addition to powering devices and recharging batteries, you can create power surges that will trip breakers and surge protectors. You can use this power offensively to stun people – treat as if your attack were made by a stun gun (on p. 114 of the *CthulhuTech Core Book*).

Adept: You can now cause the kind of surges that will fry computers and electrical or electronic equipment, regardless of protection. You are capable of reading digital or magnetic media (magnetic media computer hard drives, memory sticks, etc.) without the need for a reader with a range of 10 yards. However, you cannot read optical media, such as crystalline media computer hard drives or optical disks such as MVD's. Should you choose to use this power offensively, your attacks have a +1 damage rating with a range of 20 yards.

Expert: You are capable of actually generating electricity and can now power entire blocks if you so choose. You can now also communicate with computers on an intuitive level – you receive a +4 to your Computer skill Tests. You can also “listen” to digital communications, as long as you are within 10 yards of a sending or receiving device. Should you choose to use this power offensively, your attacks have a +2 damage rating with a range of 50 yards.

Master: In addition to all of the aforementioned abilities, you are a full-blown para-psychic hacker – you receive a +8 to your Computer skill Tests. You can read media at 20 yards, and listen to digital communications at 25 yards. Should you choose to use this power offensively, your attacks have a +3 damage rating with a range of 150 yards.

Manifestations:

- The hair on the back of everybody's neck stands up.
- You can smell ozone when the para-psychic uses his powers.
- Small electrical arcs play over the para-psychic's body.
- Harmless electricity arcs from the para-psychic's body to grounded objects, causing small surges.
- A glowing electrical nimbus appears around the para-psychic's body.

Specializations: Bio-electricity, Hacking, Offensive Power, Powering Devices, Surges

Usage Fee: Adept (Legal) 210 Tn/hour, Adept (Illegal) 560 Tn/hour, Master (Legal) 560 Tn/hour, Master (Illegal) 1400 Tn/hour

Photokinesis

Second Order

Type: Environmental

Registration: Dangerous

Insanity Test: Hard/1 Insanity Point

Intellect Required: 7

Tenacity Required: 7

Power Prerequisites: None

Load Time: 2 turns

Difficulty: Challenging

Orgone Initiation Cost: 3

Orgone Maintenance Cost: 1 per minute

Effects: Photokinesis is the ability to mentally control light. At lesser levels of ability, a para-psychic is capable of only brightening or dimming existing light conditions. However, at higher levels of ability, a para-psychic is capable of plunging areas into darkness, blinding people, crafting illusions, bending light to make objects invisible, and reading optical media without the need for a device. While less powerful photokinetics can only manipulate existing light, more powerful photokinetics can generate photons and are capable of amazing feats.

Photokinesis, like all environmental powers, can be dangerous and photokinetics are capable of causing harm with this power. The way their attacks manifest vary – some photokinetics coalesce light into lasers, some bombard targets with hard light, some gel the light into burning fields. Military and law enforcement seek after photokinetics, especially those involved with covert operations.

Many photokinetic para-psychics can bend light in order to make themselves, others, or objects invisible to sight. Use the rules for mecha stealth systems to simulate this, found on p. 144 of the *CthulhuTech Core Book*.

Powerful phonokinetics can create visual illusions. Seeing through an photokinetic illusion requires an Observation Contest against the para-psychic's Performance skill. Most often, some sort of clue is necessary to make the person doubt the illusion, including lack of any sound, physical ability to manipulate (except hard light), thermal qualities, or scent.

A Photokinetics control over light depends on his level of ability:

Student: Basically, all you can do is dim or brighten existing light conditions in a small room. You never need sunglasses or a night-light or you can wear sunglasses at night. You are also always flatteringly lit.

Novice: You can dim or brighten existing light conditions in a large room. You can craft simple illusions no bigger than a large dog or child. You can bend light around something the size of a person. You can use this power offensively to blind people – treat as if your attack were made by a UT-42 flash grenade (on p. 113 of the *CthulhuTech Core Book*), but you must target an individual.

Adept: You can dim or brighten existing light conditions so that conditions are considered to be partially obscuring, and can affect 400 square feet. You can craft detailed illusions that can be up to the size of a large car. You are capable of reading optical media, such as crystalline media computer hard drives or optical disks such as MVD's, without the need for a reader with a range of 10 yards. However, you cannot read digital or magnetic media (magnetic media computer hard drives, memory sticks, etc.). You can bend light around objects up to the size of a large car or small utility vehicle, making them invisible to the eye. Should you choose to use this power offensively, your attacks have a +0 damage rating with a range of 100 yards.

Expert: No longer a slave to existing light conditions, you can now generate (or destroy) photons. You can suck all the light out of a room, plunging it into darkness, or throw photons into it, blinding everyone within – you can affect 1600 square feet. You can craft detailed illusions that can be up to the size of a small building. You can bend light around objects of similar size, making them invisible to the eye. You can read optical media with a range of 10 yards. Should you choose to use this power offensively, your attacks have a +1 damage rating with a range of 500 yards.

Master: You can suck all the light out of a room, plunging it into darkness, or throw photons into it, blinding everyone within – you can affect 2500 square feet. You can bend light around objects up to and including a large building, making them invisible to the eye. You can create moving, detailed illusions of a similar size. You can also create “hard light” illusions that have solid form and can touch objects, up to the size of a person. You can read optical media with a range of 20 yards. Should you choose to use this power offensively, your attacks have a +2 damage rating with a range of anything you can see.

Manifestations:

- You flash like a camera when you use your powers.
- The para-psychic glows when his powers are activated.
- Parts of objects seem to disappear around the para-psychic.
- Light sources brighten or dim when the power is activated.
- Photons come into sharp focus, making a light-speed snowstorm around the para-psychic.

Specializations: Environmental Effects, Illusions, Lasers, Making Objects Disappear

Usage Fee: Adept (Legal) 210 Tn/hour, Adept (Illegal) 560 Tn/hour, Master (Legal) 560 Tn/hour, Master (Illegal) 1400 Tn/hour

Gravikinesis

Third Order

Type: Environmental

Registration: Dangerous

Insanity Test: Very Hard/2 Insanity Points

Intellect Required: 7

Tenacity Required: 7

Power Prerequisites: Telekinesis

Load Time: 2 turns

Difficulty: Challenging

Orgone Initiation Cost: 4

Orgone Maintenance Cost: 2 per minute

Effects: Gravikinesis is the ability to mentally control gravitic forces. At lesser levels of ability, a para-psychic is capable of causing small objects to attract or repel and cause himself to float up and down. However, at higher levels of ability, a para-psychic is capable of causing much larger objects to attract or repel with great force, can levitate or make heavy objects fly, can speed up or slow down objects, and create devastating gravity wells. While less powerful gravikinetics can only manipulate existing gravity, more powerful gravikinetics can create their own gravitons or truly negate gravity.

Gravikinesis is the most deadly of all kinetic powers. The way gravikinetics' attacks manifest vary – some create crushing gravity wells, others cause objects to implode, others cause molecules to explode. The military and law enforcement agencies aggressively recruit gravikinetics, and rogue gravikinetics are actually not tolerated. They're too dangerous.

A Gravikinetic's control over gravity depends on his level of ability:

Student: You can make objects of cat-size or smaller attract or repel each other with the equivalent of a rating of Strength 1, and can levitate or make fly up to 30 pounds. You can float down at safe speeds as long as your Orgone holds out and can ascend in place at 5 mph.

Novice: You can make objects of large dog-size or smaller attract or repel each other with the equivalent of a rating of Strength 4, and can levitate or make fly up to 75 pounds. You can float down at safe speeds as long as your Orgone holds out and can ascend in place at 10 mph. Should you choose to use this power offensively, your attacks have a +0 damage rating with a range of 50 yards.

Adept: You can make objects of large utility vehicle-size or smaller attract or repel each other with the equivalent of a rating of Strength 8, and can levitate or make fly up to 400 pounds. You can double or halve the speed of any object large utility vehicle-size or smaller. You can truly fly at 15 mph. Should you choose to use this power offensively, your attacks have a +1 damage rating with a range of 100 yards and a five foot blast radius. You can also affect attacks against you, giving you the equivalent armor rating of 1/1.

Expert: You can now generate gravitons. You can make objects of small building-size or smaller attract or repel each other with the equivalent of a rating of Strength 14, and can levitate or make fly up to a ton. You can quadruple or quarter the speed of any small building-size or smaller object. You can truly fly at 45 mph. Should you choose to use this power offensively, your attacks have a +2 Hybrid damage rating with a range of 500 yards and a 15 foot blast radius. You can also affect attacks against you or others, giving you or another the equivalent armor rating of 2/2.

Master: You can now truly negate gravitons – if you had enough Orgone, you could conceivably stop gravity and make something spin off the planet into space. You can make objects of large building-size or smaller attract or repel each other with the equivalent of a rating of Strength 20, and can levitate or make fly up to six tons. You can increase speed by eight times or reduce to zero the speed of any object large building-size or smaller. You can truly fly at 90 mph. Should you choose to use this power offensively, your attacks have a +3 Hybrid damage rating with a range of 1500 yards and a 45 foot blast radius. You can also affect attacks against you or others, giving you or another the equivalent armor rating of 3/3.

Manifestations:

- Small objects float or attract or repel when the power is activated.
- Those nearby get small hits of vertigo when the power is activated.

- Things and people feel heavier or lighter when the power is activated.
- The gravity distorts light making things warp a little and look funny.
- Things on the para-psychic's body push away, like they're being subtly repelled from his body.

Specializations: Attraction/Repulsion, Flight, Gravity Wells, Speed
Usage Fee: Adept (Legal) 210 Tn/hour, Adept (Illegal) 560 Tn/hour, Master (Legal) 840 Tn/hour, Master (Illegal) 2800 Tn/hour

MANIPULATIVE POWERS

Aura Masking

First Order

Type: Manipulative

Registration: Dangerous

Insanity Test: Challenging/1 Insanity Point

Intellect Required: 5

Tenacity Required: 5

Power Prerequisites: None

Load Time: 1 turn

Difficulty: Average

Orgone Initiation Cost: 1 for first hour

Orgone Maintenance Cost: 1 per hour

Effects: While para-psychics gifted with Aura Masking cannot see other people's auras, they are keenly aware of their own. They have the ability to manipulate their auras, to multiple effects. They can conceal or misrepresent their own emotions and intentions to those who can see auras, and they begin to influence the emotional states of others subtly through what they project into their aura. As they grow in power, they also can conceal any mystical influence they may be under or the mystical properties of objects they carry. Furthermore, powerful para-psychics gifted with Aura Masking become invisible to technological recording devices. Government intelligence agencies and the military aggressively recruit para-psychics gifted with Aura Masking for covert operations.

The ability a para-psychic has to mask his aura depends on his level of ability. The social skills that Aura Masking affects include Intimidate, Misdirect, Persuade, Savoir-Faire, and Seduction. Any bonuses to social skill use from other para-psychic powers are added together.

Student: You can shift your aura a little to conceal your strongest emotions.

Novice: You can shift your aura to mask your emotions and intentions.

Adept: You can shift your aura to mask any emotion or intention. You can also shift your aura to project strong emotions that may influence those around you – you receive a +1 to social skill Tests.

Expert: You can make your aura look like anything. You can shift your aura to project strong emotions that may influence those around you – you receive a +2 to social skill Tests. You can also

conceal mystical influence in your aura. Furthermore, most of the time electronic recording mediums do not “see” you – you are often invisible to technology.

Master: You can make your aura look like anything. You can shift your aura to project strong emotions that may influence those around you – you receive a +3 to social skill Tests. You can also conceal mystical influence in your aura. Furthermore, electronic recording mediums do not “see” you unless you want them to – you are invisible to technology.

Manifestations: None – this power is completely invisible. While it feels different on the inside to different para-psychics, the outer appearance is the same.

Specializations: Concealing Mystical, Fooling Technology, Masking Emotions, Influencing People

Usage Fee: Adept (Legal) 70 Tn/hour, Adept (Illegal) 140 Tn/hour, Master (Legal) 210 Tn/hour, Master (Illegal) 700 Tn/hour

Empathic Projection

First Order

Type: Manipulative

Registration: Dangerous/Invasive

Insanity Test: Average/1 Insanity Point

Intellect Required: 5

Tenacity Required: 7

Power Prerequisites: None

Load Time: 2 turns

Difficulty: Average

Orgone Initiation Cost: 3 for first 10 minutes

Orgone Maintenance Cost: 1 per 10 minutes

Effects: Empathic Projecting para-psychics can influence the emotions of others, making them feel as if this emotional manipulation was actually their real emotions. The number of people a para-psychic can affect as well as the power of his influence depends upon his ability. Inexperienced para-psychics can only affect one person at a time and can only influence their existing emotions, while more experienced para-psychics can truly create emotions in multiple people at a time. With proper reinforcement, these emotions can truly become the emotions of the person so influenced. Anyone influenced by this power must be in reasonably close proximity – within 50 feet – but the para-psychic only has to be aware of their presence. Empathic Projectors are often recruited by the military and government agencies for covert operations, and by corporations for under-the-table kinds of work. They are also very valuable in the psychotherapy community. Many organizations want them in their employ, but very few trust them personally. No one likes their emotions played with.

The ability an Empathic Projector has to influence others depends on his level of ability:

Student: You can affect one person and you can only amplify or diminish existing emotions.

Novice: You can still only affect one person, but you can exert strong influence over existing emotions.

Adept: You can influence up to three people at once. You can create strong emotions in people that weren't there before, or strongly influence or wipe out existing emotions.

Expert: You can affect a small group of up to a dozen people at once. You can create strong emotions in people that weren't there before, or strongly influence or wipe out existing emotions.

Master: You can affect crowds of up to fifty people at once. You can create strong emotions in people that weren't there before, or strongly influence or wipe out existing emotions.

Manifestations:

- People's skin itches when influenced by the power.
- People sharply inhale when the power hits them.
- People get dizzy for a second when influenced by the power.
- People's faces flush when the power hits them.
- People get a funny taste in their mouth when under the power's influence.

Specializations: Creating Emotions, Crowds, Existing Emotions, Multiple People, Specific Emotions, Single Person

Usage Fee: Adept (Legal) 140 Tn/hour, Adept (Illegal) 350 Tn/hour, Master (Legal) 750 Tn/hour, Master (Illegal) 2100 Tn/hour

Telepathy

First Order

Type: Manipulative

Registration: Invasive

Insanity Test: Challenging/2 Insanity Points

Intellect Required: 6

Tenacity Required: 6

Power Prerequisites: None

Load Time: None

Difficulty: Average

Orgone Initiation Cost: 2 for first hour

Orgone Maintenance Cost: 1 per hour

Effects: Telepathic para-psychics can hear other people's surface thoughts – those thoughts that occur at the very topmost level of a person's consciousness that are most often related to what's happening around them. They can also silently communicate from mind to mind, holding conversations with other people. At lower levels of ability, para-psychics can only hear the thoughts of and communicate with those closest to them. As their power increases, this ability grows exponentially. Telepaths are often recruited by the military and government agencies for covert operations, and by corporations for under-the-table kinds of work. They are also very valuable in the psychotherapy community. Many organizations want them in their employ, but very few trust them personally. No one likes someone in their head.

A telepathic para-psychic's sensitivity depends on his level of ability:

Student: You have trouble pulling specific thoughts out of the psychic din. You can mentally communicate with people you can see. Both abilities have a range of 20 feet.

Novice: You can hear people's surface thoughts, but sometimes they're muddly. You can mentally communicate with people you can see. Both abilities have a range of 100 yards. You can also mentally communicate with people you've physically touched up to a mile away.

Adept: You can hear the surface thoughts of and mentally communicate with anyone you can see. You can also mentally communicate with those you've physically touched up to 20 miles away.

Expert: You can hear the surface thoughts of and mentally communicate with anyone you can see. You can also mentally communicate with those you've physically touched up to 200 miles away.

Master: You can hear the surface thoughts of and mentally communicate with anyone you can see. Thoughts are always crystal clear. You can also mentally communicate with those you've physically touched at any distance, as long as they are still on the planet.

Manifestations:

- People hear a tinny buzz in their heads when the para-psychic contacts them.
- When the para-psychic reads someone's thoughts, everything subtly echoes, just enough to make someone shake their head or clean their ears.
- People "touched" by the telepath smell an odd smell. Strange, but not a big deal.
- People get a twinge in the center of their foreheads when the para-psychic contacts them.
- People's pulses speeds up a bit when the para-psychic "touches" them.

Specializations: Communication, Hearing Thoughts, Physical Contact, Sight Contact

Usage Fee: Adept (Legal) 70 Tn/hour, Adept (Illegal) 140 Tn/hour, Master (Legal) 210 Tn/hour, Master (Illegal) 700 Tn/hour

Dream Projection

Second Order

Type: Manipulative

Registration: Invasive

Insanity Test: Challenging/2 Insanity Points

Intellect Required: 6

Tenacity Required: 7

Power Prerequisites: None

Load Time: 10 minutes

Difficulty: Challenging

Orgone Initiation Cost: 6 for first hour

Orgone Maintenance Cost: 3 per hour

Effects: Para-psychics gifted with this power can project their consciousness into the dreams of another. Inexperienced para-psychics are just observers in the dream, but those with greater power can cause damage or influence those into whose dreams they've projected. However, those with the Lucid Dreamer Asset can change their physical appearance, but must remain their native race and gender. Dream Projection allows para-psychics to get inside people's intimate business, to harass people, or just

to have adventures inside other people's minds. It has its erotic uses as well. Government agencies and the military recruit para-psychics gifted with Dream Projection for covert operations, and medical institutions recruit them for their value in psychotherapy. However, most people are just kind of creeped out by someone who can invade their dreams.

For more details, see the rules for dreaming in Chapter Six.

The potency of a para-psychic's Dream Projection depends on his level of ability:

Student: You can project into the dream of anyone within 20 feet. However, you're just an observer in their dreams who's along for the ride.

Novice: You can project into the dream of anyone within 100 feet. However, you're just an observer in their dreams who's along for the ride.

Adept: You can project into the dream of anyone within 100 feet, or into the dream of anyone you've physically touched within 5 miles. You can use any of your other para-psychic powers inside the dream and they function as if you were awake, but only at a maximum level of Student. You can also move from one person's dream to another's, as long as they meet the appropriate distance requirement.

Expert: You can project into the dream of anyone within 100 feet, or into the dream of anyone you've physically touched within 200 miles. You can use any of your other para-psychic powers inside the dream and they function as if you were awake, but only at a maximum level of Adept. You can also move from one person's dream to another's, as long as they meet the appropriate distance requirement.

Master: You can project into the dream of anyone within 200 feet, or into the dream of anyone you've physically touched wherever they are, as long as they are still on the planet. You can use any of your other para-psychic powers inside the dream and they function as if you were awake. You can also move from one person's dream to another's, as long as they meet the appropriate distance requirement.

Manifestations: Since this power happens in dreams, there's no outward manifestation. The para-psychic lays down, looks like he goes to sleep, and the dreams merge. His presence can cause strange things to happen in the dream, but they are always as random as the dream itself.

Specializations: Distance for Touched, Distance for Untouched, Multiple People, Single Person

Usage Fee: Adept (Legal) 140 Tn/hour, Adept (Illegal) 350 Tn/hour, Master (Legal) 750 Tn/hour, Master (Illegal) 2100 Tn/hour

Probe

Second Order

Type: Manipulative

Registration: Dangerous/Invasive

Insanity Test: Challenging/2 Insanity Points

Intellect Required: 7

Tenacity Required: 7

Power Prerequisites: Telepathy

Load Time: 5 minutes

Difficulty: Challenging

Orgone Initiation Cost: 3 for first minute

Orgone Maintenance Cost: 2 per minute

Effects: For those para-psychics gifted with Probe, no one's secrets are safe. This power allows para-psychics to delve into someone's deepest thoughts and desires, even against their will. They also have access to a person's memories, even ones they don't remember. For the powerful Probe-gifted para-psychic, a person's entire mind is an open book. However, Probe does not confer the ability to change or affect anything inside another's mind – it's just looking around at what's already there. In order to Probe another against his will, a para-psychic must succeed at a Contest using his Probe ability versus the subject's Tenacity Feat skill. This Contest must be repeated each minute the para-psychic is in or trying to get into the subject's head. Probe-gifted para-psychics are in great demand by the military and law enforcement agencies, as well as in the psychotherapeutic field, and are recruited for lucrative salaries. However, like many other kinds of manipulative para-psychics, no one likes someone who can get inside their heads.

A Probe-gifted para-psychic's sensitivity is determined by his level of ability:

Student: Only the subject's most recent memories and obvious desires are open to you.

Novice: You can access the subject's memories of the last year. His everyday and driving desires are also open to you.

Adept: You can access anything the subject can remember and almost all his desires are open to you.

Expert: You can dig all the way back to childhood and have access to things the subject doesn't remember. Even hidden desires are open to you.

Master: Even the subject's most repressed memories and thoughts are open to you.

Manifestations:

- For those probed, it's a sensation not unlike being drunk.
- It feels like ice water to those probed.
- It feels like stabbing needles to those probed.
- It's entirely dissociative for the para-psychic, as the memories and desires play out behind his eyes.
- The subject's bodies speed up into a state not unlike anxiety.

Specializations: Desires, Hidden Desires, Hidden Memories, Memories, Repressed Desires, Repressed Memories

Usage Fee: Adept (Legal) 210 Tn/hour, Adept (Illegal) 630 Tn/hour, Master (Legal) 750 Tn/hour, Master (Illegal) 2100 Tn/hour

Mindworm

Third Order

Type: Manipulative

Registration: Dangerous/Invasive

Insanity Test: Hard/2 Insanity Points

Intellect Required: 7

Tenacity Required: 9

Power Prerequisites: Telepathy, Probe

Load Time: One minute
Difficulty: Challenging
Orgone Initiation Cost: 5
Orgone Maintenance Cost: 2 per minute

Effects: Mindworm para-psychics are among the most dangerous in existence, for they have the ability to get inside another's mind and shape it to their will. Less powerful mindworms can only nudge someone further in a direction they were already heading, while masterful mindworms can wrest control of a person's body and utilize it as if it were a puppet. In addition to immediate influence, mindworms can create post-hypnotic suggestions – compulsions that a victim plays out when they are activated by some sort of trigger. This power also gives a para-psychic the ability to rewrite a victim's memories, either erasing them or replacing them with memories of his own design. In order for this power to affect another, a mindworm-gifted para-psychic must succeed at a Contest pitting the mindworm's level of ability against the victim's Tenacity Feat skill. This Contest must be repeated each minute the para-psychic is in or trying to get into the subject's head. If he fails three times attempting to control the same victim, the Orgone Initiation Cost is lost. This ability may work to a lesser effect on non-mortal creatures – the para-psychic may be able to confuse, distract, or nudge such a being, but not play with its memories or take control of its body.

Most feel that nothing good can come of a para-psychic mindworm. However, they are aggressively recruited by the government for intelligence or military black operations. They are often

paid lucrative salaries and given great leeway. Those that choose to live on their own are often societal outcasts and are very carefully watched by the Office of Internal Security.

A para-psychic Mindworm's power depends on his level of ability:

Student: You can rewrite recent memories and you can influence someone's behavior, if they were already headed in that direction.

Novice: You can erase or rewrite memories from the last couple years and you can create suggestions that will influence existing behavior.

Adept: You can erase or rewrite pretty much anything the subject can remember. You can create suggestions that will get them to do almost anything that fits within existing (even hidden) desires and beliefs.

Expert: You can take someone over and erase their memory of the experience. You can create suggestions that will get them to do almost anything that fits within existing (even hidden) desires and beliefs.

Master: You can totally take someone over and erase their memory of the experience. You can rewrite pretty much any memory. You can create suggestions that go against even their most deeply held beliefs.

Manifestations:

- For those violated, it's a sensation not unlike being drunk.
- It feels like ice water to those violated.



- It feels like stabbing needles to those violated.
- It's entirely dissociative for the para-psychic, as the memories and desires of his victim play out behind his eyes.
- The subject's bodies speed up into a state not unlike anxiety.

Specializations: Domination, Memory Tampering, Suggestion
Usage Fee: Adept (Legal) 210 Tn/hour, Adept (Illegal) 630 Tn/hour, Master (Legal) 750 Tn/hour, Master (Illegal) 2100 Tn/hour

SENSORY POWERS

Empathy

First Order

Type: Sensory
Registration: Acceptable
Insanity Test: Challenging/1 Insanity Point
Intellect Required: 4
Tenacity Required: 5
Power Prerequisites: None

Load Time: 1 turn
Difficulty: Easy
Orgone Initiation Cost: 1 for first hour
Orgone Maintenance Cost: 1 per hour

Effects: Empathic para-psychics have the ability to read other people's emotions. It's a totally passive ability – empath's read, they do not psychically influence. However, understanding other people's emotional states give empath's the ability to better deal with them. Empath's are recruited for many jobs, particularly corporate negotiations and for psychotherapy. However, it's considered bad taste to put an empath in the room without telling everybody first.

An empathic para-psychic's sensitivity is based on his ability. The social skills that Empathy affects include Intimidate, Misdirect, Persuade, Savoir-Faire, and Seduction. Any bonuses to social skill use from a para-psychic with both the Empathy and other powers are added together.

Student: You can read strong, current emotions. You don't know what their cause is, however. You get a +1 Test or Contest Bonus when using social skills or for uses of the Psychological Medicine skill.

Novice: You can read the target's current emotions, but you don't know their cause. You get a +2 Test or Contest Bonus when using social skills or for uses of the Psychological Medicine skill.

Adept: You can read the target's current emotions and you know their cause. You get a +3 Test or Contest Bonus when using social skills or for uses of the Psychological Medicine skill.

Expert: You can read everything but the most hidden emotions, you know their cause, and you know things you can do to make them change. You get a +4 Test or Contest Bonus when using social skills or for uses of the Psychological Medicine skill.

Master: You can read even the most hidden emotions, you know their cause, and you know things you can do to make them change. You get a +5 Test or Contest Bonus when using social skills or for uses of the Psychological Medicine skill.

Manifestations: None – this power is completely invisible. While it feels different on the inside to different para-psychics, the outer appearance is the same.

Specializations: Intimidate, Misdirect, Persuade, Savoir-Faire, Seduction

Usage Fee: Adept (Legal) 70 Tn/hour, Adept (Illegal) 140 Tn/hour, Master (Legal) 140 Tn/hour, Master (Illegal) 280 Tn/hour

ESP

First Order

Type: Sensory
Registration: Acceptable
Insanity Test: Challenging/1 Insanity Point
Intellect Required: 5
Tenacity Required: 5
Power Prerequisites: Observation Skill

Load Time: 1 turn
Difficulty: Easy
Orgone Initiation Cost: 1 for first hour
Orgone Maintenance Cost: 1 per hour

Effects: A para-psychic with ESP (extra-sensory powers) can sense things normally beyond his means. He can see the auras of living things. Auras reveal a thing's health and wellness, its dominant emotional state or states, and if it is affected by or under magical or para-psychic influence. Experienced para-psychics with ESP can also detect invisible or mystically hidden things. Para-psychics gifted with ESP are often recruited into corporate negotiation or security jobs, or for jobs in the medical field. Like empath's, it's considered bad taste to put an ESP-gifted para-psychic in a room without telling everybody.

An ESP-gifted para-psychic's sensitivity is based on his ability:

Student: You get a blurry sense of auras, and can only determine a thing's basic health and dominant emotional state.

Novice: You can see and interpret auras, and can catch something invisible if you're lucky.

Adept: You can see and interpret auras, can see invisible things, and can catch mystical influence if you're lucky.

Expert: You can see and interpret auras, can see invisible things, and can sense mystical influence.

Master: You can see and interpret auras, can see invisible things, and can sense mystical influence with nearly unerring accuracy.

Manifestations:

- The para-psychic's eyes turn a lighter shade.
- The para-psychic gets a distant look, like he's looking through things.
- The para-psychic's pupils dilate, like he was high.
- The para-psychic's face flushes.
- The hair on the back of the para-psychic's neck stands on end.

Specializations: See Auras, Sense Invisible, Sense Mystical
Usage Fee: Adept (Legal) 70 Tn/hour, Adept (Illegal) 140 Tn/hour, Master (Legal) 140 Tn/hour, Master (Illegal) 280 Tn/hour

Psychometry

First Order

Type: Sensory

Registration: Acceptable

Insanity Test: Challenging/1 Insanity Point

Intellect Required: 5

Tenacity Required: 5

Power Prerequisites: None

Load Time: 30 seconds

Difficulty: Easy

Orgone Initiation Cost: 1 for first 15 minutes

Orgone Maintenance Cost: 1 per 15 minutes

Effects: A para-psychic gifted with Psychometry can sense the emotional “residues” left by owners or events on physical objects and places. These residues are emotional coatings of events to which the objects have been witness. A phone might carry the terror of an emergency call. A bed might hold the passion of a night’s love. A pen might carry the desperation of a journal entry.

Inexperienced para-psychics can only sense the most recent and intense emotional residues, while those with more power can sense more subtle emotions from longer ago. Powerful para-psychics gifted with Psychometry can sense the many emotions instilled in each of these objects.

Psychometric para-psychics are aggressively recruited by law enforcement agencies. However, people are often nervous with psychometric para-psychics around, because you never know what they’ll pick up on when they touch something.

A Psychometric para-psychic’s sensitivity is based on his level of ability:

Student: You can only sense recent, intense emotional residue.

Novice: You can sense the most prevalent emotional residues left on the object from within the last month.

Adept: You can sense the most prevalent emotional residues left on the object from within the last year or the life of the object, whichever is shorter.

Expert: You can sense the most prevalent emotional residues left on the object from within the past five years or life of the object, whichever is shorter.

Master: You can sense subtle emotional residues from over the entire life of an object.

Manifestations:

- The para-psychic fidgets.
- The para-psychic’s irises become more transparent.
- The object in question lightly vibrates.
- The object in question glows slightly.
- The object in question is warm to the touch.

Specializations: Specific Emotional States, Types of Objects, Types of Places

Usage Fee: Adept (Legal) 70 Tn/hour, Adept (Illegal) 140 Tn/hour,

Master (Legal) 140 Tn/hour, Master (Illegal) 280 Tn/hour

Clairvoyance

Second Order

Type: Sensory

Registration: Acceptable

Insanity Test: Challenging/2 Insanity Points

Intellect Required: 7

Tenacity Required: 6

Power Prerequisites: None

Load Time: 30 seconds

Difficulty: Average

Orgone Initiation Cost: 3 for first 15 minutes

Orgone Maintenance Cost: 1 per 15 minutes

Effects: Clairvoyance is one of the strangest of the Sensory para-psychic powers. It’s a touch of Precognition, a touch of Psychometry, and a bunch of something else. Clairvoyant para-psychics have the ability to know things they otherwise shouldn’t. They pick up intuitive hits about people, places, objects, or events while the power is active. Perhaps a Clairvoyant para-psychic picks up that a person they’re dealing with really likes chocolate, that the guy at the diner counter has the hots for his waitress, or that the person at the bus stop is quietly mourning the death of a grandparent. He might know that an object is important in some way, but not know why. Clairvoyance is the para-psychic crap shoot. Those gifted with it activate the power and just see what comes up.

Like Precognitive para-psychics, everybody wants to get their hands on capable Clairvoyant para-psychics. The only ones who don’t have jobs employing their talents are the ones who want to go their own way, but they’ve made a choice.

A Clairvoyant para-psychic’s sensitivity depends on his level of ability:

Student: You get hits about minor stuff from time to time. It’s pretty neat when you pick somebody’s name out of the ether when they haven’t told it to you.

Novice: Every now and again you pick up something important.

Adept: You regularly pick up important things about people, places, and things.

Expert: You often pick up serious business about people and things, and you know how to be in the right place at the right time.

Master: You pick up serious things from people, sometimes things they’d rather keep secret. You know when something big is going to happen with an object or place or event.

Manifestations:

- The para-psychic’s pupils dilate, like he was high.
- The para-psychic’s face flushes.
- The para-psychic pauses like listening to voices.
- The para-psychic can’t help but physically react to the psychic hits he gets.
- The para-psychic involuntarily closes his eyes every time he gets a psychic hit.

Specializations: Events, People, Places, Things

Usage Fee: Adept (Legal) 140 Tn/hour, Adept (Illegal) 280 Tn/hour, Master (Legal) 280 Tn/hour, Master (Illegal) 560 Tn/hour

Retrocognition

Second Order

Type: Sensory

Registration: Invasive

Insanity Test: Challenging/2 Insanity Points

Intellect Required: 6

Tenacity Required: 6

Power Prerequisites: Psychometry

Load Time: 10 minutes

Difficulty: Challenging

Orgone Initiation Cost: 3 for the first half hour

Orgone Maintenance Cost: 2 per half hour

Effects: Retrocognition gives a para-psychic the ability to see past events in a location. By tuning into the etheric resonance of a place, he can see visions of occurrences. Inexperienced para-psychics can only see indistinct visions of the recent past, while those with more mastery can see weeks or years of events clearly. While the area in which a Retrocognitive para-psychic can sense such events is limited to 100 square feet, he can freely move around and sense events in different areas as long as the power is active. Retrocognitive para-psychics are aggressively recruited by law enforcement agencies. A para-psychic with this power who is not working is that way because of choice.

A Retrocognitive para-psychic's sensitivity depends on his level of ability:

Student: You can see the recent past – about the last day. Your visions are hazy, however.

Novice: You can see the recent past – about the last day – clearly. You can also see into the last week, but your visions are hazy.

Adept: You can see into the last week clearly, and into the last year – though the visions are hazy.

Expert: You can see into the last year clearly, and into the last five years – though the visions are hazy.

Master: You can see into the last five years clearly. You can also see everything else that's ever occurred in that place, but the visions are hazy.

Manifestations:

- The para-psychic fidgets.
- The para-psychic's irises become more transparent.
- The para-psychic can't help but touch parts of the room.

- The para-psychic can't help but walk around and react to the things playing out in his head.
- The para-psychic becomes totally oblivious to the present.

Specializations: Events, Faces, Joy, Objects, Tragedy

Usage Fee: Adept (Legal) 140 Tn/hour, Adept (Illegal) 280 Tn/hour, Master (Legal) 280 Tn/hour, Master (Illegal) 560 Tn/hour

Precognition

Third Order

Type: Sensory

Registration: Acceptable

Insanity Test: Hard/2 Insanity Points

Intellect Required: 7

Tenacity Required: 7

Power Prerequisites: Clairvoyance

Load Time: 5 minutes

Difficulty: Challenging

Orgone Initiation Cost: 5 for first fifteen minutes

Orgone Maintenance Cost: 2 per fifteen minutes

Effects: Precognition gives a para-psychic the ability to sense future events. Clairvoyance-like intuitive hits are one part – a non-rational knowing that someone or something is important. The other part of Precognition is visions of the future. Intuitive hits just happen when the power is active – the para-psychic has no control over them. Visions likewise come upon the para-psychic of their own volition, but typically when he focuses on a person or object. Ethereal and symbolic, these visions can be difficult to decipher but are most often accurate. The more powerful a Precognitive para-psychic, the more clear his vision of possible futures becomes. The visions last as long as they last. Some are brief, while others go on for an hour or more. The only thing a para-psychic can do is hang on for the ride. However, the future the Precognitive para-psychic sees is always a possibility, for the future is not yet set in stone. Furthermore, opening oneself up to the powers of the universe necessary to use this power is dangerous. Each time a para-psychic fully opens himself up to visions of the future he must succeed at a Challenging Insanity Test or gain one Insanity Point. There is also the danger of attracting the attention of things outside of time...

The government, business, the military – everybody wants to get their hands on capable Precognitive para-psychics. The only ones who don't have lucrative jobs employing their talents are the ones who want to go their own way, but they've made a choice.

A Precognitive para-psychic's sensitivity depends on his level of ability:

Student: You get subtle intuitive hits around important places, people, actions, events, etc.

Novice: Your intuitive hits are more obvious and direct now, and you can get clouded ideas of the future with the aid of fortune telling devices (crystal balls, ouija boards, tarot cards, etc.). The ideas are open to your broad interpretation and your accuracy varies wildly.

PRECOGS

Precognitive para-psychics (and clairvoyants to a lesser extent) can be a pain in the butt for Storyguides. As a Storyguide, if you want precognitive visions to at least have a chance of being accurate, you'll need an idea of where your story is ultimately going. There is, however, an easier way. Make something up on the fly and then just stick with it. Create something related to that in your story and have it come down the pipeline. Of course, the future is a tricky thing and sometimes you might just want to have interpretations come out wrong.

Adept: You see dreamy visions of the future with the aid of fortune telling devices. The accuracy of these visions depends upon your ability to interpret your vision. You still get obvious and direct intuitive hits.

Expert: You see dreamy visions of the future and no longer require fortune telling devices. The accuracy of these visions depends upon your ability to interpret your vision. You still get obvious and direct intuitive hits.

Master: Your visions are less symbolic now and more clear. You can point yourself and others onto their paths with increasing accuracy. You still get obvious and direct intuitive hits.

Manifestations:

- The para-psychic tunes out to his own world.
- The para-psychic reacts as if hearing voices.
- The para-psychic breathes deeply and continuously.
- The para-psychic can't help but drum his fingers or something similar.
- Overwhelmed, the para-psychic must sit or collapse to the ground.

Specializations: Intuitive Hits, Others, Self, Symbolism

Usage Fee: Adept (Legal) 280 Tn/hour, Adept (Illegal) 560 Tn/hour, Master (Legal) 700 Tn/hour, Master (Illegal) 1400 Tn/hour

SOMATIC POWERS

Hyperagility

First Order

Type: Somatic

Registration: Acceptable

Insanity Test: Challenging/1 Insanity Point

Intellect Required: 3

Tenacity Required: 5

Power Prerequisites: None

Load Time: None

Difficulty: Easy

Orgone Initiation Cost: 1 for first hour

Orgone Maintenance Cost: 1 per hour

Effects: This power mystically amplifies the agility, dexterity, and reflexes of a para-psychic. He becomes incredibly graceful, quick, and capable of both fine manipulation requiring incredible manual dexterity and of amazing physical feats of daring-do reliant upon balance and nimbleness. Hyperagile para-psychics are often recruited by government agencies and the military.

Hyperagility provides the following benefits based on a para-psychic's level of ability. If a Character's normal number of Actions is higher than the number provided by this power, use the higher of the two.

Student: You get a +1 to your Reflex and +1 to your Agility.

Novice: You get a +1 to your Reflex, can take 2 Actions per turn, and get +3 to your Agility.

Adept: You get a +2 to your Reflex, can take 2 Actions per turn, and get +5 to your Agility.

Expert: You get a +2 to your Reflex, can take 3 Actions per turn, and get +8 to your Agility.

Master: You get a +3 to your Reflex, can take 3 Actions per turn, and get +10 to your Agility.

Manifestations: Hyperagility is pretty obvious in action. While it feels different on the inside to different para-psychics, the outer appearance is the same.

Specializations: Athletics, Dodging, Fighting, Manual Dexterity

Usage Fee: Adept (Legal) 70 Tn/hour, Adept (Illegal) 140 Tn/hour, Master (Legal) 140 Tn/hour, Master (Illegal) 280 Tn/hour

Hyperspeed

First Order

Type: Somatic

Registration: Acceptable

Insanity Test: Challenging/1 Insanity Point

Intellect Required: 3

Tenacity Required: 5

Power Prerequisites: None

Load Time: None

Difficulty: Easy

Orgone Initiation Cost: 1 for first hour

Orgone Maintenance Cost: 1 per hour

Effects: Hyperspeed mystically boosts a para-psychic's speed and reflexes. He becomes fast on his feet and capable of outrunning most people. Skilled para-psychics can outrun many vehicles using this power. Para-psychics gifted with Hyperspeed are often recruited by government agencies and the military.

Hyperspeed provides the following benefits based on a para-psychic's level of ability. If a Character's normal number of Actions is higher than the number provided by this power, use the higher of the two – or the higher of the three if the para-psychic also has the Hyperagility power. Any bonuses to Reflex from a para-psychic with both the Hyperspeed and Hyperagility powers are added together.

Student: Your speed is doubled. You get a +1 to your Reflex.

Novice: Your speed is doubled. You get a +1 to your Reflex and can take 2 Actions.

Adept: Your speed is tripled. You get a +2 to your Reflex and can take 2 Actions.

Expert: Your speed is quadrupled. You get a +2 to your Reflex and can take 3 Actions.

Master: Your speed is sextupled. You get a +3 to your Reflex and can take 3 Actions.

Manifestations: Hyperspeed is pretty obvious in action. While it feels different on the inside to different para-psychics, the outer appearance is the same.

SOMATIC POWERS & SECONDARY ATTRIBUTES

Many of the Somatic powers amplify a para-psychic's Attributes. You do not need to recalculate your Secondary Attributes based on this Attribute shift – it's either already taken into account or it doesn't matter.

Specializations: Climbing, Reflex, Running, Swimming
Usage Fee: Adept (Legal) 70 Tn/hour, Adept (Illegal) 140 Tn/hour,
Master (Legal) 140 Tn/hour, Master (Illegal) 280 Tn/hour

Power Boost

First Order

Type: Somatic
Registration: Acceptable
Insanity Test: Challenging/1 Insanity Point
Intellect Required: 3
Tenacity Required: 5
Power Prerequisites: None

Load Time: None
Difficulty: Easy
Orgone Initiation Cost: 2 for first hour
Orgone Maintenance Cost: 1 per hour

Effects: Power Boost mystically increases a para-psychic's natural strength and endurance. Power Boosted para-psychics jump further, lift more, are more resistant to diseases and poisons, and can both dish out and take more punishment.

Like many Somatic para-psychics, those with this power are often recruited by government agencies and the military.

Power Boost provides the following benefits based on a para-psychic's level of ability:

Student: You get a +1 to your Strength and a +1 to your Tenacity. You jump double distance.

Novice: You get a +2 to your Strength and a +2 to your Tenacity. You jump double distance.

Adept: You get a +4 to your Strength and a +4 to your Tenacity. You jump triple distance.

Expert: You get a +6 to your Strength and a +6 to your Tenacity. You jump triple distance. You get 1/1 Armor bare naked, or +1/+1 to a maximum of 3/3 if you're wearing armor.

Master: You get a +8 to your Strength and a +8 to your Tenacity. You jump quadruple distance. You get 1/1 Armor bare naked, or +1/+1 to a maximum of 3/3 if you're wearing armor.

Manifestations: Power Boost is pretty obvious in action. While it feels different on the inside to different para-psychics, the outer appearance is the same.

Specializations: Jumping, Lifting, Resistance
Usage Fee: Adept (Legal) 70 Tn/hour, Adept (Illegal) 140 Tn/hour,
Master (Legal) 140 Tn/hour, Master (Illegal) 280 Tn/hour

Magnetism

Second Order

Type: Somatic
Registration: Invasive
Insanity Test: Challenging/1 Insanity Point
Intellect Required: 5
Tenacity Required: 6
Power Prerequisites: None

Load Time: 2 turns
Difficulty: Average
Orgone Initiation Cost: 3 for first 15 minutes
Orgone Maintenance Cost: 1 per 15 minutes

Effects: Magnetism gives a para-psychic an irresistible charm and animal magnetism. People really like a magnetic para-psychic and want to do things for him and the opposite sex is very interested. The feelings engendered by the use of this power are temporary, but those feelings can be reinforced to be made longer lasting. The range of magnetism is the size of a large room, or about 4000 square feet. Anyone within may be affected.

Magnetic para-psychics are not recruited by corporations or the government in an above-board fashion, because influencing people using this power is frowned upon (and outright resented).

Magnetism provides the following benefits based on a para-psychic's level of ability. The social skills that Magnetism affects include Misdirect, Persuade, Savoir-Faire, and Seduction (and kindly uses of the Intimidate skill).

Student: You've got a nice smile. You get a +2 Test or Contest Bonus when using social skills or for Presence Feats.

Novice: You've got a gleam in your eyes. You get a +4 Test or Contest Bonus when using social skills or for Presence Feats.

Adept: You drop drawers with a wink. You get a +6 Test or Contest Bonus when using social skills or for Presence Feats.

Expert: Members of the opposite sex throw themselves at you. You get a +8 Test or Contest Bonus when using social skills or for Presence Feats.

Master: Nobody is safe from your charms. You get a +10 Test or Contest Bonus when using social skills or for Presence Feats.

Manifestations:

- The para-psychic's eyes almost glow when he's using the power. They're unnaturally bright.
- People get a warm feeling in their stomachs when the power is active.
- People get a charged feeling in their genitals when the power is active.
- Any sound not made by the para-psychic subtly dims.
- The hairs on your arms go up when the para-psychic looks at you and the power is active.

Specializations: Misdirect, Persuade, Seduction, Savoir-Faire
Usage Fee: Adept (Legal) 140 Tn/hour, Adept (Illegal) 350 Tn/hour,
Master (Legal) 750 Tn/hour, Master (Illegal) 2100 Tn/hour

Psychic Healer

Second Order

Type: Somatic
Registration: Acceptable
Insanity Test: Challenging/2 Insanity Points
Intellect Required: 7
Tenacity Required: 7
Power Prerequisites: Medicine Skill at Novice

Load Time: 10 minutes

Difficulty: Average

Orgone Initiation Cost: 3 for first 5 minutes

Orgone Maintenance Cost: 1 per 5 minutes

Effects: Psychic healers can heal people with their bare hands. They can close wounds, pull out bullets, and even remove tumors. There isn't much a psychic healer cannot fix in another person – injury or malady (disease or ailment). Psychic healers also accelerate the healing process, so patients are back up and running quickly. The touch of an inexperienced psychic healer causes commensurate pain, but more advanced healers wield an anesthetic touch. Healing para-psychics also intuitively know what is wrong with their patients, sniffing out injury, disease, or illness.

Psychic healers are aggressively recruited by government agencies, the military, and medical institutions. They are also the most accepted and respected para-psychics in society.

The effectiveness of a psychic healer is based on a para-psychic's level of ability:

Student: You can only deal with basic wounds, and your patients heal as if tended to by an EMT. You intuitively stabilize seriously hurt people.

Novice: You can deal with more advanced trauma. Your patients heal as if tended to by an EMT, but healing times are cut in half. However, your touch does not anesthetize and your treatments still cause pain. You can also diagnose basic maladies.

Adept: You can deal efficiently with serious traumas as well as basic diseases. Your patients heal as if tended to by a Physician, but healing times are cut in half. Your touch is a local anesthetic. You are excellent at diagnosing injury and malady, but are not infallible.

Expert: You deal efficiently with both serious trauma and serious disease. Your patients heal as if tended to by a Physician, but healing times are cut in third. Your touch is a soothing anesthetic. Your diagnosis of injury or malady is rarely off.

Master: You can handle severe trauma and can heal just about any kind of non-mystical disease. Your patients heal as if tended to by a Physician, but healing times are cut in quarter. You are pretty much infallible at diagnosing injury or malady.

Manifestations:

- Like faith healers of old, it looks like the para-psychic reaches in and pulls out chicken guts.
- Part or all of the para-psychic subtly glows.
- The para-psychic's hands get hot.
- When the para-psychic's power is active, everybody nearby calms down a touch.
- The environment around the para-psychic cools a few degrees, like inside an emergency room.

Specializations: Diagnosis, Fatal Disease, Persistent Disease, Trauma

Usage Fee: Adept (Legal) 210 Tn/hour, Adept (Illegal) 420 Tn/hour, Master (Legal) 560 Tn/hour, Master (Illegal) 2100 Tn/hour

Teleport

Third Order

Type: Somatic

Registration: Dangerous

Insanity Test: Hard/2 Insanity Points

Intellect Required: 7

Tenacity Required: 8

Power Prerequisites: Internal Compass Asset

Load Time: None

Difficulty: Challenging

Orgone Initiation Cost: 5 for first minute

Orgone Maintenance Cost: 1 per minute

Effects: A para-psychic with this power can instantaneously travel from one place to another, without traveling the distance in between. He literally blinks out of existence in one place and reappears at his destination. Inexperienced teleporters can only teleport to places they can see, for fear of rematerializing in a solid object and dying a horrible death. However, over time teleporters develop an intuitive sense that protects them from such a fate and can teleport into places unseen. Teleportation can be a little disorienting for the inexperienced. Para-psychics with this power are aggressively recruited by government agencies and the military for covert operations.

The distance a para-psychic can teleport, as well as what he can take with him, is based on his level of ability. A para-psychic can teleport once per turn as long as he maintains this power.

Student: You can teleport about 100 yards to someplace you can see. The only stuff that comes with you is what you've got on you, plus the equivalent of a backpack or shopping bag.

Novice: You can teleport a mile at a pop to someplace you can see. You can teleport with about 50 pounds of stuff.

Adept: You can teleport 10 miles at a pop and you don't need to worry about seeing where you're going anymore. You can only teleport yourself, with the equivalent of about 100 pounds worth of stuff.

Expert: You can teleport 50 miles at a pop and you don't need to see where you're going. You can teleport with the equivalent of about 250 pounds worth of stuff, including people.

Master: You can teleport 100 miles at a pop and you don't need to see where you're going ever and never land badly. You can grab hold of two other people and bring them with you. You can teleport with the equivalent of about 500 pounds worth of stuff, including people.

Manifestations:

- There's an audible pop every time the para-psychic teleports.
- Teleportation is accompanied by a quiet rush of wind.
- An odd smell accompanies the teleportation.
- The para-psychic sneezes every time he's about to teleport.
- Nearby animals make noises when the para-psychic teleports.

Specializations: Carrying, Seen, Unseen

Usage Fee: Adept (Legal) 210 Tn/hour, Adept (Illegal) 630 Tn/hour, Master (Legal) 750 Tn/hour, Master (Illegal) 2100 Tn/hour

There are still some neighborhoods outside the arcology that most people forget are there. Beautiful, wealthy neighborhoods that might even make one forget that the Arcanotech Wars ever happened. Some of those who live in these places are those who suffer from Sick Building Syndrome and can't live inside all the time. Others are those who just don't want the watchful eye of the New Earth Government on them all the time. Others are people who can't have that same watchful eye on them, because they're up to no good.

The two people walking down San Fernando Boulevard in the open air and ritzy part of Burbank were looking for someone just like that.

The crow's feet were the only thing that would make one believe that Chetan was past forty. His Sioux heritage meant that gray hair wasn't coming any day soon. There was always something imperious about the way he carried himself, but put the man in an expensive Turani suit and one would instantly assume he would have you killed if you pissed him off. Next to him, in patent red six-inch stiletto heels, walked Yarusky. She was graceful in a way that made you wonder if she was actually walking, not floating. Dressed in a tight red designer suit, showing off her I'm-Nazzadi-and-work-out-all-the-time body, she kept the perfect distance to let people know that she was with the guy next to her, but not in that way. There was something about her that said, "you want to buy me something expensive." Basically, the pair fit right in.

"This is it," announced Chetan as they arrived at a gleaming high-rise. The facade was all metal and glass and reeked of money.

Yarusky grabbed Chetan's left wrist and pulled back the sleeve. "Right on time." Chetan glared at her, but she just smiled back. "What? A watch doesn't go with this outfit."

Inside, an armed guard protected the place against unwanted visitors and watched video feeds from security cameras placed all around throughout the building. He looked out through the glass at the pair and checked his log. As he did, he started blinking. His eyes were getting heavy. Yawning, he sat back down with his log and within seconds fell fast asleep.

The pair approached the door just as the guard stood straight up, still out cold. He reached down and pushed the button that buzzed them in. As they walked past, Yarusky held out her hand and he gave her his keys. The guard was back in his chair and snoring before Chetan had disabled the video recorder.

Safe from prying eyes, Yarusky and Chetan made their way to the elevators. They were the kind of cushy, quiet elevators that one would expect to find in a place like this. Chetan pushed the button for Floor 14. Taking longer to close than he would have liked, he punched the button a couple more times. Yarusky raised an eyebrow. "Like that's going to help."

"I see what Tor means."

The elevator doors finally closed and they were on their way up. It was almost seven floors before Yarusky's curiosity got the best of her. "What's Tor saying now?"

"That we're like an old married couple."

A few more floors went past while Yarusky let that settle. "I don't think I'm comfortable with that."

"Neither am I."

With a muted and tasteful ding, the doors opened and the pair stepped out into a dimly lit corridor. Their destination was the end of the hall, unit 1417. Yarusky tried to get the door open. "Old fashioned metal keys. Weird," she said, as the lock clicked and in they went.

The condo was decorated by a minimalist, all in black and white. Yet decorated it was and clearly by a professional. Everything matched perfectly and the place was so clean and orderly it almost looked as if no one lived there. Yarusky, a bit of an amateur decorator herself, walked around appreciating. "This is the apartment of a guy who made his ex-girlfriend kill herself?"

Chetan immediately made his way towards the master bedroom. "He likes to play god with people's unconscious."

"Why didn't the authorities get wise?" asked Yarusky, following him.

"Just another thing falling through the cracks of a society that's falling apart."

Inside the virtually antiseptic bathroom, Chetan snapped on latex gloves and started to rummage through the drawers. Yarusky, slipping on her own set of gloves, opened up the trash can. "I hate this part."

"How else are we going to find a piece of him?"

"Yeah, I get that. But next time you get the trash." She grimaced. "Yuck. Here we go." She held up a couple stray hairs cleaned off a comb.





Chetan held out a small plastic bag, into which Yarky placed their prize. He smiled. "Sweet dreams, Mr. Wing."

"What is that, Sleeper humor?" Yarky giggled. "Your material sucks."

They suddenly froze as they heard the sound of the front door opening and closing. "I thought you said he was out of town," whispered the Nazzadi.

Chetan held his finger to his lips and withdrew his pistol with his other hand. Silently, he sneaked into the bedroom, gun raised. Something stepped into view. "Don't do anything stupid. I will shoot you. Hands up. Take two steps into the

room and turn on the light with your right hand. Do anything else and we'll have a problem."

The man complied. Unlike most people held at gunpoint, this non-descript, mousy man was all smiles. Chetan was unrattled. "Who are you and what are you doing here?"

The man's form began to warp and shift, like an illusion giving way to what lay beneath. It was horrifying, barely humanoid, tattered, and ruined. Yarky barely stifled a scream as she fell back.

"Little magicians. Sooner or later the things that make the nightmares are going to catch up with you."

chapter six

arcane expanded

Here we introduce a couple of rules to help sorcerers learn and cast rituals, as well as a new framework for a new type of magic – the kind that lives in the world of dreams. Those that master the magic of dreams master the ability to exert control over others and are regarded as among the most dangerous sorcerers in the world.

This chapter also includes a host of new spells for the other existing five groups of magic – three spells for each.

OBSESSION & SACRIFICE

DEDICATED STUDY

The rules presented for learning spells in the Core Book assume that a sorcerer is spending a minimum of four hours a day studying, which assumes that he has other things to do (like a job or participating in your story). However, sometimes a sorcerer will have the time to dedicate solely to studying or at the very least obsession will overtake him.

If a sorcerer can dedicate eight hours a day to studying, then cut the time it takes to learn a ritual in half. If he can dedicate a full sixteen hours a day to studying, then cut it in a quarter.

GENERATING RUACH

Like para-psychics, sorcerers also have the ability to sacrifice their life-force to generate more power. For every 1 die of Vitality damage a sorcerer is willing and able to suffer, he can generate an extra four points of Ruach. This damage cannot be reduced in any way. It is determined after the Test is made so it is conceivable for a Character to die in this fashion.

DREAMS

We spend a third of our life asleep. Of that, we spend a quarter dreaming. All told, we spend almost 10% of our life in dreams. Yet, we're not yet sure why we dream or what dreams do. They are still an everyday mystery that affects nearly each and one of us.

Contrary to what many believe, dreams are not entirely chaotic. People's dreams are in some way related to their lives and their dreams have a purpose most of the time. However, a person's imagination also affects the content of their dreams. Some people only dream in black and white while more imaginative people dream in full color with smells. Those with rampant imaginations can also experience wilder dreams than others.

Regardless, most people often do not remember their dreams. This is most likely because the part of the brain associated with memory shuts down during a person's dream state. Try as they might, most people simply cannot imprint a memory of their dreams. The exception to this are talented lucid dreamers, but even they cannot maintain a lucid state night after night and maintain proper rest. About 6% of people never remember their dreams. It is suspected that a rare .04% of the population (about 1.75 million people worldwide) never dream, the effect of which is currently unknown.

Everyone experiences nightmares, dreams that are stressful, frightening, or generally unpleasant. It seems that nightmares are not necessarily related to people's stress, anxiety, or depression, though these things can affect their dreams. We are designed to have some bad dreams even if our lives are okay.

DREAMING MAGIC

Since most dream magic either manipulates a person's subconscious or violates their privacy, there are few such spells that are not illegal – a few are legal but require a permit. Dream magic is used legally in therapeutic settings, but is most often the domain of dangerous people out on the streets.

Dream Magic Cheats

Add the following options to the ways you can spend Cheats during Character Design.

ENHANCEMENT	CHEAT COST
Start with a legal First Order Dreaming Spell	2*
Start with an illegal First Order Dreaming Spell	4*

* Check the following list of spells to see if you meet the Intellect, Tenacity, and Occult knowledge requirements and to see if you need to make an Insanity Test for learning the spell.

Dream Magic Experience Costs

Add the following options to the To Obtain New Spells section of Character Development.

- To learn a new First Order Dreaming spell costs 15 Experience.
- To learn a new Second Order Dreaming spell costs 30 Experience.
- To learn a new Third Order Dreaming spell costs 50 Experience.

BEYOND THE WALL OF SLEEP

Since it is more difficult to overcome a fully employed conscious will, dream magic goes straight for the unarmored subconscious mind. While the ritual associated with other kinds of magic can influence the body and in some cases the passions of others, dream magic is the only kind that can truly influence the behavior, memories, and will of another. It is a powerful and benevolent tool when used for good, but the lure of its power seduces most who play in its realms.

People spend about a quarter of their night dreaming. If an average person sleeps eight hours a night, he'll dream for about two of those hours during deep rapid-eye movement (REM) sleep. Individual dreams last anywhere from 15 to 45 minutes and a person will cycle through several dreams in an average night. Dreams don't necessarily have a structure or a plot. They are scenes or vignettes that play out from a random start to a random finish, though some do sometimes seem to follow a full story arc.

Dreams are the playground of imagination. The normal rules we've come to associated with physical reality don't necessarily apply. However, most dreams honor the normal rules of physical being out of habit. Dreamers walk from place to place, they interact with dream constructs by talking, things exist in dis-

tance, time, and form, etc. The more imaginative a person is, the crazier his dreams can get but sometimes even those with little imagination experience the surreal. While these facts aren't the kind of thing most people would care about or necessarily even think about, they are important to the dream magician who is interested in entering or sifting through a person's subconscious mind. Those with predictable or sensible dreams are an easier target than those whose minds wander into unearthly realms.

Many of the rituals associated with dream magic have a specific effect that does not involve entering the dreams of another. However, some of the most effective and insidious of spells do. Entering the dreams of another is no small proposition. The problem with joining psyches with another is that your psyches are in fact joined. The suffering inflicted on the dreamer is inflicted on the sorcerer who joins in the dream as well. While a dream magician has control over his own influence, woe to him if he conjoins with a dreamer in the throes of a vicious nightmare or whose dreams run fully into the surreal, confusing, and sometimes sanity bending. It is entirely possible for a dream magician to be hurt by the conditions or constructs of a dream and unfortunately what the mind experiences becomes physically real. Wounds suffered while conjoined with another's psyche will manifest on the dream magician's body and it is possible for him to die. However, as the dreamer does not experience his dreams as real, the same cannot be said for him – the armor of his own mind protects him.

Having said that, it is not through the influence of his psychic body that a magician does his damage. Through the power of ritual, he can inflict nightmares to disrupt a victim's rest, he can implant suggestions to be carried out while sleepwalking, he can psychologically condition a victim through direct psychic connection, and powerful sorcerers can take control of a victim's dreams and twist them into anything he desires. The judicious application of dream ritual can literally hijack a person's life for a time. It's no wonder that those who choose to follow the magical path of dreams are so feared.

But knowledge is the thing that drives many dream magicians. Through ritual, a sorcerer can help others or himself gain insight into their lives and psyches, he can open up his mind or others like a book to be explored, and can join other's psyches to spy on and experience such things as they unfold. He can also delve into the collective knowledge and memory of the species to gain information and insight to which he otherwise may not have access. The subconscious is a powerful place and talented dream magicians can find a way to uncover almost anything.

While those who master dream magic have a greater array and breadth of power, those para-psychics who are capable of psychically projecting into dreams are quite dangerous in their own right. Powerfully gifted para-psychics are capable of utilizing their other powers while in the dream of another, without the restriction of being psychically linked. In short, they are free to mess with the minds and physical well-beings of those they visit. However, the Office of Internal Security knows that when they find people who have mysteriously died in their sleep that need to go looking for a gifted para-psychic. OIS psychics and magi-

cian keep careful watch for those with manipulative powers in the first place and especially careful watch for dream projectors. Once identified, such offenders are immediately killed or subjected to extreme doses of powerful sedatives. Most often, they are simply terminated. Fortunately for the world, there are few who manifest such abilities.

In a world of dark gods, it only seems natural that such beings' power would extend into the world beyond sleep. There are several gods who actively plague the dreams of man. The Rapine King directly guides his cult through their dreams. All those who have given their souls to Hastur are regularly sent dreams that let them know how best they can serve the Dead God. However, no one is safe from his power if they are not careful. Hastur is known as the Unnamable for a reason – the use of his name opens a person momentarily up to his power, creating an opportunity for the Dead God to notice such an individual and plague him with mind bending dreams. In truth, this happens rarely, but the chance is still there no matter how remote and any occultist with any sense will refrain from saying the Rapine King's true name.

Though Cthulhu sleeps the sleep of death in the lost city of R'lyeh, he stirs from time to time. When he does, his dreams flood out into the world. Most find their home in the minds of his children and his worshippers, but some worm their way into the psyches of the sane. Sometimes everyday people find their worlds forever changed as the will of the sleeping deity imposes itself in their dreams. Some simply slip in their grip on the world, while others are drawn to worship, while still others commit atrocities in Cthulhu's name.

And then there is Gurathnaka, the Eater of Dreams. Though there is some debate as to whether or not this terrifying creature even exists in any of the dimensions we touch, there are those who keep watch against it. The Dreamlands are gone, the Empty are real, and nightmares do seem to plague the world with even greater frequency. One can only guess that by playing in the realm of dreams that one might cross paths with such a being, especially if one were dedicated to a dark path.

Those who truly embrace the surreal world beyond sleep speak of other hidden presences. The Greeks worshipped a deity they called Hypnos, the god of sleep. There are those who have claimed to have encountered this mysterious deity and that he seems sympathetic, though alien. There are legends among the Sleepers that speak of such a being, but that he has not appeared in many millennia.

Of course, only the scholars of the Eldritch Society know the name Morfean. They believe that the deity Hypnos came into being as a misinterpretation of Morfean's avatar. They also understand that time is nothing to the Forgotten One. They know Morfean could find his way back into our dreams right now, should he choose. With a creature of such power, such scholars hope that he chooses to stay away. His alien needs and desires are unlikely to be interpreted as sympathetic by such a young race as we. As with the waking world, when we sleep we are on our own.

DREAMING SPELLS

Call the Night's Terrors

First Order

aka: Bring Nightmares

Type: Dreaming

Legality: Illegal

Learning Time: 1 Month

Insanity Test: Average/1 Insanity Point

Occult Rating Required: Novice

Intellect Required: 5

Tenacity Required: 7

Prep Time: 1 Day

Casting Time: 4 Hours

Difficulty: Challenging

Extended Tests Required: 3

Ruach Cost: 10

Components & Requirements: various herbs, incense, candles, a bell or windchimes, at least a 100 square foot reasonably undisturbed working space, several small harmonic crystals, something from the victim's body (hair, fingernails, blood, etc.), an effigy (dolls, pictures, etc.) of victim to be mutilated. Also, ritual participants must have fasted for the one day of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: This ritual inflicts recurring nightmares on a victim. While under its effects, a victim is incapable of getting truly restful sleep and suffers the discontent associated with unpleasant dreams. A victim can endure these dreams for a number of days equal to a quarter his Tenacity without consequence. Each day thereafter, he must succeed at a Challenging Tenacity Feat Test or suffer a -2 Test Penalty to all Actions. He suffers a -1 Test Penalty to all Actions even if he succeeds. These Test Penalties are cumulative every day. Once a victim reaches a number of days equal to his Tenacity, he falls unconscious until the spell is complete. After two full days of normal rest, he's back to normal. The effects of this ritual last for three phases of the moon, or about nine days.

Once successfully cast, this spell requires a Contest to affect a victim, using the caster's Occult skill versus the victim's Tenacity Feat skill. The caster receives a +2 Contest Modifier.

Black Market Price: 2450Tn

Casting Fee: 700Tn

Component Cost: 120Tn

Command the Slumbering Shell

First Order

aka: Sleepwalkers

Type: Dreaming

Legality: Illegal

Learning Time: 1 Month

Insanity Test: Challenging/1 Insanity Point

Occult Rating Required: Adept

Intellect Required: 6

Tenacity Required: 7

Prep Time: 1 Day

Casting Time: 6 Hours

Difficulty: Challenging

Extended Tests Required: 3

Ruach Cost: 10

Components & Requirements: various herbs, incense, candles, a bell or windchimes, at least a 100 square foot reasonably undisturbed working space, several small harmonic crystals, something from the victim's body (hair, fingernails, blood, etc.), an effigy (dolls, pictures, etc.) of victim. Also, ritual participants must have fasted for the one day of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: This ritual implants a suggestion in a sleeper's mind that they carry out through sleepwalking. This command (or series of short commands related to the same function) must be simple and be the kind of things a sleepwalker can do. While a sleepwalker will be able to make a phone call and say a few words, or get up and unlock a door or a safe, or get up and walk down the block, he will not be able to use his computer, or drive a car, or carry on a conversation. Command the Slumbering Shell implants one command or one simple set of commands related to the same activity. The sleeper may be woken up if someone actively tries to do so, in which case the effects of this ritual are nullified. Afterwards, the sleeper retains no memory of the experience.

Once successfully cast, this spell requires a Contest to affect a victim, using the caster's Occult skill versus the victim's Tenacity Feat skill. The caster receives a +2 Contest Modifier.

Black Market Price: 5600Tn

Casting Fee: 1750Tn

Component Cost: 140Tn

Insight of the Sleeper

First Order

aka: Dreaming Insight

Type: Dreaming

Legality: Legal

Learning Time: 1 Month

Insanity Test: Average/1 Insanity Point

Occult Rating Required: Novice

Intellect Required: 5

Tenacity Required: 6

Prep Time: 6 Hours

Casting Time: 2 Hours

Difficulty: Challenging

Extended Tests Required: 2

Ruach Cost: 5

Components & Requirements: various herbs, incense, candles, a bell or windchimes, at least a 100 square foot reasonably undis-



turbed working space, several small harmonic crystals. Also, ritual recipient must have fasted for the six hours of preparation.

Effects: Insight of the Sleeper allows the ritual recipient to gain insight into his own life and psyche through his dreams. This knowledge comes through replaying the fully imprinted memories and experiences around a subject the recipient wishes to gain insight about. During the ritual, the recipient concentrates on something specific – be it a person, place, thing, experience, or a particular memory or emotion. When the ritual is complete and the recipient falls asleep, the memories and experiences related to that subject play out clearly and in their entirety. The recipient remains basically conscious and remembers the dream as he would any other waking experience. This ritual's power lasts for one night's sleep only.

Market Price: 1050Tn

Casting Fee: 175Tn

Component Cost: 90Tn

Traverse the Land Beyond Dreams

First Order

aka: Enter Dreamlands

Type: Dreaming

Legality: Illegal

Learning Time: 1 Month

Insanity Test: Hard/1 Insanity Point

Occult Rating Required: Novice

Intellect Required: 6

Tenacity Required: 7

Prep Time: 6 Hours

Casting Time: 2 Hours

Difficulty: Challenging

Extended Tests Required: 3

Ruach Cost: 10

Components & Requirements: various herbs, incense, candles, a bell or windchimes, at least a 100 square foot reasonably undisturbed working space, several small harmonic crystals, a mirror to be placed above the sleeper's bed. Also, ritual recipient must have fasted for the six hours of preparation.

Effects: By tapping into the Astral Plane, this ritual sends a dreamer into the land beyond dreams, sometimes known as the Dreamlands. This realm of wonder, horror, and imagination was a destination for many learned travelers, most of whom simply sought adventure. But the land beyond dreams is no more; consumed by the Eater of Dreams, Gurathnaka. Now, this ritual is a death sentence. The New Earth Government has done what it can to destroy this ritual, but sick black market forces keep it alive, to ensnare the foolish or the unwary. These are the same type of people who, in days gone by, would kill party goers by selling them tainted drugs or sell guns that didn't work to people who were likely to die on the streets.

Fortunately, the victim of this ritual must be willing. You can't just send someone to the land beyond dreams. It is an act of will and they have to want to go. Woe betide those who are foolish

enough to submit. The effects of the ritual are up to the Storyguide and there are only two outcomes. First, the victim dies in his sleep. Second, his Insanity Point total is immediately raised to ten, with the immediate onset of the appropriate psychological disorders.

Black Market Price: 2500Tn
Casting Fee: 400Tn
Component Cost: 100Tn

Conjoin the Adrift Psyche

Second Order

aka: Join Dream
Type: Dreaming
Legality: Illegal
Learning Time: 3 Months
Insanity Test: Challenging/1 Insanity Point
Occult Rating Required: Adept
Intellect Required: 6
Tenacity Required: 7

Prep Time: 1 Day
Casting Time: 6 Hours
Difficulty: Challenging
Extended Tests Required: 3
Ruach Cost: 15

Components & Requirements: various herbs, incense, candles, a bell or windchimes, at least a 100 square foot reasonably undisturbed working space, several small harmonic crystals, something from the victim's body (hair, fingernails, blood, etc.), two effigies (dolls, pictures, etc.) of victim. Also, ritual participants must have fasted for the one day of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: This ritual allows the sorcerer to psychically enter into the dreams of another. He sees and experiences what the dreamer dreams and can either observe or take an active part in the goings on. However, this ritual does not confer any ability to affect the dream on a larger scale than what he can personally accomplish through interaction. Unfortunately, whatever happens to the dreamer also happens to the observing sorcerer – their psyches are truly joined. It is in the magician's best interests to keep the dreamer safe. The ritual endures for eight hours and the two are linked for that whole time. Even if the sleeper wakes up, the sorcerer can re-enter his dreams once he falls back asleep.

Some psychotherapists receive federal permits to use this ritual to aid in their treatment of certain types of patients, but this ritual is illegal for the public. Military and federal interrogators sometimes use this spell in conjunction with the Delve the Mind's Caverns ritual in order to get deep within an important prisoner's memory.

Once successfully cast, this spell requires a Contest to affect a victim, using the caster's Occult skill versus the victim's Tenacity Feat skill. The caster receives a +2 Contest Modifier.

Black Market Price: 5600Tn
Casting Fee: 1750Tn
Component Cost: 140Tn

Delve the Mind's Caverns

Second Order

aka: Explore the Subconscious
Type: Dreaming
Legality: Legal (Permit Required)
Learning Time: 3 Months
Insanity Test: Challenging/1 Insanity Point
Occult Rating Required: Adept
Intellect Required: 7
Tenacity Required: 8

Prep Time: 1 Day
Casting Time: 6 Hours
Difficulty: Challenging
Extended Tests Required: 3
Ruach Cost: 15

Components & Requirements: various herbs, incense, candles, a bell or windchimes, at least a 100 square foot reasonably undisturbed working space, several small harmonic crystals, something from the victim's body (hair, fingernails, blood, etc.), an effigy (dolls, pictures, etc.) of victim, a small pool of water. Also, ritual participants must have fasted for the one day of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: By itself, Delve the Mind's Caverns opens up a dreamer's mind like a book. He gets to experience things that have been forced deep into his mind, things he has hidden from himself, his true nature and attitudes, and other things he either can't or doesn't want to face. Of course, things don't play out so neatly. The psyche divulges what it wants when it wants and only sets free so much at a time. It is a grueling experience and those who undertake the effects of this ritual might as well have stayed up all night. However, it is a potent psychological tool and licensed arcane psychotherapists use it to great effect.

This ritual has far more invasive uses. When combined with Conjoin the Adrift Psyche, a sorcerer now gets to personally observe all those hidden details. Criminals use these things for blackmail or manipulation. Interrogators can gather information without resistance or discover weaknesses to exploit. Additionally, it's a form of psychological torture all by itself.

The effects of this ritual last for eight hours. They will remain active even if the sleeper wakes up and falls back asleep.

Once successfully cast, this spell requires a Contest to affect a victim, using the caster's Occult skill versus the victim's Tenacity Feat skill. The caster receives a +2 Contest Modifier.

Market Price: 3200Tn
Black Market Price: 6400Tn
Casting Fee: 1050Tn
Black Market Casting Fee: 2100Tn
Component Cost: 140Tn

Influence the Naked Spirit

Second Order

aka: Replay, Dream Conditioning

Type: Dreaming

Legality: Illegal

Learning Time: 3 Months

Insanity Test: Challenging/1 Insanity Point

Occult Rating Required: Expert

Intellect Required: 8

Tenacity Required: 8

Prep Time: 2 Days

Casting Time: 1 Day

Difficulty: Challenging

Extended Tests Required: 4

Ruach Cost: 20

Components & Requirements: various herbs, incense, candles, a bell or windchimes, at least a 100 square foot reasonably undisturbed working space, several small harmonic crystals, something from the victim's body (hair, fingernails, blood, etc.), an effigy (dolls, pictures, etc.) of victim. Also, ritual participants must have fasted for the one day of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: Influence the Naked Spirit creates a recurring dream designed to manipulate the psyche and actions of another. This dream creates psychological conditioning on a directly psychic connection and is capable of creating "brainwashed" responses on basic level. While you may not be able to reprogram someone's identity, you could condition them to be afraid of certain things, to take certain simple actions when triggered by certain stimulus, you could shift loyalties or friendships, and create other unconscious reactions to people or the environment.

If successful, this ritual will create recurring dreams that will last for a week. The victim will become steadily more conditioned each day after the third. When the week is complete, the conditioning is complete. Most compulsions will last only a few days, but other kinds of attitude conditioning can last weeks or longer if properly reinforced.

The effects of this ritual last for eight hours each night for one week. They will remain active even if the sleeper wakes up and falls back asleep.

Once successfully cast, this spell requires a Contest each night to affect a victim, using the caster's Occult skill versus the victim's Tenacity Feat skill. The caster receives a +2 Contest Modifier. If the victim wins more than two of the seven Contests, the spell's effects fail.

Black Market Price: 8400Tn

Casting Fee: 2800Tn

Component Cost: 140Tn

Master Imagination's Realm

Third Order

aka: Dream Master

Type: Dreaming

Legality: Legal (Permit Required)

Learning Time: 6 Months

Insanity Test: Hard/2 Insanity Points

Occult Rating Required: Master

Intellect Required: 7

Tenacity Required: 9

Prep Time: 2 Days

Casting Time: 1 Day

Difficulty: Hard

Extended Tests Required: 5

Ruach Cost: 30

Components & Requirements: various herbs, incense, candles, a bell or windchimes, at least a 100 square foot reasonably undisturbed working space, several small harmonic crystals, something from the victim's body (hair, fingernails, blood, etc.), an effigy (dolls, pictures, etc.) of victim. Also, ritual participants must have fasted for the one day of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: Masters of this ritual are capable of gaining complete control over dreams, whether their own or someone else's. The dreamscape is literally theirs to shape as they see fit. They can bring peace or great pleasure, or they can terrorize or victimize. When terrorizing or victimizing a dreamer, a sorcerer using this ritual may choose to either evoke Fear Effects or cause Insanity. Either requires a Challenging Tenacity Feat Test on the part of the victim. A sorcerer may generate situations that create fear many times in a night, but excessive amounts will cause Insanity (1 point). If he concentrates solely on eroding the sound mind of a dreamer, the victim will gain 1 Insanity Point if he fails his Feat Test. Conversely, if a sorcerer uses this spell to create peace and well-being for a dreamer, that dreamer loses 1 Insanity Point every three nights. If the dreamer is in therapy or actively healing his psyche, then he does it at double rate while the ritual affects him. Though effective, there are few that trust a dream magician enough to let him rule their subconscious minds for even a few days.

This ritual creates a space that makes other dream rituals easier to utilize. For positive uses, the sorcerer may also Conjoin the Adrift Psyche to be a partner in the dreamer's experience. The caster of Conjoin the Adrift Psyche also gains a +4 Contest Modifier to affect a dreamer. A caster also gains a +4 Contest modifier to affect a dreamer using Delve the Mind's Caverns when Master Imagination's Realm is in effect, and a +6 for Influence the Naked Spirit.

The effects of this ritual last for eight hours each night for one week. They will remain active even if the sleeper wakes up and falls back asleep.

Once successfully cast, this spell requires a Contest to affect a victim, using the caster's Occult skill versus the victim's Tenacity Feat skill. The caster receives a +2 Contest Modifier.

Black Market Price: 40,000Tn

Casting Fee: 7000Tn

Component Cost: 1050Tn

Probe the Universal Mind

Third Order

aka: Tapping the Network

Type: Dreaming

Legality: Legal

Learning Time: 6 Months

Insanity Test: Hard/1 Insanity Point

Occult Rating Required: Master

Intellect Required: 8

Tenacity Required: 9

Prep Time: 1 Day

Casting Time: 1 Day

Difficulty: Hard

Extended Tests Required: 4

Ruach Cost: 30

Components & Requirements: various herbs, incense, candles, a bell or windchimes, at least a 100 square foot reasonably undisturbed working space, several small harmonic crystals, something from the victim's body (hair, fingernails, blood, etc.), an effigy (dolls, pictures, etc.) of the target. Also, ritual participants must have fasted for the one day of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: This powerful ritual allows a sorcerer to tap into what Jung named the universal unconscious – the collective knowledge and memory of the species. Through this access, a sorcerer can gain information and insight to which he otherwise may not have access. It is essentially the dream internet. The information contained in the universal unconscious is that of common Human (and Nazzadi) experience. Whatever a sorcerer seeks must live in the collective psyche of the species. Therefore, this ritual cannot be used for spying or uncovering hidden knowledge. While you'll be able to find information about nuclear physics, you won't be able to uncover the Chrysalis Corporation's secret plans.

Whenever a sorcerer performs this ritual, he chooses a topic he wishes to know about. He then gains the skill that would cover that knowledge at an Expert level of expertise. If the knowledge he sought had to do with a physical skill, such as Athletics, Combat Skills, and the like, then he gains that skill at only an Adept level of expertise because of the missing muscle memory component. If the sorcerer already has expertise in the skill in question, that skill's level increases to either Expert (or Adept for physical skills) or gains one level, whichever is higher. This knowledge is temporary, but lasts for one week. The effects of this ritual last for eight hours. They will remain active even if the sleeper wakes up and falls back asleep.

SPECIALIZED KNOWLEDGE

There are some things which sorcerers will seek in the universal unconscious that won't be easily classified by the major skills. Don't forget about Hobby and Trivia, between which you should be able to classify most other knowledge.

Market Price: 28,000Tn

Casting Fee: 8400Tn

Component Cost: 1050Tn

MORE MAGIC

ENCHANTMENT SPELLS

Imbue Glamour Lock

First Order

aka: Enchant Glamour Gem

Type: Enchantment

Legality: Legal

Learning Time: 2 Weeks

Insanity Test: None

Occult Rating Required: Novice

Intellect Required: 7

Tenacity Required: 7

Prep Time: 1 Day

Casting Time: 4 Hours

Difficulty: Average

Extended Tests Required: 2

Ruach Cost: 10

Components & Requirements: a consecrated arcane space, a small physical object (gem, jewelry, coin, etc.), the internal organs of chameleonic animals (fish, reptiles, insects, etc.). An effigy or image of the intended effect of the glamour.

Effects: This spell creates a minor illusion that affects the recipient of the object. Some glammers might change the recipient's hair or eye color. Others might give someone cat's eyes or make their hair look like it moves of its own volition. The only limitation is that these illusions are minor – they cannot fundamentally change the appearance of the recipient. Other than that, creativity is the only boundary. This glamour is locked into a small physical object of some kind that the recipient must carry or wear on his person in order for the enchantment to be active. Such objects are often jewelry or stones set in jewelry. A Glamour Lock maintains its enchantment for a season before it must be renewed.

Market Price: 1400Tn

Casting Fee: 420Tn

Component Cost: 420Tn + object

LIST OF NEW SPELLS BY ORDER

First Order

Call the Night's Terrors (Dreaming)
 Command the Slumbering Shell (Dreaming)
 Insight of the Sleeper (Dreaming)
 Traverse the Land Beyond Dreams (Dreaming)
 Imbue Glamour Lock (Enchantment)
 Ward of Cool Spirit (Protection)
 Know Passion's Flame (Scrying)
 Leash the Summoned (Summoning)
 Beckon the Unexpressed (Transmogrification)

Second Order

Conjoin the Adrift Psyche (Dreaming)
 Delve the Mind's Caverns (Dreaming)
 Influence the Naked Spirit (Dreaming)
 Craft Ruach Well (Enchantment)
 Ward Against the Summoned (Protection)
 Call Ancient Soul (Scrying)
 Summon Superior Fetch (Summoning)
 Path of the Silver Cord (Transmogrification)

Third Order

Master Imagination's Realm (Dreaming)
 Probe the Universal Mind (Dreaming)
 Craft Weeping Orbs (Enchantment)
 Ward of Sanctuary (Protection)
 Commune with the Beyond (Scrying)
 Call Forth N'athm (Summoning)
 Migrate Soul (Transmogrification)

Craft Ruach Well**Second Order**

aka: Mana Battery, Orgone Accumulator

Type: Enchantment

Legality: Legal

Learning Time: 1 Month

Insanity Test: Average/1 Insanity Point

Occult Rating Required: Adept

Intellect Required: 7

Tenacity Required: 7

Prep Time: 2 Days (for medium or large wells)

Casting Time: 6 Hours

Difficulty: Challenging

Extended Tests Required: 4

Ruach Cost: 10

Components & Requirements: a consecrated arcane space, a bell or wind chimes, various incense, some kind of waterfall or running water. Also, some kind of way to temporarily mark the object, such as water-soluble paint or pens. The prep time is also affected by the size of the well. Tiny and small wells create a ritual that requires one day of prep time, medium and large wells require two days, and gigantic wells take three days. Only inanimate non-electronic objects can be wells.

Effects: This ritual creates a mystical container for storing (and stealing) a person's Ruach. Such items are both practical and feared. They are practical in the sense that they can give one

sorcerer the mystical energy of many without their participation and feared in the sense that they may be used to involuntarily drain that same energy from others.

Ruach wells come in all shapes and sizes. Tiny wells are typically things like jewelry or baubles, which only store 3 points. Small wells are things like large crystals or *objet d'art*, which store 5 points. Medium wells are things like statues or sculptures, which store 10 points. Large wells are things like gates or fountains, which store 15 points. Gigantic wells are like the individual standing stones of a circle, which store 20 points. These examples are broad, but anything roughly the right size that is properly prepared will work. Smaller portable objects are more flexible in their use, while larger objects greater in their utility. One of the great advantages of a Ruach well is that they hold the mystical energy indefinitely and may be functional centuries, or even millennia, later.

Anyone or anything with a Ruach rating can voluntarily donate points to the well, as long as they are within fifteen feet, at a rate of one point per turn.

The well will drain the Ruach from anyone who touches it, at a rate of one point per turn. Non-mystically inclined people and creatures (anyone who isn't a sorcerer, para-psychic, Tager, outsider-tainted, or some kind of monster) won't notice the effect until they are drained down to their last three points, at which point they will feel light-headed. Mystical beings notice after the first point is drained, though they may not know what is happening.

Only the sorcerer who created the well may draw the Ruach from it, as can any others who participated in the ritual. Ruach is withdrawn at a rate of five points per turn. A person may personally store double his normal Orgone rating in Ruach, though he will only regenerate to his normal level once that amount is below his normal rating. A sorcerer can draw Ruach freely from the well during a ritual, leaving his own personal store unaffected.

Market Price: 3500Tn

Casting Fee: 900Tn + 50 Tn per day of preparation

Component Cost: 210Tn + object

Craft Weeping Orb**Third Order**

aka: Spheres of Death

Type: Enchantment

Legality: Legal (Permit Required)

Learning Time: 6 Months

Insanity Test: Hard/2 Insanity Points

Occult Rating Required: Master

Intellect Required: 7

Tenacity Required: 9

Prep Time: 1 Week

Casting Time: 2 Days

Difficulty: Hard

Extended Tests Required: 8

Ruach Cost: 30

Components & Requirements: a consecrated arcane space, a lightning storm, piercing needles, the eventual owner's blood, various incense. The eventual owner must have either made or overseen the daily creation of an orb, which must be entirely fashioned from like materials. If the orb is to be rock, it must be entirely from rock, or if it is to be clockwork, it must be entirely clockwork, etc. This orb must be from one and a half to three inches in diameter and be, for the most part, spherical. Also, ritual participants must have fasted during the two days of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: While Woeful Orbs are non-lethal, Weeping Orbs are deadly. This spell enchants a small sphere to be a semi-autonomous lethal weapon. Weeping Orbs are fully capable of flight and float around when activated with speeds up to 45 mph. Unlike Woeful Orbs, which must stay close by, Weeping Orbs can operate up to 100 yards away from their owner. They will respond to threats on their own and are about as smart as dogs, but they will also obey the direct orders of the owner. They are capable of taking two Actions each turn and their sharp protrusions cause a Damage of +1. Plus, they can also cause pain the same way a Weeping Orb does. Weeping Orbs attack with an Adept Armed Fighting skill, an Adept Firearms skill, defend with an Adept Dodge skill, attacks against them suffer a Test Penalty of -4, and they can take ten points of damage before being destroyed. Treat them as if they had an Agility and Perception of 7 and an Adept Observation skill.

Weeping Orbs may be bonded to someone besides the primary sorcerer of the ritual, but the person must participate. Weeping Orbs last for one season before they must be replenished by the use of this ritual again.

Market Price: 14,000Tn

Black Market Price: 28,000Tn

Casting Fee: 4100Tn

Black Market Casting Fee: 6600Tn

Component Cost: 210Tn + orb

PROTECTION SPELLS

Ward of Cool Spirit

First Order

aka: Ward of Pacification, Ward of Restraint

Type: Protection

Legality: Legal (Permit Required)

Learning Time: 1 Month

Insanity Test: None

Occult Rating Required: Novice

Intellect Required: 7

Tenacity Required: 7

Prep Time: 6 Hours

Casting Time: 6 Hours

Difficulty: Average

Extended Tests Required: 2

Ruach Cost: 15



Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or windchimes, candles, various incense. Also, henna for tattoos (or something similar) to mark the recipient of the ward or a small personal item of some kind on which to anchor the ward. Primary caster must have the Artist skill at a Student level of expertise.

Effects: This ward creates a space for a cool heart. Those within feel a calming influence and are more open to sense and sensibility. It also makes it less likely that violence will erupt within. In general, people are half as likely to erupt into wild or violent emotions within the Ward's influence – social skill Tests (Misdirect, Persuade, and Seduction) are reduced one Degree or the user gains a +4 Contest Bonus. Those within also gain a +4 Fear Test Bonus. However, the magic of this ritual is intended for mortals; Outsiders with a violent intent laugh at Wards of Cool Spirit. This ward lasts for one week and affects a 400 square foot area.

Market Price: 1050Tn

Black Market Price: 2500Tn

Casting Fee: 175Tn (initial)/ 90Tn (maintenance)

Black Market Casting Fee: 350 Tn (initial)/180 Tn (maintenance)

Component Cost: 70Tn

Ward Against the Summoned

Second Order

aka: Ward Barring Summoned Creatures

Type: Protection

Legality: Legal

Learning Time: 4 Months

Insanity Test: Challenging/1 Insanity Point

Occult Rating Required: Expert

Intellect Required: 8

Tenacity Required: 8

Prep Time: 1 Day

Casting Time: 1 Day

Difficulty: Challenging

Extended Tests Required: 4

Ruach Cost: 30

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or windchimes, candles, various incense, various small harmonic crystals. Also, paints and brush (or something similar) to mark the space or an object of some kind on which to anchor the ward. Primary caster must have the Artist skill at a Novice level of expertise.

Effects: The place protected by this ward is guarded against the intrusion of those Outsider creatures that have been brought into this world by magic. Unlike the Ward Against the Unbidden, which protects against all Outsiders, this ward only protects against those monsters brought into the World of Elements through Summon or Call Forth spells. This spell also does not affect Tagers, Dhohanoids, those with Outsider Taint, or any other creature that was once mortal. Outsiders can detect the presence of this ward when they are within ten feet. Any summoned creature that wishes to enter the confines of the ward

must first succeed at a Very Hard Tenacity Feat Test. If successful, the creature may enter without any further penalty. If unsuccessful, it may again attempt to enter on its next turn – but if it does not gain access after three attempts, it cannot attempt to enter again for one whole day. However, once a creature leaves the protection of the ward, it must again Test to re-enter.

The Ward Against the Summoned lasts for one month and protects an 800 square foot area.

Market Price: 5250Tn

Casting Fee: 850Tn (initial)/ 450Tn (maintenance)

Component Cost: 175Tn

Ward of Sanctuary

Third Order

aka: Ward of Oasis

Type: Protection

Legality: Legal

Learning Time: 6 Months

Insanity Test: Hard/1 Insanity Point

Occult Rating Required: Master

Intellect Required: 9

Tenacity Required: 9

Prep Time: 2 Days

Casting Time: 2 Days

Difficulty: Hard

Extended Tests Required: 6

Ruach Cost: 45

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or windchimes, candles, various large harmonic crystals, various incense. Also, paints and brush (or something similar) to mark the space or an object of some kind on which to anchor the ward. Primary caster must have the Artist skill at an Adept level of expertise. Also, ritual participants must have fasted during the two days of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: This ward essentially creates a Ward of Corporal Protection that protects an area. All creatures within its boundaries are protected against physical harm. It does not protect against many environmental effects such as falling, suffocation, etc. Even if completely naked, those within the ward receive two dice of armor (treat as hybrid protection against both Vitality and Integrity scale damage) to use against any type of physical harm. Those who choose to wear armor find that the ritual's effects are interfered with and diminished and only provide one additional die to the armor's existing rating. Likewise, this ward doesn't work on shifted Tagers or Dhohanoids, but it does protect their unshifted forms. However, this spell does provide its protection to all non-living objects under its protection.

The Ward of Sanctuary also interferes with spells that corrupt flesh. Those under its protection gain a +4 Contest Modifier to spells that require Contests and those that don't are one Degree more difficult. These affects are not cumulative with any other

ward. The Ward of Sanctuary lasts for two months and protects a 3600 square foot area.

Market Price: 17,500Tn

Casting Fee: 3500Tn (initial)/1750Tn (maintenance)

Component Cost: 1050Tn

SCRYING SPELLS

Know Passion's Flame

First Order

aka: Heart's Desire

Type: Scrying

Legality: Illegal

Learning Time: 1 Month

Insanity Test: None

Occult Rating Required: Novice

Intellect Required: 6

Tenacity Required: 7

Prep Time: 6 Hours

Casting Time: 2 Hours

Difficulty: Challenging

Extended Tests Required: 2

Ruach Cost: 10

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, various incense, various herbs, several small harmonic crystals, something representing the sacral chakra or a fertility symbol.

Effects: A person under the influence of Know Passion's Flame can see into the heart and mind of another, searching their thoughts and feelings. The recipient of the ritual can first hear other people's surface thoughts – those thoughts that occur at the very topmost level of a person's consciousness that are most often related to what's happening around them. He can also read other people's emotions, sensing the target's current emotions and their cause. This provides the recipient with a +3 Test or Contest bonus when using social skills with those whose emotions they can read; such skill include Intimidate, Misdirect, Persuade, Savoir-Faire, and Seduction. That's just what someone under the influence of this ritual sees on the surface. He can also dig deeper to discover someone's desires. If the subject is willing, there is no difficulty. However, if the subject does not wish to be so probed, the sorcerer must succeed at a Tenacity Feat Contest to know their heart. This Contest must be made each minute in which the sorcerer is in deep contact.

Know Passion's Flame lasts for twelve hours and can be recharged using a ritual with the same requirements, but taking half the time (similar to wards). The sorcerer can read anyone within 50 feet who is not mystically protected. When active, the user's eyes are tinted with flecks of gold.

Black Market Price: 2500Tn

Casting Fee: 400Tn

Component Cost: 120Tn

Call Ancient Soul

Second Order

aka: Atavism

Type: Scrying

Legality: Legal

Learning Time: 4 Months

Insanity Test: Challenging/1 Insanity Point

Occult Rating Required: Adept

Intellect Required: 7

Tenacity Required: 8

Prep Time: 2 Days

Casting Time: 1 Day

Difficulty: Challenging

Extended Tests Required: 2

Ruach Cost: 15

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or windchimes, candles, dissociative or hallucinogenic (narcotic) herbs (such as salvia divinorum, psilocybin, or mescaline), a scrying pool, divination cards, runes (or something similar), various large harmonic crystals, various incense. Also, ritual participants must have fasted for the two days of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing. The recipient of the ritual must participate in all preparations and in the ritual.

Effects: In the normal cycle of reincarnation, the memories of past lives are locked away and hidden deep in the soul. They are inaccessible without the help of outside mystical influence. However, gifted sorcerers can help themselves and others unlock their hidden potential by digging into this secret past. Those who choose to call on their ancient soul suddenly discover access to memories and abilities they never even knew they had.

When this ritual is successfully performed, the recipient first rolls one die and divides it by three (giving him a result of 1-3). This is the number of skills the recipient will find in his ancient soul. The recipient then chooses a skill of which he has no knowledge that he is hoping to access and rolls one die. On a result of 8-10, he accesses that skill and now may use it for the next month. Roll one die to randomly determine the expertise for this skill: Student (1-2), Novice (3-4), Adept (5-6), Expert (7-8), Master (9-10). Continue repeating this process until the appropriate number of skills has been gleaned, up to three.

Record each skill (and expertise) that a recipient gains access to after undergoing this ritual – he can now reliably access these anytime he calls on his ancient soul. The maximum number of skills a person can access using this ritual is ten over the course of his entire life, so once he has developed a list of ten skills he knows all the lost knowledge he can access.

A recipient may also choose to try to access knowledge of a skill of which he already has ability, hoping that he was more capable in a past life. If this is the case, check and generate an expertise as usual. If he was more capable, he may now use that higher rating. Either way, it counts against his limit of ten lost skills.

These abilities from the past cannot be increased through Experience. Only skills from this current incarnation benefit from development.

Market Price: 5500Tn

Casting Fee: 1050Tn

Component Cost: 1050Tn

Commune with the Beyond

Third Order

aka: Contact the Ancients, Commerce with the Old Ones

Type: Scrying

Legality: Illegal

Learning Time: 6 Months

Insanity Test: Hard/1 Insanity Point

Occult Rating Required: Master

Intellect Required: 8

Tenacity Required: 9

Prep Time: 2 Days

Casting Time: 1 Day

Difficulty: Hard

Extended Tests Required: 4

Ruach Cost: 30

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, dissociative or hallucinogenic (narcotic) herbs (such as salvia divinorum, psilocybin, or mescaline), various large harmonic crystals, various incense, piercing needles or a sharp knife. The primary caster must also provide a blood sacrifice of some kind – it may be an animal – mingled with his own blood. Also, ritual participants must have fasted for the two days of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: This is a ritual for those courageous or mad enough to attempt direct converse with powerful Outsiders. It is a step above, both in power and danger, than the Contact Those Who Dwell Beyond ritual. Some wish to contact those entities one step below godhood, whose names are written in dusty books handed down through centuries. Some wish congress with the terrible deities that dwell in dimensions beyond our mortal ken. Regardless, all seek power, secrets, or blessings from beyond.

By incorporating certain elements into the ritual, sorcerers can contact specific entities. This ritual can put a sorcerer directly in touch with the sleeping mind of Cthulhu, the dreams of Hastur, or any other of the Endless Ones or Old Ones. Sometimes they are not listening, but when they are, conversation is assured.

Once contact is established, things can be requested from the entities on the other end. Most often a sorcerer seeks increased power or to uncover secrets. However, some mad magicians wish to open themselves up to the power of the ancient being in question, becoming an avatar.

Like all Outsiders, they are alien creatures to mortal senses and they will demand some kind of payment. Some might demand

a deed, some a sacrifice, others a ritual. Some may be minor or even seem ridiculous, others may be distasteful or even horrifying. However, the price must be paid before the being will provide that for which is asked.

The conduit remains open as long as it takes for the sorcerer to pay the price. Then the entity will speak for as long as it wishes, usually no more than a couple of hours.

There are several other prices for the use of this ritual and most regard its use as the domain of the insane. Being involved in this ritual requires a Challenging Insanity Test and those who fail gain one Insanity Point. For the primary sorcerer, the once in contact, the Insanity Test is Hard and the penalty is two Insanity Points. Furthermore, the entity that a sorcerer contacts now knows how to mystically find him. If it chooses, it can reach out with its power at any time.

Black Market Price: 54,000Tn

Casting Fee: 10,500Tn

Component Cost: 1050Tn

SUMMONING SPELLS

Leash the Summoned

First Order

aka: Servant Bonds

Type: Scrying

Legality: Legal

Learning Time: 1 Month

Insanity Test: Average/1 Insanity Point

Occult Rating Required: Novice

Intellect Required: 5

Tenacity Required: 7

Prep Time: 6 Hours

Casting Time: 2 Hours

Difficulty: Average

Extended Tests Required: 2

Ruach Cost: 5

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or windchimes, candles, a clear unflavored alcohol (filtered vodka or the like) various large herbs, various incense.

Effects: This ritual creates a mindlink between a sorcerer and all the mystical creatures he has summoned. This mindlink gives the sorcerer the ability to supervise from afar – as long as he concentrates, he always knows where his creatures are, what they are doing, and if they are healthy or hurt. He is also capable of carrying on two-way mental communication with them. Despite all the information that the mindlink processes, it provides no compulsion. Creatures that are not bound will still act of their volition. This ritual's affects can reach creatures anywhere as long as they are still in this world. The ritual endures for one season before it must be renewed.

Market Price: 1050Tn
Casting Fee: 175Tn
Component Cost: 70Tn

Summon Superior Fetch

Second Order

aka: Call the Worthy Servant
Type: Summoning
Legality: Illegal
Learning Time: 2 Months
Insanity Test: Challenging/1 Insanity Point
Occult Rating Required: Adept
Intellect Required: 6
Tenacity Required: 7

Prep Time: 2 Days
Casting Time: 12 Hours
Difficulty: Challenging
Extended Tests Required: 2
Ruach Cost: 10

Components & Requirements: a consecrated arcane space, a set of chimes, candles, a mortal corpse, piercing needles, blood from the person to which the familiar will be attuned, various small harmonic crystals, various incense. Also, ritual participants must have fasted for the two days of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: Malicious and otherworldly, fetches are small bipedal Outsiders used by sorcerers as servants and arcane assistants. However, this ritual brings into this world what is known as a superior fetch, which are larger, smarter, and more vicious than their lesser counterparts. Like their smaller brethren, superior fetches are agile, clever, and sneaky, but unlike their siblings, superior fetches are hardly cowardly. They are fully sentient and able to communicate, speaking the sorcerer's primary language along with half a dozen others. Like familiars, superior fetches can contribute Ruach to a master's ritual, but more than that they can actually assist with it.

Superior fetches are alien – they will not pass as anything natural to any sane person. A sorcerer is best advised to keep his fetch hidden away so as not to attract the personal attention of the authorities.

Unlike their lesser counterparts, superior fetches are not naturally predisposed towards serving the magician that summoned them. They are mostly loyal, but are willful with a warped idea of right and wrong. Without binding or a skillfully negotiated and managed deal, a superior fetch will eventually get into trouble.

Black Market Price: 6300Tn
Casting Fee: 1820Tn
Component Cost: 140Tn

Call Forth N'athm

Third Order

aka: Beckon the Bringer of Nightmares
Type: Summoning
Legality: Illegal
Learning Time: 6 Months
Insanity Test: Hard/1 Insanity Point
Occult Rating Required: Expert

SUPERIOR FETCHES

Superior fetches are unnatural creatures. Feel free to make them as weird as you want, as long as they are bipedal, smart, agile, and about three feet tall. Though a superior fetch is an Outsider, he manifests his Ruach instead of storing it like an familiar, so he's less of a cosmic battery. Here are a few sample superior fetches.

Typical Gargoyle-Like Superior Fetch

Attributes: Agility 9, Intellect 7, Perception 6, Presence 5, Strength 6, Tenacity 7
Secondary Attributes: Actions 2, Orgone 12, Reflex 8
General Skills: Athletics: Adept (3), Education: Novice (2), Languages (half-dozen, including R'lyehian and Tsath-yo): Adept (3), Observation: Novice (2), Occult: Adept (3), Research: Novice (2), Survival: Novice (2)
Combat Skills: Dodge: Adept (3), Fighting: Adept (3)
Weapons: Claws (0), Bite (+1)
Damage Bonus: 0
Vitality: 11
Fear Factor: 12
Senses: Acute Vision, Nightvision
Movement & Speed: Land [13 mph (32/8 ypt)], Flight [26 mph (64/16 ypt)]

Typical Vicious Gremlin Superior Fetch

Attributes: Agility 7, Intellect 6, Perception 7, Presence 5, Strength 8, Tenacity 7
Secondary Attributes: Actions 2, Orgone 11, Reflex 6
General Skills: Athletics: Adept (3), Education: Novice (2), Languages (half-dozen, including R'lyehian and Tsath-yo): Adept (3), Observation: Novice (2), Occult: Adept (3), Research: Novice (2), Survival: Novice (2)
Combat Skills: Dodge: Adept (3), Fighting: Adept (3)
Weapons: Claws (0), Bite (+1)
Damage Bonus: +1
Vitality: 12
Fear Factor: 12
Senses: Acute Smell & Taste, Nightvision, Thermal
Movement & Speed: Land [13 mph (32/8 ypt)]

Typical Amphibious Monster Superior Fetch

Attributes: Agility 8, Intellect 6, Perception 7, Presence 5, Strength 6, Tenacity 8
Secondary Attributes: Actions 2, Orgone 12, Reflex 7
General Skills: Athletics: Adept (3), Education: Novice (2), Languages (half-dozen, including R'lyehian and Tsath-yo): Adept (3), Observation: Novice (2), Occult: Adept (3), Research: Novice (2), Survival: Novice (2)
Combat Skills: Dodge: Adept (3), Fighting: Adept (3)
Weapons: Claws (0), Bite (+1)
Damage Bonus: 0
Vitality: 11
Fear Factor: 12
Senses: Acute Hearing, Nightvision, Sonar
Movement & Speed: Land [13 mph (32/8 ypt)], Swimming [26 mph (64/16 ypt)]

Intellect Required: 7
Tenacity Required: 8

Prep Time: 4 Days
Casting Time: 2 Days
Difficulty: Hard
Extended Tests Required: 2
Ruach Cost: 20

Components & Requirements: a consecrated arcane space, a set of chimes, candles, piercing needles, blood from the person to which the familiar will be attuned, various small harmonic crystals, various incense. A mortal sacrifice is required – age is not a factor. Also, ritual participants must have fasted for at least two days prior to the ritual, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: Similar to Call Forth Bakhi, this ritual instead summons a N'athm from the Outside – for a description of the creature see p. XX in the CthulhuTech Core Book. While N'athm are quite intelligent and capable of assisting a sorcerer with his pursuits, there is really only reason that N'athm are summoned – to sow madness, to serve as sanity assassins. They can be deadly servants if the right deal is made. N'athm especially loathe binding and serve patiently until such moment that they are free to turn their ministrations upon their masters. They will, however, follow the spirit of orders during their servitude, if only to lull their captor into a false sense of security. A N'athm remains in this world indefinitely once called.

N'athm are capable of contributing Ruach to and assisting in rituals.

Black Market Price: 35,000Tn (70,000Tn with Binding)
Casting Fee: 10,500Tn (21,000Tn with Binding)
Component Cost: 1050Tn (2100Tn with Binding)

TRANSMOGRIFICATION SPELLS

Beckon the Unexpressed

First Order

aka: Aphrodite's Touch, Gender Bender

Type: Transmogrification

Legality: Legal (Permit Required)

Learning Time:

Insanity Test: Average/1 Insanity Point

Occult Rating Required: Novice

Intellect Required: 6

Tenacity Required: 7

Prep Time: 1 Day
Casting Time: 4 Hours
Difficulty: Challenging
Extended Tests Required: 3
Ruach Cost: 10

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, an effigy (doll, picture, etc.) of the recipient, something from the



recipient's body (hair, fingernails, blood, etc.), fertility symbols for the gender to which the recipient is changing, various herbs, various incense. Also, ritual participants must have fasted for the one day of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: Already inside every person is the DNA necessary to express them as either a man or a woman. During cellular meiosis, a gender chromosome makes the final decision. This ritual alters that decision. The recipient of Beckon the Unexpressed transforms into the opposite gender version of him or herself. This metamorphosis takes place over three days and while painless can be disconcerting – especially if the benefactor of the ritual wasn't expecting it. This change is permanent, but the spell can easily be unwoven, which will return the recipient to his or her original gender. Sorcerers with an Occult skill of Adept or greater, who also have the Physical Medicine skill at Novice, can somewhat control this process, thus creating naturally fully functioning gender ambiguities – women with penises, men with vaginas, or hermaphrodites leaning towards either gender.

Beckon the Unexpressed is most often used as arcanotherapy. It's the modern day equivalent of gender reassignment surgery (a sex change), but is more natural and the end result shows no tell of the subject's original gender. It is also used as a prank, especially in college.

Once successfully cast, this spell requires a Contest to affect an unwilling recipient, using the caster's Occult skill versus the victim's Tenacity Feat skill. The caster receives a +2 Contest Modifier.

Market Price: 1200Tn

Black Market Price: 2450Tn

Casting Fee: 400Tn

Black Market Casting Fee: 700Tn

Component Cost: Tn

Path of the Silver Cord

Second Order

aka: Astral Travel

Type: Transmogrification

Legality: Illegal

Learning Time: 3 Months

Insanity Test: Challenging/1 Point

Occult Rating Required: Expert

Intellect Required: 7

Tenacity Required: 8

Prep Time: 2 Days

Casting Time: 1 Day

Difficulty: Challenging

Extended Tests Required: 4

Ruach Cost: 25

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, various incense, candles, a pool of calm water or a small clean mirror, various harmonic crystals. Also, ritual participants must have

fasted for the 2 days of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: The Path of the Silver Cord allows a recipient's astral body to leave his physical body. A person's astral body is his mystical self, a disembodied being of energy tied to his physical shell but capable of travelling independently. While doing so, the astral body can wander wherever it likes, no longer bound by physical barriers or gravity. However, mystical barriers still abide and astral bodies cannot penetrate Wards of Solitude and Seclusion, and they also cannot breach Wards Against the Unseen. The astral body cannot be harmed by physical creatures and there are few mystical creatures powerful enough to reach through the dimensions. The astral body is invisible to normal senses. Only mystical senses, such as Eldritch Faculties or ESP will reveal the presence of a visiting astral body. However, spiritual beings can interact with one another as if they were physical.

While mystical and spirit entities are brilliant, the rest of the World of Elements is dreamy. As such, Observation Tests suffer at -2 Test Penalty. Astral bodies can only see and hear and are incapable of affecting anything on the physical plane.

Those travelling the Path of the Silver Cord, so named for the silver cord that attaches the astral body to the physical body, can wander as far as they like during the duration of the spell (though they cannot leave the atmosphere). An astral body can instantaneously travel to anywhere he can see or anywhere he has physically been, barring mystical barriers. The ritual's effects last for six hours.

Each time someone leaves his physical body through this ritual, there is a possibility he will pick up an astral parasite without even knowing it. Roll one die after each trip, with a result of one indicating that an astral parasite has indeed joined him. The parasite functions as a result of 6 on the Magical Mishaps table, on p. 186 of the *Core Book*. It requires a Very Hard Observation Test to detect, at least until its rather obvious effects are felt.

During the spell, his physical body is vulnerable. He is completely unaware of what is happening around and to it, as his consciousness is elsewhere.

Black Market Price: 32,000Tn

Casting Fee: 4200Tn

Component Cost: 1050Tn

Migrate Soul

Third Order

aka: Body Swapping

Type: Transmogrification

Legality: Illegal

Learning Time: 6 Months

Insanity Test: Very Hard/2 Insanity Points

Occult Rating Required: Master

Intellect Required: 7

Tenacity Required: 9

Prep Time: 1 Week
Casting Time: 3 Days
Difficulty: Hard
Extended Tests Required: 8
Ruach Cost: 30

Components & Requirements: at least a 100 foot reasonably undisturbed working space, a bell or wind chimes, candles, piercing needles or a sharp knife, blood from both parties, the presence of the person into which the sorcerer wishes to migrate, henna or some other non-permanent way to mark both parties, various herbs, various incense, various large harmonic crystals. Also, ritual participants must have fasted for at least two of the days of the preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: For those sorcerers operating within the limitations of the World of Elements, it is difficult to transcend the barriers of vitality. Immortality, even life extension, is simply impossible. In the World of Elements, everything must die. But there are ways around this. Physical bodies must die. The energies that inhabit them have no such limitation. This ritual allows a sorcerer to switch souls with another person, effectively taking over their body for himself while forcing them to take up residence in his. In this way, a sorcerer can keep on living life after life, only in different bodies for each lifetime. Few such participants are willing. These victims are stuck living out the rest of their lives in the sorcerer's most likely old or unwanted body – that is, if the sorcerer doesn't just destroy his old body and kill them outright when the ritual is complete. The only hope a victim of this ritual has is if somehow he can find someone skilled enough and versed enough to unweave it. This rarely happens.

All skills based on Intellect, Perception, or Presence travel with the sorcerer's soul and he keeps full access to his knowledge. However, those skills based on Agility, Strength, or Tenacity are cut in half. They most often require muscle memory and that needs to be rebuilt in a new body. Most Assets and Drawbacks, however, are linked into an individual body or identity and stay with said body. The swapping sorcerer inherits a whole new batch, most likely. And then there's the legal question of keeping his wealth and property in a new identity – most create wills naming their new identity as benefactor.

Once successfully cast, this spell requires a Contest to affect a victim, using the caster's Occult skill versus the victim's Tenacity Feat skill. The caster receives a +4 Contest Modifier.

Black Market Price: 112,000Tn
Casting Fee: 48,600Tn
Component Cost: 1050Tn

SPELL LIST

Here is a list of all 56 rituals from the *Core Book*, *Dark Passions*, and *Vade Mecum*, in alphabetical order.

Beckon the Mystical Unborn (Summoning/1st Order)
Beckon Shade Corpus (Summoning/2nd Order)
Beckon the Unexpressed (Transmogrification/1st Order)
Beyond the Wall (Scrying/3rd Order)
Call Ancient Soul (Scrying/2nd Order)
Call Forth Bakhî (Summoning/3rd Order)
Call Forth Gaunt (Summoning/2nd Order)
Call Forth N'athm (Summoning/3rd Order)
Call the Night's Terrors (Dreaming/1st Order)
Call the Soul's Beast (Transmogrification/3rd Order)
Command the Slumbering Shell (Dreaming/1st Order)
Commune with the Beyond (Scrying/3rd Order)
Conjoin the Adrift Psyche (Dreaming/2nd Order)
Consecrate Arcane Space (Enchantment/1st Order)
Constitute Corporal Restorative (Enchantment/1st Order)
Constitute Powder of Ibn Ghazi (Enchantment/1st Order)
Contact Those Who Dwell Beyond (Scrying/2nd Order)
Craft the Labyrinthian Identity (Enchantment/3rd Order)
Craft Ring of Dreams (Enchantment/2nd Order)
Craft Ruach Well (Enchantment/2nd Order)
Craft Weeping Orb (Enchantment/3rd Order)
Craft Woeful Orb (Enchantment/2nd Order)
Craft Yog-Sothoth's Guard (Enchantment/3rd Order)
Curse of the Outsiders (Transmogrification/3rd Order)
Degeneration (Transmogrification/1st Order)
Delve the Mind's Caverns (Dreaming/2nd Order)
Eldritch Faculties (Scrying/1st Order)
Imbue Glamour Lock (Enchantment/1st Order)
Influence the Naked Spirit (Dreaming/2nd Order)
Insight of the Sleeper (Dreaming/1st Order)
Know Passion's Flame (Scrying/1st Order)
Leash the Summoned (Summoning/1st Order)
Manipulate Passion (Transmogrification/2nd Order)
Master Imagination's Realm (Dreaming/3rd Order)
Mend Flesh (Transmogrification/1st Order)
Migrate Soul (Transmogrification/3rd Order)
Path of the Silver Cord (Transmogrification/2nd Order)
Perceive Etheric Resonance (Scrying/1st Order)
Phantom Vision (Scrying/1st Order)
Probe the Universal Mind (Dreaming/3rd Order)
Purify Form (Transmogrification/2nd Order)
Summon Familiar (Summoning/1st Order)
Summon Fetch (Summoning/1st Order)
Summon Superior Fetch (Summoning/2nd Order)
Thieve Visage (Transmogrification/1st Order)
Traverse the Land Beyond Dreams (Dreaming/1st Order)
Ward Against Sorcery (Protection/1st Order)
Ward Against the Summoned (Protection/2nd Order)
Ward Against the Unbidden (Protection/3rd Order)
Ward Against the Unseen (Protection/2nd Order)
Ward of Cool Spirit (Protection/1st Order)
Ward of Corporal Protection (Protection/1st Order)
Ward of Sanctuary (Protection/3rd Order)
Ward of Seclusion (Protection/2nd Order)
Ward of Solitude (Protection/1st Order)
Wisdom of Yog-Sothoth (Scrying/2nd Order)

DEFINITIVE LIST OF SPELLS BY ORDER

This list gathers all the spells released in the *Core Book*, *Dark Passions*, and this book. It lists them in alphabetical order by type of spell and provides the volume and page number they are found on (CB is the *Core Book*, DP is *Dark Passions*, and VM is *Vade Mecum*), the Intellect/Vitality requirements to learn them, and the Occult level of expertise required to master them as well. It is intended as a quick reference to find the spell you wish, as well as a planning guide to help you develop your sorcerer Character to get the rituals you want.

FIRST ORDER

Call the Night's Terrors (Dreaming)	VM78	5/7	Novice
Command the Slumbering Shell (Dreaming)	VM78	6/7	Adept
Insight of the Sleeper (Dreaming)	VM78	5/6	Novice
Traverse the Land Beyond Dreams (Dreaming)	VM79	6/7	Novice
Consecrate Arcane Space (Enchantment)	CB187	7/7	Novice
Constitute Corporal Restorative (Enchantment)	CB187	7/7	Novice
Constitute Powder of Ibn Ghazi (Enchantment)	CB187	7/7	Adept
Imbue Glamour Lock (Enchantment)	VM82	7/7	Novice
Ward Against Sorcery (Protection)	CB190	7/7	Novice
Ward of Cool Spirit (Protection)	VM84	7/7	Novice
Ward of Corporal Protection (Protection)	CB190	7/7	Novice
Ward of Solitude (Protection)	CB190	7/7	Novice
Eldritch Faculties (Scrying)	CB192	5/7	Novice
Know Passion's Flame (Scrying)	VM86	6/7	Novice
Perceive Etheric Resonance (Scrying)	CB192	5/7	Novice
Phantom Vision (Scrying)	CB192	6/7	Novice
Beckon the Mystical Unborn (Summoning)	CB194	6/7	Novice
Leash the Summoned (Summoning)	VM87	5/7	Novice
Summon Familiar (Summoning)	CB195	5/6	Novice
Summon Fetch (Summoning)	CB196	5/7	Novice
Beckon the Unexpressed (Transmogrification)	VM89	6/7	Novice
Degeneration (Transmogrification)	CB198	5/7	Novice
Mend Flesh (Transmogrification)	CB199	7/7	Novice
Thieve Visage (Transmogrification)	CB199	6/7	Adept

SECOND ORDER

Conjoin the Adrift Psyche (Dreaming)	VM80	6/7	Adept
Delve the Mind's Caverns (Dreaming)	VM80	7/8	Adept
Influence the Naked Spirit (Dreaming)	VM81	8/8	Expert
Craft Ring of Dreams (Enchantment)	CB188	8/8	Expert

Craft Ruach Well (Enchantment)	VM83	7/7	Adept
Craft Woeful Orb (Enchantment)	CB188	8/7	Adept
Ward Against the Summoned (Protection)	VM85	8/8	Expert
Ward Against the Unseen (Protection)	CB191	8/8	Expert
Ward of Seclusion (Protection)	CB191	8/7	Adept
Call Ancient Soul (Scrying)	VM86	7/8	Adept
Contact Those Who Dwell Beyond (Scrying)	CB193	7/8	Adept
Wisdom of Yog-Sothoth (Scrying)	CB193	7/8	Adept
Beckon Shade Corpus (Summoning)	CB196	6/7	Adept
Call Forth Gaunt (Summoning)	CB197	6/7	Adept
Summon Superior Fetch (Summoning)	VM88	6/7	Adept
Manipulate Passion (Transmogrification)	CB199	4/7	Adept
Path of the Silver Cord (Transmogrification)	VM90	7/8	Expert
Purify Form (Transmogrification)	CB200	8/8	Expert

THIRD ORDER

Master Imagination's Realm (Dreaming)	VM81	7/9	Master
Probe the Universal Mind (Dreaming)	VM82	8/9	Master
Craft the Labyrinthian Identity (Enchantment)	DP31	9/9	Master
Craft Weeping Orb (Enchantment)	VM83	7/9	Master
Craft Yog-Sothoth's Guard (Enchantment)	CB188	9/9	Master
Ward of Sanctuary (Protection)	VM85	9/9	Master
Ward Against the Unbidden (Protection)	CB191	9/9	Master
Beyond the Wall (Scrying)	CB194	8/9	Master
Commune with the Beyond (Scrying)	VM87	8/9	Master
Call Forth Bakhi (Summoning)	CB198	7/8	Expert
Call Forth N'athm (Summoning)	VM88	7/8	Expert
Call the Soul's Beast (Transmogrification)	DP32	6/9	Master
Curse of the Outsiders (Transmogrification)	CB200	6/9	Master
Migrate Soul (Transmogrification)	VM90	7/9	Master



Midnight. Go time.

We drop from the NES Dreadnought over the Atlantic Ocean somewhere high over a fish-head outpost. Amphibious black ops. We fall for a few miles before gently nudging on the anti-gravity, slowing our descent just enough not to be crushed by the impact on the black water below. Down into the deep ocean we go.

Most people can't even comprehend how big the seas are. The average depth of the Earth's oceans is more than ten times the height of the old Empire State Building, or at least it would be if the Empire State Building hadn't been destroyed in the First Arcanotech War. The Challenger Deep in the Marianas Trench is almost seven miles deep, the cruising altitude of big passenger planes. It's over fifteen hundred miles long and almost fifty miles wide, so there's probably somewhere



around 500,000 square miles just in this one place. There's a lot of water on this planet and there's life at every strata. When you get this, you totally understand how the Deep Ones kept quiet for so long.

Now the problem we have is ferreting them out. With so much ground to cover, the GIA and the military find what they can and then send people like us on ops like this.

Unlike every other thing in this war, this is the native territory of the Esoteric Order. They didn't come from another planet or dimension. They've been here all along, longer than we have. They're not creating bases and beach heads. They're striking out from their home in their natural environment. I have to be in a big machine that evens the odds. Or at least that's what we like to think. But deep down we all know the odds aren't even.

Intelligence reports say that the fish-heads have a mecha manufacturing facility down

here, floating high enough in the water so that they can stage from it. That's why we're here. Our mission is to attack this facility from surprise and destroy it.

There's a point about six hundred feet down where everything goes black, where sunlight no longer penetrates. We're left with nightvision and the ping of sonar. And our thoughts. It's suffocating.

We descend for several minutes. Then the sonar pings against something and we know we're close. The facility is surprisingly big, based on it's sonar shadow. All we need is five minutes and this will all be over.

Then the sonar starts to screech, like white noise just got shot through the water. I kill it, knowing full well what it means. The Esoteric Order is jamming us. They know we're here.

The proverbial feces has just hit the fan. That's the problem with being a land-dweller invading the depths. Even our technological senses can be blinded and we don't have much to compensate. Relying on optics alone is a lot like fighting in the dark with just a flashlight.

Five of us, turned every which way, hoping to spot whatever they're going to throw at us. Blowfish in his Falcata, Barracuda in her Cyclone, Abyss in her Khopesh, and me and Reef in our Monsoons. The tension grows with every second we sit and wait for something to happen. Five seconds. Ten seconds. A minute. Nothing.

Blowfish sees it first, shooting up from the depths. He tries to get clear, but there's no way. The thing's mouth must be twenty feet across. All I can see is teeth, rows of teeth, each almost a foot long. The mouth closes on Blowfish, nearly swallowing him whole. The best he can do is stab with one of his blades. The shark doesn't even register when he slices right through the bottom of its mouth. Blowfish reaches out to me for help and somewhere in the distance I can hear him screaming over the radio. But I know it's too late. A second later, the thing bites down hard and starts violently shaking its head back and forth. I don't know which dies first, Blowfish or his radio.

Barracuda and Abyss open up, torpedoes and laser blasts tearing chunks out of the thing's side. Reef does nothing, lost to whatever primal fear the shark brought up in her lizard brain. I look around frantically, because somehow I know this shark is not the only one.

There it is, coming up fast. I target and fire torpedoes, buzzing at it like wasps. They barely scratch it as it tears the lower half of Reef off with one bite. Chomping, it doesn't slow, ramming straight into Abyss' back. The one shaking the remains of Blowfish spits him out and goes after Barracuda. To her credit, she stays with it, but it's just too big. Whacked by its tail fin, she spins out of control.

Lost, I shoot at anything that isn't metal. The only good it does is keep the damn things away long enough for them to rip my fallen friends into pieces.

Instinctively, I dodge out of the way just as the other one nearly smacks into me. It spits out Barracuda and I swear it looks right at me. My blood runs cold as I stare into that gigantic unblinking black eye.

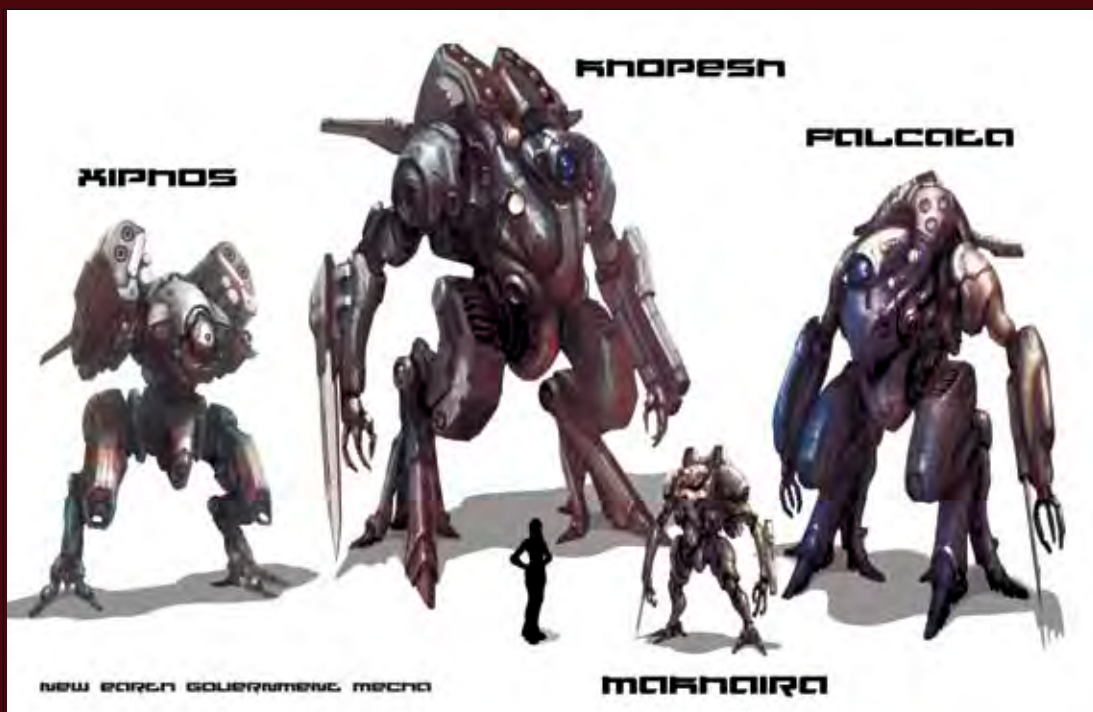
I know I'm next.

chapter seven

MORE MACHINERIES OF WAR

SWORDS OF THE SEA

The Broadsword has served with distinction in combat against the Migou and the sub-surface threat of the Esoteric Order of Dagon. However, a new line of Sword Class mecha has been commissioned by the Ministry of War to take the fight to the enemy. The Amphibious Sword Class is designed on the principles of its dry-land predecessor with some of the armor sacrificed to accommodate A-Pod systems for maximum underwater maneuverability and a deadlier weapons array. The Amphibious Sword Class is sleeker in design than the Broadsword and its adaptation to underwater combat means that it can fight from both a horizontal and vertical position in relation to its target. These sturdy vehicles can survive the immense underwater pressure of 550 meters – with a crush depth estimated to be around 750 meters.



AMV-1 FALCATA

Type: Multi-Purpose Amphibious Main Battle Mech (10 AP)

Size: Medium (26' tall)

The AMV-1 Falcata enhances the design characteristics of the MV-16 Broadsword. Much like its cousin, the Falcata serves as a mainstay combat vehicle for amphibious operations. Its streamlined form allows the Falcata to move more rapidly and gracefully through water. This mech is designed to charge enemy positions in a vertical swim – minimizing its silhouetted target area and allowing the pilot to fire a volley of torpedoes from a “backpack” pod before reorienting itself into a horizontal position for closer ranged combat. As an A-Pod driven vehicle, the Falcata can easily erupt from the ocean surface and take flight if necessary.

ATTRIBUTES

Control Response (*Agility*) +1
Sensors (*Perception*) +1
Frame (*Strength*) 5
Multi-Task Systems (*Actions*) +1
Warning Systems (*Reflex*) +1

SENSOR SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Sonar
Targeting (+1)
Thermal

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support
Life Support Pod
Manipulator Arms

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Air/Water Speed: 30 mph (74/18 ypt)
Acceleration Code: B [2/1]
Jumping Distance: (10/5)
A-Pods
Grapplers

STRUCTURE

Integrity 20
Armor 2/3
Damage Control Systems 1/turn

WEAPONS SYSTEMS

Amphibious Laser Cannon (Medium)
Amphibious Charge Beam (Medium)
Hyperedge Blade (Medium)
Amphibious Torpedo Pod (Medium)



AMV-3 KHOPESH

Type: Amphibious Heavy Weapons Battle Mech (13 AP)
Size: Large (38' tall)

The tactical application for the Khopesh is very similar to the Falcata. Its back-mounted torpedo pod serves as a wonderful announcement to the enemy that something big and nasty is coming. The Khopesh will typically charge at the heart of an enemy position with several Falcata in flanking support. Its hulking size and crushing strength make this monster an amazing spectacle to witness in the middle of any fray. Its linked laser cannons prove again and again the distinct advantage of extreme firepower both above and below the surface of the ocean.

ATTRIBUTES

Control Response (*Agility*) +0
Sensors (*Perception*) +1
Frame (*Strength*) 10 (+1 damage)
Multi-Task Systems (*Actions*) +1
Warning Systems (*Reflex*) +0

SENSOR SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Sonar
Targeting (+2)
Thermal

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support
Life Support Pod

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Air/Water Speed: 30 mph (74/18 ypt)
Acceleration Code: B [2/1]
Jumping Distance: (20/10)
A-Pods
Grapplers

STRUCTURE

Integrity 30
Armor 2/3
Damage Control Systems 2/turn

WEAPONS SYSTEMS

2 Linked Amphibious Laser Cannon
(Large)
Hyperedge Blade (Large)
Amphibious Torpedo Pod (Large)



AMK-5 MAKHAIRA

Type: Amphibious Tactical Powered Armor (3 AP)
Size: Tiny (10' tall)

The Makhaira is the latest in light armor weapons platforms designed by Armorcorp. Environmental sealing and structural reinforcement against underwater pressure have made this powered armor suite a bit bulkier than its Crusader cousin. Also, Armorcorp explored modified Jump Pods combined with an impeller drive as a primary mode of underwater propulsion. Thus, the Makhaira is equipped with a drive unit on its back that sucks water in an intake and propels it out a smaller exhaust – much like a turbine engine. These units are most often deployed from submarines with each mech carrying one of two different weapons packages.

ATTRIBUTES

Control Response (*Agility*) -1
Sensors (*Perception*) +0
Frame (*Strength*) 1 (-1 damage)
Multi-Task Systems (*Actions*) 0
Warning Systems (*Reflex*) -1

SENSOR SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Sonar
Targeting (+1)
Thermal

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support
Manipulator Arms

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Water Speed: 45 mph (111/27 ypt)
Acceleration Code: C [2/2]
Jumping Distance: (4/2)
Airdroppable
Buoyancy
Enhanced Water Speed (Quadruple)
Jump Pods

STRUCTURE

Integrity 5
Armor 2/2
Damage Control Systems 1/turn

WEAPONS SYSTEMS

Amphibious Laser Cannon – or –
Amphibious Charge Beam (Small)
Hyperedge Blade (Small)



AMV-11 XIPHOS

Type: Amphibious Artillery Support Mech (8 AP)

Size: Medium (22' tall)

The Falcata and the Khopesh might have all the glory in charging enemy positions. However, the Xiphos certainly sees to it that these assaults meet as little resistance as possible. Not many enemy units can stand against its twin threat of its charge beams and a high explosive torpedo or two is sure to soften up opposing forces. Like the Scimitar, the Xiphos can be vulnerable at close quarters, but very little can match this mega-sniper in ranged engagements.

ATTRIBUTES

Control Response (*Agility*) +1
Sensors (*Perception*) +1
Frame (*Strength*) 4
Multi-Task Systems (*Actions*) +1
Warning Systems (*Reflex*) +0

SENSOR SYSTEMS

Broadband Audio
Long Range
Nightvision
Radar/IFF
Sonar
Targeting (+2)
Thermal

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support
Life Support Pod

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Air/Water Speed: 30 mph (74/18 ypt)
Acceleration Code: B [2/1]
Jumping Distance: (10/5)
A-Pods

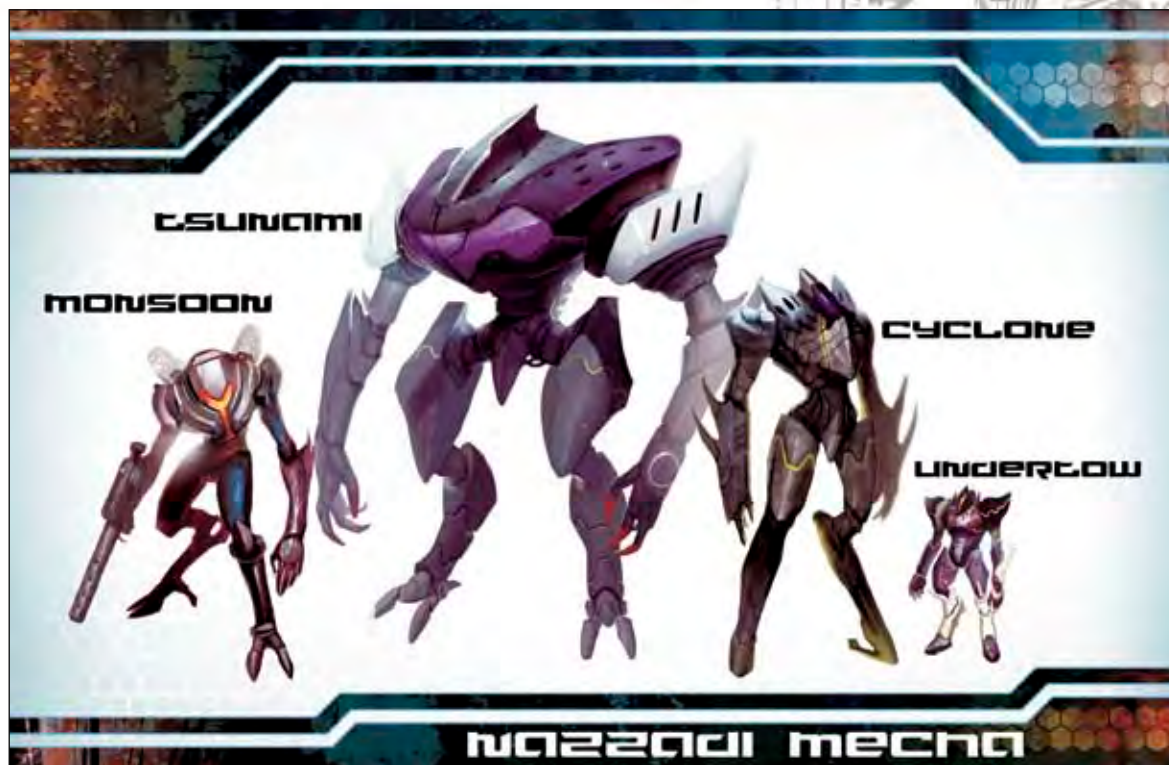
STRUCTURE

Integrity 20
Armor 2/2
Damage Control Systems 1/turn

WEAPONS SYSTEMS

2 Amphibious Charge Beams
(Medium)
Long Range Torpedo Rack (Medium)





AN OCEAN STORM

These four new mecha represent the Nazzadi's contribution to the war effort at sea. Like other Nazzadi mecha, they are fast and light when compared to their Sword-class cousins. The Nazzadi did not feel the need to reinvent the wheel when they designed their aquatic operations mecha, instead basing them on the designs of their land-bound cousins. Together, these four represent a well-rounded war machine for sea-based use.

CYCLONE (KOCI)

Type: Aquatic Support Mecha (10 AP)

Size: Medium (23 ft. tall)

The Cyclone and the Maelstrom share more than a few things in common. The Maelstrom's aquatic counterpart, the Koci is a sleek and fast underwater support unit, functioning with lightning speed. Although it is slightly less agile on its feet than its land-based counterpart, the Cyclone is just as capable of unleashing a storm of destruction as a harrying unit. It picks a target, fires, and races to a new position, never staying in one place long enough for the enemy to mount a coordinated response.

ATTRIBUTES

Control Response (*Agility*) 0
Sensors (*Perception*) +1
Frame (*Strength*) 4
Multi-Task Systems (*Actions*) +0
Warning Systems (*Reflex*) +1

SENSORY SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Sonar
Targeting (+2)

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support
Life Support Pod
Manipulator Arms

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Water Speed: 120 mph (296/72 ypt)
Acceleration Code: A [1/1]
Jumping Distance: 10/5
A-Pods
Enhanced A-Pod Speed (Quadruple)
Grapplers

STRUCTURE

Integrity 15
Armor 2/2
Damage Control Systems 3/turn

WEAPONS SYSTEMS

Amphibious Chaff Dispenser (Medium)
Hyperedge Claws (Medium)
2 Amphibious Torpedo Pods (Medium)



MONSOON (R'DAVI)

Type: Aquatic Assault Mecha (10 AP)

Size: Medium (22' tall)

The Monsoon typifies Nazzadi design philosophy under the waves – fast, agile, and deadly. These basic principles are what created the aquatic equivalent of the Storm. Slipping through the oceans like barracuda, the R'davi hits fast and hard both above and below the surface. Chaff keeps it safe from ordnance, while a laser cannon, torpedoes, and typical Nazzadi claws keep it a versatile combat machine. Like the Storm, the Monsoon sees the most deployment of any aquatic Nazzadi mech.

ATTRIBUTES

Control Response (*Agility*) +1
Sensors (*Perception*) +1
Frame (*Strength*) 5
Multi-Task Systems (*Actions*) +1
Warning Systems (*Reflex*) +1

SENSOR SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Sonar
Targeting (+2)

SENSOR SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support
Life Support Pod
Manipulator Arms

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Water Speed: 120 mph (296/72 ypt)
Acceleration Code: B [2/1]
Jumping Distance: 10/5
A-Pods
Enhanced A-Pod Speed (Quadruple)
Grapplers

STRUCTURE

Integrity 15
Armor 2/2
Damage Control Systems 3/turn

WEAPONS SYSTEMS

Amphibious Chaff Dispenser
(Medium)
Hyperedge Claws (Medium)
Amphibious Laser Cannon (Medium)
Amphibious Torpedo Pod (Medium)



Tsunami (EQLASI)

Type: Heavy Aquatic Assault (15 AP)

Size: Large (34' tall)

Like its namesake, the Tsunami rolls in and leaves devastation in its wake. Armed with the archetypal Nazzadi hyperedge claws and an arsenal of hard-hitting weapons, the Eqlasi brings a much-needed fast heavy assault to the oceans of the New Earth Government's war effort. The Tsunami sacrifices some of the agility of its land-bound counterpart, the Blizzard, in favor of aquatic systems and A-Pod speed. Unlike their cousins, Eqlasi are usually the bruisers brought with to shore up the fight instead of the heavies sent in first to soften up the enemy.

ATTRIBUTES

Control Response (*Agility*) +1
Sensors (*Perception*) +1
Frame (*Strength*) 10 (+1 damage)
Multi-Task Systems (*Actions*) +1
Warning Systems (*Reflex*) +1

SENSOR SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Sonar
Targeting (+2)

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support
Life Support Pod
Manipulator Arms

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Water Speed: 120 mph (296/72 ypt)
Acceleration Code: A [1/1]
Jumping Distance: 20/10
A-Pods
Enhanced A-Pod Speed (Quadruple)
Grapplers

STRUCTURE

Integrity 20
Armor 2/2
Damage Control Systems 3/turn

WEAPONS SYSTEMS

Amphibious Chaff Dispenser (Large)
Amphibious Charge Beam (Large)
Hyperedge Claws (Large)
Amphibious Laser Cannon (Large)
Amphibious Torpedo Pod (Large)



UNDERTOW (BRAXAMI)

Type: Aquatic Powered Armor (3 AP)

Size: Tiny (10' tall)

The Undertow was primarily designed as a Special Forces suit of powered armor, used for aquatic covert operations. Unfortunately, the limitations inherent with mounting A-Pod related hardware on mecha as small as Powered Armor means that the Braxami is not as blazing fast as most of its brethren. It fills a necessary slot for versatility in the Nazzadi mecha scheme, capable of deftly finding its way where other war machines cannot reach. It is still a nimble and dangerous piece of machinery.

ATTRIBUTES

Control Response (*Agility*) -1
Sensors (*Perception*) 0
Frame (*Strength*) 1 (-1 damage)
Multi-Task Systems (*Actions*) +1
Warning Systems (*Reflex*) +2

SENSOR SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Sonar

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Water Speed: 60 mph (148/36 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 4/2
Buoyancy
Enhanced Buoyancy Speed
(Quadruple)
Grapplers
Jump Pods

STRUCTURE

Integrity 5
Armor 1/1

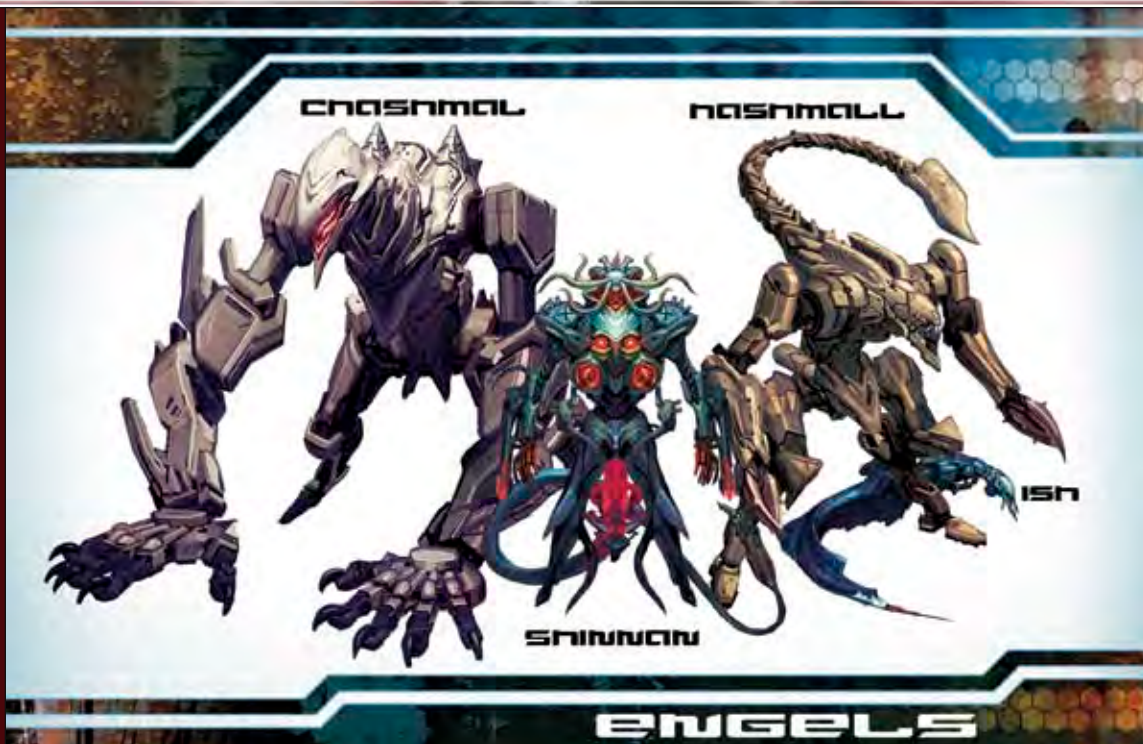
WEAPONS SYSTEMS

Hyperedge Claws (Small)
Ampibious Laser Cannon (Small)



NEW ENGELS

Presented here are four new types of Engels. Two of them are recently developed models. The Chashmal is a Behemoth-class mecha in the vein of the Seraph and the Shinnan is a heavy combat mecha similar to the Malach. The Hashmall and the Ish are Engels designed to fight in and on the oceans of the Aeon War. They are the predators of the ocean, that give the Esoteric Order of Dagon – even the Spawn – pause in the domain of their own superiority.



CHASHMAL

Type: Super-Heavy Engel (18 AP)

Size: Behemoth (55' tall)

Soaring down from the clouds like some avenging angel is the Chashmal, a gigantic bio-organic machine of death. Cousin to the Seraph, they are the second of only two “breeds” of Behemoth-class mecha in the New Earth Government. Recently developed, Chashmals have seen little deployment to date, but their performance so far is very promising. Chashmals display only one organic trait – vicious talons that secrete a sticky caustic ooze. These talons fortunately naturally retract so the Engel Project had no need to hide them in its design. Pilots often say that Chashmals remind them of fictional dragons – strong and proud, with a terrible fury.



ATTRIBUTES

Control Response (*Agility*) +2
Sensors (*Perception*) +1
Frame (*Strength*) 11 (+2 damage)
Multi-Task Systems (*Actions*) 0
Warning Systems (*Reflex*) 0

SENSORY SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Scan
Targeting (+2)
Thermal

SUPPORT SYSTEMS

Life Support

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Air/Water Speed: 120 mph (296/72 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 30/15
A-Pods
Enhanced A-Pod Speed (Quadruple)
Grapplers

STRUCTURE

Integrity 30
Armor 4/4
Damage Control Systems 2/turn
Regeneration 1 die/turn
(Total Recovery 2 + 1 die/turn)

WEAPONS SYSTEMS

Chaff Dispenser (Large)
Charge Beam (Large)
Hyperedge Claws
with Acid Drip (Large)
2 Linked Laser Cannons (Large)

HAMSHALL

Type: Aquatic Assault Engel (15 AP)

Size: Large (38' tall)

The underwater equivalent of the Malach or the Shinnan, the Hashmall is the quintessential sea predator. The scientists of the Engel Project worked an amazing feat when they figured out how to conceal the organic weapons of the monster inside the Hamshall's mechanical shell. It's otherworldly aquatic nature reveals itself when the prehensile "tail" snakes out of its housing, bearing more resemblance to the guard tentacle of a giant squid than a tail, or when the mass of thin, long tendrils bursts out of its faceplate. Some pilots say that Hamshalls are cunning and instinctively "suggest" moves and attacks. They also say Hamshalls are skittish when out of the water.

ATTRIBUTES

Control Response (*Agility*) 0
Sensors (*Perception*) +1
Frame (*Strength*) 8 (+1 damage)
Multi-Task Systems (*Actions*) 0
Warning Systems (*Reflex*) +1

SENSORY SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Scan
Sonar
Targeting (+2)
Thermal

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Air/Water Speed: 120 mph (296/72 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 20/10
A-Pods
Enhanced A-Pod Speed (Quadruple)
Grapplers

STRUCTURE

Integrity 25
Armor 3/4
Damage Control Systems 2/turn
Regeneration 4/turn
(Total Recovery 6/turn)

WEAPONS SYSTEMS

Amphibious Charge Beam (Large)
Amphibious Laser Cannon (Large)
Prehensile Tail (Large)
Tentacle Sheathe (Large)
Amphibious Torpedo Pod (Large)



ISH

Type: Aquatic Support Engel (14 AP)

Size: Large (32' tall)

Snaking its way through the dark waters, Ish bring devastation to the depths. Strange in design, even for an Engel, Ish are easy to recognize – armored serpents loaded with ordnance. Like their cousin, the Cherub, their organic traits make Ish unafraid to fight up close. While normally an Ish's undulating tail helps it swim, concealed in its tip is a dangerous stinger and from out of its mouth snaps a wicked tongue that skewers prey. Some pilots say that Ish are uncomfortable above the waves, preferring the murky deep as their hunting grounds.



ATTRIBUTES

Control Response (*Agility*) 0
Sensors (*Perception*) +1
Frame (*Strength*) 8 (+1 damage)
Multi-Task Systems (*Actions*) +1
Warning Systems (*Reflex*) +2

SENSORY SYSTEMS

Broadband Audio
Long Range
Nightvision
Radar/IFF
Scan
Sonar
Targeting (+2)
Thermal

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Air/Water Speed: 120 mph (296/72 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 20/10
A-Pods
Enhanced A-Pod Speed (Quadruple)
Grapplers

STRUCTURE

Integrity 20
Armor 3/3
Damage Control Systems 2/turn
Regeneration 4/turn
(Total Recovery 6/turn)

WEAPONS SYSTEMS

Amphibious Laser Cannon (Large)
Amphibious Long-Range Torpedoes (Large)
Piercing Tongue (Large)
Stinger Tail (Large)

SHINNAN

Type: Heavy Weapons Engel (14 AP)

Size: Large (40' tall)

More recently developed than their Malach cousins, Shinnan are brutal, ruthless, and definitely not a PR magnet. Their organic traits are difficult to conceal – huge wicked pincers and a tightly coiled stinger tail. Whatever is inside the machine is a creature whose environment must be some kind of desert wasteland, as it is extraordinarily resistant to extreme heat. Some NEG Engel pilots report that their Shinnan prefer the cover of darkness and terrain with places to dart in and out of. They also say that the creatures are aggressive, but sneaky.

ATTRIBUTES

Control Response (*Agility*) +1
Sensors (*Perception*) +1
Frame (*Strength*) 11 (+2 damage)
Multi-Task Systems (*Actions*) 0
Warning Systems (*Reflex*) 0

SENSORY SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Scan
Targeting (+2)
Thermal

SUPPORT SYSTEMS

Heat Resistance
Life Support

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Air/Water Speed: 60 mph (148/36 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 20/10
A-Pods
Enhanced A-Pod Speed (Double)
Grapplers

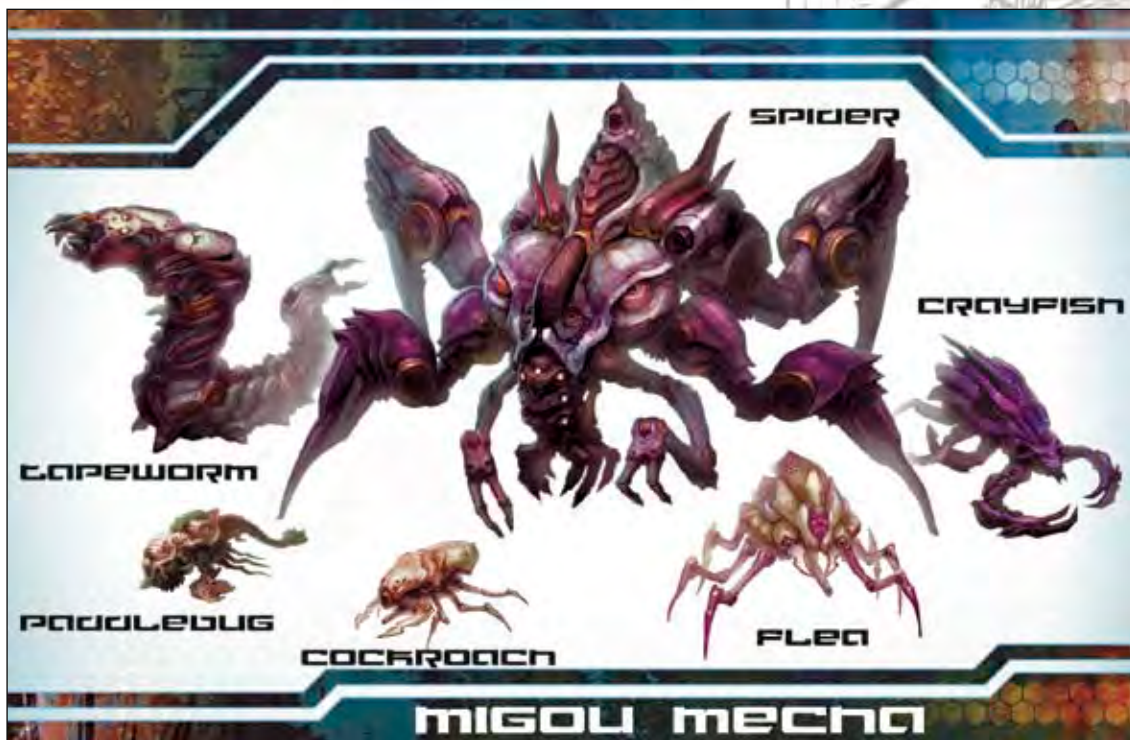
STRUCTURE

Integrity 20
Armor 3/4
Damage Control Systems 2/turn
Regeneration 2/turn
(Total Recovery 4/turn)

WEAPONS SYSTEMS

2 Charge Beams (Large)
Grav Bomb (Large)
Pincers (Large)
Stinger Tail (Large)





BUGS, BIG & SMALL

These six mecha round out the Migou arsenal. For general use are the Cockroach, a fast suit of bug powered armor, and the Spider, a wicked, gigantic counterpart to the Behemoth-class Mantis. Keeping up with the extended war effort are four mecha designed for aquatic assault. Like most Migou mecha, they are not designed with pilot survivability in mind, but they are plentiful and dangerous. Migou aquatic mecha are typically fast and units like the Tapeworm terrorize the New Earth Government, who simply does not have the technology to keep up.

COCKROACH

Type: Powered Armor (3 AP)
Size: Tiny (10' tall)

Just like the creature for which they are named, Cockroaches are too numerous, too fast for their own good, and too difficult to exterminate. They compliment the natural Migou physiology with numerous legs with which to skitter across the ground, but the limitations of powered armor strips them of their ability to fly. However, bio-organic pincers combined with an embedded plasma cannon make the Cockroach a dangerous harrying foe, capable of finding its way quickly into where it is not wanted. Cockroaches swarm through the ruins of occupied cities, managing captive populations and keeping an eye out for unwanted visitors along with their eyes in the sky – the Dragonflies.



ATTRIBUTES

Control Response (*Agility*) 0
Sensors (*Perception*) -1
Frame (*Strength*) 1 (-1 damage)
Multi-Task Systems (*Actions*) +1
Warning Systems (*Reflex*) 0

SENSORY SYSTEMS

Broadband Audio
Nightvision
Radar/IFF

SUPPORT SYSTEMS

Sealed System

MOVEMENT

Ground Speed: 120 mph (296/72 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 8/4
Airdroppable
Enhanced Jump Pods (Quadruple total)
Enhanced Land Speed (Quadruple)
Jump Pods

STRUCTURE

Integrity 5
Armor 1/1

WEAPONS SYSTEMS

Pincers (Small)
Plasma Cannon (Small)

CRAYFISH

Type: Aquatic Support Mecha (10 AP)

Size: Medium (26' long)

This vaguely crustacean-shaped mecha rounds out the support and ordnance arm of the Migou's undersea contingent. You can see where the Nazzadi got their design ideas when you see the Crayfish in action – firing and zipping away to a new vantage before retaliation can be brought to bear. It bears torpedo pods to support other units in mecha battles and a long-range missile rack to take out emplacements – those either in or within a few miles of a coastline. And just like its namesake, the Crayfish will grab onto you with its pincers and won't let go. NEG pilots like to make melted butter jokes around Crayfish.



ATTRIBUTES

Control Response (*Agility*) +2
Sensors (*Perception*) +1
Frame (*Strength*) 6
Multi-Task Systems (*Actions*) +1
Warning Systems (*Reflex*) +2

SENSORY SYSTEMS

Broadband Audio
Long Range
Nightvision
Radar/IFF
Sonar
Targeting (+2)

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Air/Water Speed: 120 mph (296/72 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 10/5
A-Pods
Enhanced A-Pod Speed (Quadruple)
Grapplers

STRUCTURE

Integrity 20
Armor 2/2
Damage Control Systems 2/turn

WEAPONS SYSTEMS

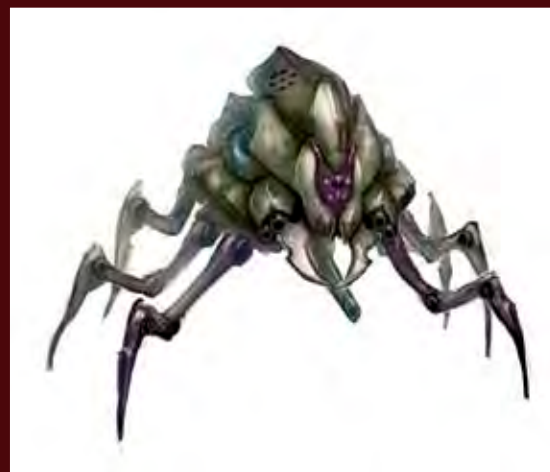
Amphibious Chaff Dispenser (Medium)
Amphibious Long-Range Missiles
(Medium)
Pincers
Amphibious Torpedo Pod (Medium)

FLEA

Type: Aquatic Assault Mecha (10 AP)

Size: Medium (22' tall)

New Earth Government pilots just hate them. Compact bugs darting nimbly through the water, wreaking havoc with typical Migou efficiency. Fleas – and there could be no better name for something that is such a pest. The Flea sacrifices some of its cousin's strength for full aquatic technologies and additional speed. As well a nasty set of chomping mandibles, the Flea bears a usual set of underwater weapons including a laser cannon, chaff, and torpedoes.



ATTRIBUTES

Control Response (*Agility*) +1
Sensors (*Perception*) +1
Frame (*Strength*) 5
Multi-Task Systems (*Actions*) +2
Warning Systems (*Reflex*) +1

SENSORY SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Sonar
Targeting (+2)

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Air/Water Speed: 120 mph (296/72 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 10/5
A-Pods
Enhanced A-Pod Speed (Quadruple)
Grapplers

STRUCTURE

Integrity 25
Armor 2/2
Damage Control Systems 2/turn

WEAPONS SYSTEMS

Amphibious Chaff Dispenser (Medium)
Amphibious Laser Cannon (Medium)
Mandibles (Medium)
Amphibious Torpedo Pod (Medium)

PADDLEBUG

Type: Aquatic Powered Armor (3 AP)

Size: Tiny (10' tall)

Lots of kids remember paddlebugs from when they were little. Migou Paddlebugs are nowhere near as cute. Cram a Migou into an aquatic suit of powered armor, loaded with an amphibious laser cannon and dual purpose steering-weapon tails, and you've got a Paddlebug. These tiny mecha are quick in the water and give the Migou a dangerous force for undersea or coastal covert operations. The bugs seem to mass produce these suits of powered armor and many New Earth Government naval operations pilots take special glee in "squishing" them.



ATTRIBUTES

Control Response (*Agility*) -1
Sensors (*Perception*) -1
Frame (*Strength*) 1 (-1 damage)
Multi-Task Systems (*Actions*) +0
Warning Systems (*Reflex*) -1

SENSORY SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Sonar

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Air/Water Speed: 90 mph (222/54 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 4/2
Buoyancy
Enhanced Buoyancy Speed (Sextuple)
Grapplers
Jump Pods

STRUCTURE

Integrity 5
Armor 1/1

WEAPONS SYSTEMS

Club Tail (Small)
Amphibious Laser Cannon (Small)

SPIDER

Type: Super-Heavy Mecha (18 AP)

Size: Behemoth (55' tall)

While gigantic Mantises drop out of the sky, Spiders tear across the landscape. More than fifty feet long, these multi-limbed monsters out-pace Nazzadi war machines without even trying, descending on enemies to disintegrate them with null rays, fry them with lightning guns, or rip them apart with a whirlwind of talons. Like their namesake they make it difficult to escape their clutches, dropping enormous grav bombs to trap those who try. The only things in the New Earth Government arsenal capable of going toe to toe with a Spider are the Seraph and Chashmal – and even then, the outcome is anybody's guess. Hideous, fast, and deadly, Spiders are one of the most feared mecha in the Aeon War.



ATTRIBUTES

Control Response (*Agility*) +2
Sensors (*Perception*) +1
Frame (*Strength*) 8 (+1 damage)
Multi-Task Systems (*Actions*) +2
Warning Systems (*Reflex*) +2

SENSORY SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Sonar
Targeting (+2)

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support

MOVEMENT

Ground Speed: 120 mph (296/72 ypt)
Air/Water Speed: 180 mph (444/108 ypt)
Acceleration Code: B [2/1]
Jumping Distance: 20/10
A-Pods
Enhanced A-Pod Speed (Sextuple)
Enhanced Land Speed (Quadruple)
Grapplers

STRUCTURE

Integrity 25
Armor 2/2
Damage Control Systems 3/turn

WEAPONS SYSTEMS

Amphibious Chaff Dispenser (Large)
Grav Bomb (Large)
Hyperedge Claws (Large)
Amphibious Laser Cannon (Large)
Lightning Gun (Large)
Null Ray (Large)

TAPEWORM

Type: Heavy Aquatic Mecha (15 AP)

Size: Large (35' long)

This disgusting worm-shaped mecha is the terror of the seas. The Tapeworm undulates through the water at speeds half-again as fast as most conventional mecha – something unusual for a machine as big and as heavily armed. Jagged bio-organic mandible jut from its “snout” and double stingers wave from its hind end. Of course, it naturally boasts an standard array of heavy projectiles – charge beams and laser cannons – as well as ordnance. Perhaps what is worse is that the Tapeworm is not only a terror underwater, it’s almost as fast and dangerous when it chooses to cruise onto land. Tapeworms cause natural revulsion in many NEG pilots – and draw an unusually large share of support fire to match.



ATTRIBUTES

Control Response (*Agility*) +2
Sensors (*Perception*) +1
Frame (*Strength*) 8 (+1 damage)
Multi-Task Systems (*Actions*) +2
Warning Systems (*Reflex*) +2

SENSORY SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Sonar
Targeting (+2)

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support

MOVEMENT

Ground Speed: 120 mph (296/72 ypt)
Air/Water Speed: 180 mph (444/108 ypt)
Acceleration Code: B [2/1]
Jumping Distance: 20/10
A-Pods
Enhanced A-Pod Speed (Sextuple)
Enhanced Land Speed (Quadruple)
Grapplers

STRUCTURE

Integrity 25
Armor 2/2
Damage Control Systems 3/turn

WEAPONS SYSTEMS

Amphibious Charge Beam (Large)
Amphibious Laser Cannon (Large)
Mandibles (Large)
Stinger Tail (Large)
Amphibious Torpedo Pod (Large)





DENIZENS OF THE DEEP

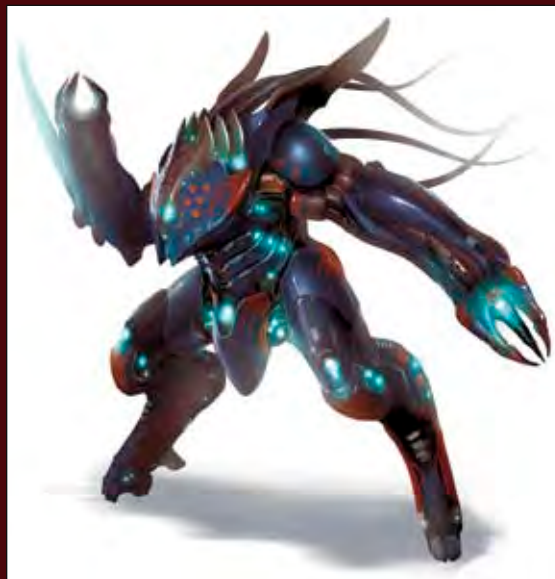
The mecha arsenal of the Esoteric Order of Dagon may not be as diverse as those of their enemies, but that does not make it any less deadly. The focus of the EOD is versatility both above and below the waves and presented here is one large war machine and three more types of Powered Armor, both for mortal and Hybrid cultists and for their Deep One masters. The Leviathan provides the punch needed to face the NEG's heavier assault mecha. The Merrow gives Deep One infantry heavy hit and run capability. And the Selkie and the Siren give those "less divine" of the Order's ranks a deadly and efficient place in its growing army. The alien names provided in parenthesis are the mecha's R'lyehian names.

LEVIATHAN (OHUA'TSA)

Type: Heavy Aquatic Assault Mech (15 AP)

Size: Large (40' tall)

On the beach, an unnatural shadow blots out the sun. The screams end almost as fast as they begin – the Leviathan has come to claim death as its right. Tools of terror, Leviathans are mecha designed by alien minds to be monstrous and horrifying. Those who fight them swear they must be organic, with its bestial face and the frenzied mass of tentacles whipping about on its back. Towering even over their revered Spawn priests, Leviathan are capable of serving devastation at an order of magnitude greater than their smaller Hydra brethren. To much dismay, Leviathans are becoming more and more common in the armies of the Esoteric Order of Dagon.



ATTRIBUTES

Control Response (*Agility*) +1
Sensors (*Perception*) +2
Frame (*Strength*) 11 (+2 damage)
Multi-Task Systems (*Actions*) +2
Warning Systems (*Reflex*) +2

SENSORY SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Sonar
Targeting (+2)

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support
Life Support Pod
Manipulator Arms

MOVEMENT

Ground Speed: 30 mph (74 ypt/18 ypt)
Air/Water Speed: 120 mph
(296/72 ypt)
Acceleration Code: A [1/1]
Jumping Distance: 20/10
A-Pods
Grapplers
Enhanced A-Pod Speed (Quadruple)

STRUCTURE

Integrity 25
Armor 3/3
Damage Control Systems 2/turn

WEAPONS SYSTEMS

Amphibious Charge Beam (Large)
Hyperedge Blade (Large)
Amphibious Laser Cannon (Large)
Tentacle Sheath (Large)
Amphibious Torpedo Pod (Large)

MERROW (LERHIA)

Type: Deep One Tactical Powered Armor (3 AP)

Size: Tiny (10' tall)

While Deep Ones are not fond of larger mecha, they do appreciate Powered Armor. Merrow round out the Esoteric Order's Deep One army, giving them quick-strike shock troops to soften up their foes, and they are just as plentiful as their cousin, the Mudskipper. However, unlike Mudskipper armor, Merrow are reinforced for the depths, allowing the Deep Ones to utilize them in their most native environment instead of coasts. Deep One pilots still like to leap into close quarters because of their poor eyesight, but the Merrow packs a vicious bite – an amphibious Charge Beam used primarily at short ranges.

ATTRIBUTES

Control Response (*Agility*) -1
Sensors (*Perception*) 0
Frame (*Strength*) 1
(-1 damage)
Multi-Task Systems (*Actions*) 0
Warning Systems (*Reflex*) 0

SENSORY SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Sonar

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Sealed System

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Water Speed: 60 mph (148/36 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 8/4
Buoyancy
Enhanced Jump Pods
(Quadruple total)
Enhanced Buoyancy Speed
(Quadruple)
Jump Pods

STRUCTURE

Integrity 5
Armor 1/1

WEAPONS SYSTEMS

Amphibious Charge Beam (Small)
Hyperedge Claws (Small)



SELKIE (CRIEU)

Type: Hybrid/Human Tactical Powered Armor (3 AP)

Size: Tiny (10' tall)

With the Esoteric Order's appreciation for Powered Armor, it's no wonder that the mortal and Hybrid Dagonites designed suits for themselves. The Selkie allows those without gills or the ability to withstand pressure to join the more "holy" creatures in the ocean's depths. More than that, it gives them a valued place in the EOD's army, fighting against the land-locked mortals who would venture into the waters of the Earth. The Selkie bears the typical claws of Order armor as well as a fully amphibious laser cannon – something those with good distance vision can still use to effect.

ATTRIBUTES

Control Response (*Agility*) -1
Sensors (*Perception*) 0
Frame (*Strength*) 1 (-1 damage)
Multi-Task Systems (*Actions*) 0
Warning Systems (*Reflex*) -1

SENSORY SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Sonar

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Water Speed: 60 mph (148/36 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 4/2
Buoyancy
Enhanced Buoyancy Speed
(Quadruple)
Jump Pods

STRUCTURE

Integrity 5
Armor 1/1

WEAPONS SYSTEMS

Hyperedge Claws (Small)
Amphibious Laser Cannon (Small)



SIREN (SHLA'YIA)

Type: Hybrid/Human Tactical Powered Armor (3 AP)

Size: Tiny (10' tall)

The Esoteric Order designed the Siren to be its versatile war machine for its “less divine” worshippers. The Siren is designed to storm civilian areas or those that are defended by infantry. The euphemism is crowd control – it is designed to be a people killer. Its tentacle sheath can hold most things captive and its hard-mounted AP Cannon is more than capable of mowing down lines of mortal foes. Like all Order mecha, the Siren is capable of traversing from the depths of the ocean to the unfortunate island or coastal town.

ATTRIBUTES

Control Response (*Agility*) -1
Sensors (*Perception*) -1
Frame (*Strength*) 1 (-1 damage)
Multi-Task Systems (*Actions*) 0
Warning Systems (*Reflex*) 0

SENSORY SYSTEMS

Broadband Audio
Nightvision
Radar/IFF
Sonar

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
Life Support

MOVEMENT

Ground Speed: 30 mph (74/18 ypt)
Water Speed: 60 mph (148/36 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 4/2
Buoyancy
Enhanced Buoyancy Speed
(Quadruple)
Jump Pods

STRUCTURE

Integrity 5
Armor 1/1

WEAPONS SYSTEMS

AP Cannon (Small)
Tentacle Sheath (Small)



TAGERS

ECHO

Type: Amphibious Combat Tager

The Echo is the only truly amphibious Tager that has manifested so far. Whatever the alien symbiont is, it manifests as an otherworldly sea predator, combining what can only be described as eel- and shark-like traits with a humanoid. They are deadly fast underwater, growing a serpentine tail to help propel them.

Though fully capable of handling itself on land, the Echo is most dangerous under the waves. It discharges mystical energy that travels effortlessly through the water, burning foes with a green electricity. The only Tager to truly have what can be called a mouth, the Echo sports a vicious maw with rows of terrible serrated teeth. Its body and extending jaws are design to snap and savage with this mouth, putting even the most feared of sharks to shame. When retreat is necessary, the Echo sprays out a cloud of black oily ink that's dark as night. However, it's when the Tager smells fresh blood that death is in the post. An Echo can smell blood at less than one part-per-million in either air or water. The blood brings out the primal predator in the Tager and it Frenzies. Moving with lightning speed, it tears up anything that has the misfortune of being in its way.

Echoes are aggressive and primal symbionts. Those who are bound with one find themselves drawn to deep water, that they are heavily influenced by scents, and develop both an ecstatic love of instinct and an obsession for chewing on hard or tough foods. Many enjoy jawbreakers and find they can crack them with ease.

Special: Amphibious – While all Tagers are mystically sealed and can survive even the massive pressure found in the depths of the ocean, the Echo goes one step further. It has “gills” that allow it to breathe in any kind of liquid that contains oxygen. It also does not suffer Test Penalties for acting underwater. Echoes get the Acute Sense of Smell & Taste Asset for free.

Size: Medium (6 to 7 ft. tall)

Attribute Modifications:

Agility +1/+3

Perception -/+2

Strength +1/+3

Tenacity +1/+3

Weapons:

Fathom Beam – Range 30/75/200 (Amphibious), Damage +2, Shots

3, Infinite Rounds

Bite (+2) – The Tager's mouth opens wide to bite down on foes and tear out chunks of flesh with its sharp teeth.

Ink Cloud – Range 5 yd. radius, Damage n/a, Shots 1, 10 Rounds per Day. Obscuring. Each time the Echo uses its Ink Cloud, it completely obscures sight in a five-yard radius around the Tager for one to five minutes (half a die). This ability may only be used underwater; one round regenerates every half hour.

Limit Weapon:

Frenzy (Special) – Once an Echo has smelled fresh blood, it may Frenzy for the next one to ten turns (one die). The Tager's speed is doubled for the duration and it may take up to three Actions each turn at no Multiple Action Penalty, but each of these Actions must be used to attack (or move into position to

attack). The Tager's Bite damage is increased to +3 for this duration as well. If underwater, the froth the Echo generates during its Frenzy partially obscures sight in a three-yard radius around it. The Tager may come out of its Frenzy at will, but while it Frenzies it must continue to attack.

Armor: 2/2

Regeneration: 1/3

Fear Factor: 12

Senses: Acute Sense of Smell & Taste, Nightvision, Scan, Sonar, Thermal
Movement & Speed: Climbing (Double), Jumping (Double), Land (Normal), Swimming (Nine Times Normal)



MIRAGE

Type: Multi-Purpose Battle Tager

Like the Phantom, the Mirage is one of the most common Tagers. It trades some of its brother's capacity for bloodshed for those of illusion and deception, but is still nonetheless deadly. It can generate blasts of solid light from the mystical field around its body, punching through targets with the force of a large caliber round. Razor-tipped tentacles sprout from its shoulder blades, lashing out to tear chunks out of those who get too close. But what makes it most dangerous is the fact that the Mirage is rarely where it appears to be. A mystical displacement field makes the Tager appear as if it were a few feet away from where it really is, making it very difficult to strike.

The Limit Weapon of the Mirage can save the day of any pack. It generates a group of illusory duplicates that act independently. The Mirage itself is displaced within the group, therefore concealing its presence within. The copies can help conceal the numbers of a pack, making it seem as if there are more than there are, and they can be used as cover when a pack needs to escape.

Mirages are precise and cautious symbionts. Those who are bound with one develop precise bodily control and a confident awareness combined with a more guarded personality and a desire to blend into the background.

Special: Displacement – The Mirage projects a mystical displacement field around itself, making it appear as if it were a few feet away from where it really is. This provides a number of benefits, including adding one extra die to all of the Tager's defense rolls. It also cannot be surprise attacked while this field is engaged – the attacks are invariably aimed at the illusory simulacrum. The real position of the Mirage is almost impossible to detect – use the rules for Stealth Systems when attempting to locate a Mirage's real position, but increase the Degrees one category. Seeing the real Tager negates the benefits of Displacement as long as an observer is capable of tracking it.

Its Displacement ability drains the Orgone of the Tager, at a rate of one point for every half hour the Tager spends with the displacement field engaged. The ability of the Mirage to use Displacement is not affected by this drain – it only affects the Tager's ability to use or assist with magic. A Mirage may even use this ability when its Orgone has been drained to zero, but will not regenerate Orgone while it is engaged.

Size: Medium (6 to 7 ft. tall)

Attribute Modifications:

Agility +1/+4
Perception -/+2
Strength +1/+2
Tenacity +1/+3

Weapons:

Photon Blast – Range 30/75/200, Damage +2, Shots 3, Infinite Rounds
Tentacle Lash (+2) – These razor-tipped tentacles grow from the shoulder blades of the Tager and can be retracted. They are lashing weapons and cannot be used to entangle, though

they can be used as rudimentary hands. While not capable of fine manipulation, they can hold or push things (but cannot wield weapons). These tentacles give the Tager an extra Action each turn that can only be spent to attack with them – this can bring a Mirage's total Actions to four. The usual Multiple Action Penalties apply.

Limit Weapon:

Multiplicity (n/a) – This deceptive ploy generates 6 to 10 (5 + half a die) illusory copies of the Tager. The moment these duplicates are created the real Mirage mystically and randomly changes places with one of them to conceal his presence in the group. The copies either independently engage any apparent enemies or they follow the lead of the Tager, and last for one to five minutes (half a die). The copies cannot cause harm nor can they be harmed – it doesn't take most foes long to realize they are fighting an illusion. This uses all Actions and can be the Tager's only Action that turn.

Armor: 1/1

Regeneration: 1/3

Fear Factor: 12

Senses: Nightvision, Scan

Movement & Speed: Climbing (Double), Jumping (Double), Land (Normal)



SPECTRE

Type: Black Ops Tager

The stench of the grave. You run. Somewhere in the mists behind you, death comes. You bolt inside and lock the door. You frantically push the couch against it. You hope the thing takes time to pound its way through while you look for another way out. But the fog fills the room.

It walks through the barricade as if it wasn't there and you can feel the cold closing in...

The Spectre goes places other Tagers can't. It has the mystical ability to pass through solid objects as if they were air. The Spectre's relationship with death does not end with its ghostly similarities. Its touch is mystically cold, leaving trails of frost. Those who've survived attacks often lose limbs as frostbite claims them. Spectres can also exude a putrid mist that withers all living things exposed to it. They call it the Gravewind as it stinks of rot and decay. It helps obscure the Tager and Spectres are often only seen as

the shadowy form hiding in an ever-flowing fog. But it also can dispense death in an instant. While normally a Spectre cannot materialize within an object or the Tager will be destroyed, its Phasing Limit Attack is the exception. The Tager reaches into a living victim and becomes substantial again. Internal organs, flesh, bone, and

blood are destroyed as they are violently displaced by the materializing mass.

The Spectre is a resolved and aloof symbiont. Those who are bound with one develop a precise nature with an unyielding determination combined with an emotional distance. They often have difficulty forming bonds with those who are not of a supernatural nature.

Special: Insubstantial – The Spectre can mystically pass through solid objects, literally walking through walls, trees, cars, even people. It cannot pass through things that are moving more than casually – for example, it can't let bullets pass through it. It also cannot rematerialize within an object or the Tager will be destroyed – with one exception (its Limit Attack). Only places that have been mystically protected against Outsiders block a Spectre. Spectres only become insubstantial at the moment they are phasing through an object and are solid at every other time. This ability drains the Orgone of the Tager. Each point of Orgone allows the Spectre to pass through any number of solid objects at will for one minute. When the Tager is out of Orgone, it can no longer pass through solid objects.

Special: Gravewind – The Gravewind is a fetid cloud of withering gas, harming all living things within – even those protected by environmental suits. Each turn, generate a Test Result using the Tager's Tenacity Feat skill and use it in all Contests to determine damage. Those within defend using their Tenacity Feat skill. Each time the Spectre uses Gravewind, it partially obscures sight in a five-yard radius around the Tager. If a Spectre uses Gravewind two turns in the same area, sight becomes completely obscured. This ability does affect Outsiders (including other Tagers), but not other Spectres.

Size: Medium (6 to 7 ft. tall)

Attribute Modifications:

Agility +1/+3
Perception +1/+3
Strength +1/+3
Tenacity -/+2

Weapons:

Chilled Touch (+1) – The Spectre's touch is supernaturally freezing. It leaves frost on whatever it touches. The Tager can consciously dampen this effect.

Gravewind – Range 5 yd. radius, Damage +1, Shots 1, Infinite Rounds. Obscuring.

Limit Weapon:

Phasing (+6) – The Spectre phases into a single living target and materializes, violently displacing the thing's flesh and bone. The Tager then rips itself out of the victim, tearing out further chunks of internal organs as it does. This uses all Actions and can be the Tager's only Action that turn.

Armor: 1/1

Regeneration: 1/2

Fear Factor: 12

Senses: Nightvision, Scan, Thermal

Movement & Speed: Climbing (Double), Jumping (Triple), Land (Normal)



VAMPIRE

Type: Aerial Heavy Combat Tager

Note: Requires the Tager and Tager: Exceptional Asset Qualities.

Somewhere overhead, you hear it. Something pounds at the air. A hideous black thing slides across the stars. Giant membranous wings carry it through the air, beating like those of some mythical fiend. There's something about it that lets you know it's only toying with you...

The Vampire is in many ways the aerial counterpart to the Nightmare. Like its land-bound brethren, it stands more than a head taller than most other Tagers and is likewise more frightening. It also regenerates at an absurd rate, healing from death's door to your doorstep in only a few minutes. And just plain overall, its physical gifts are better than most other Tagers. But unlike the Nightmare, massive bat-like wings sprout from the Vampire's back. Nearly thirty feet from tip to tip, these wings are capable of carrying it high through the sky. They are death from above.

Everything about a Vampire screams pain. Its Exsanguinating Touch literally causes blood to boil, bursting out of the body of its victim. Those who have been tortured by Vampires typically bear terrible scarring from ruined capillaries and veins rupturing through their skin. The size of pencils but twice as thick, the stingers they fire are covered in inch-long barbs. But their most cruel and terrorizing weapon is the Bloodbath. Dropped from the air, the Bloodbath is a mystical energy bomb that causes internal hemorrhaging to those caught within its blast. Victims cough and vomit blood, while it streams from every orifice or bodily seam – eyes, ears, nose, genitals, anus, and even fingernails. It is a terrible sight to behold.

The Vampire is a sadistic and deadly symbiont. Those who are bound with one develop a need to inflict pain and an unholy thirst

for blood combined with the patience of a predator and an arrogance borne of birds of prey.

Size: Medium (8 to 9 ft. tall)

Attribute Modifications:

Agility +1/+4

Perception +1/+4

Strength +1/+3

Tenacity +1/+4

Weapons:

Exsanguinating Touch (+2) – The Vampire's touch causes blood to boil. These mystical energies also cause decay (and therefore damage) in inanimate objects.

Barbs – Range 25/50/150, Damage +3, Shots 1, Infinite Rounds

Limit Weapon:

Bloodbath (+6) – This cancerous crimson force bomb is dropped from the air. It bursts where it lands, throwing needle-like shards twenty feet in all directions. Living things caught within internally hemorrhage – they bleed from their noses, eyes, and ears and cough up blood. In addition to the damage, anything still alive suffers double the normal Test Penalties from their wounds for the turn they are hit and the next. This attack does not damage non-living things, but it does bypass non-mystical armor (including powered armor or mecha) and does Hybrid Damage to living things (including Outsiders and other Tagers). This uses all Actions and can be the Tager's only Action that turn.

Armor: 2/2

Regeneration: 1/1 Die

Fear Factor: 16

Senses: Broadband Audio, Nightvision, Scan, Thermal

Movement & Speed: Climbing (Double), Flight (Double), Jumping (Double), Land (Normal)



I hated places like this. The mass graveyards of the Arcanotech Wars. Nothing but small white headstones as far as the eye can see. Maybe it's sticking my head in the sand, but I don't like to be reminded of how many people have died in the last thirty years. It's hard to keep it out of your mind when you're surrounded by them.

To make matters worse, I was forty miles outside the arcology, it was dark, and there was a mist that came off the ocean and floated over the ground. Nearby, some kind of night bird cried out. Too bad it wasn't an owl. Everything else was starting to look like it was out of a horror movie. And when I met who I came to see that image was going to be that much more complete.

Several small mausoleums dotted the otherwise plain sea of white, where the rich folks whose whole families hadn't died were buried. I could see the one I was heading for – black granite with a huge guardian angel on the top. As I got closer, I could see the inscription on the door. *MacMannus: We Will Remember*. As if anyone was ever going to forget.

I grabbed a large metal ring and pulled. The door slowly swung open with a long, echoing creak – yet another horror movie cliché. The mist followed me in as I walked over to the patron's sarcophagus and gave it a shove. Whatever body once lay in this casket was long gone. All that remained was a carefully dug hole with a ladder that descended to somewhere under the cemetery. I swung my leg over and climbed down.

The minute I dropped into the tunnel the smell hit me. Decay, rot, and the smell of things that didn't clean themselves. It was enough to make most people lose their lunch, but this wasn't my first barbecue. I pulled out my flashlight and shined it around at the perfectly dug and supported walls. I headed to the right.

I walked for a couple minutes or so, hoping I made the right series of turns. Then I heard it. Harsh chittering and growls. I was heading the right way. "Steve," I called out loudly. The sounds stopped. I left my flashlight on, but pointed it up towards the ceiling. Moments later, an inhuman voice came from the shadows. "Nee-harr?" It's Nihar, but close enough. "Yup," I replied.

I turned my flashlight toward the voice. It belonged to something that got beaten with an ugly stick, repeatedly and regularly. The thing was sickly gray and wiry, with nasty nails and legs that bent backwards. A sloped skull recoiled for a second as his black eyes adjusted to the light. I think he smiled, or at least that's what I hope it meant when the lips pulled

back off his snout to show his sharp needle teeth. I know he had some other kind of name, but it was hard to pronounce so I just called him Steve.

"Hey Steve, how's it going?"

"Good. Come." Steve waved his hand, turned, and I followed.

About a hundred yards down the tunnel was a room, if that's what you could call it. A couple of Steve's buddies likewise recoiled at the light of my flashlight, but kept on doing what they were doing, which was sorting through all kinds of stuff. It's amazing what ghouls find. If it was buried with someone, odds are some ghoul somewhere has it.

Steve made his way over to a table and picked up something wrapped in a rag. "You say to me you want to find something. I find this." He handed it to me and it was about the right weight. I unwrapped it. A metal-plated book covered with ornate engravings about the size of my palm. I looked it over, all the way around.

"Is this that?" asked Steve.

I don't know how they get things sometimes, but this was a small miracle. "Yes it is," I replied. "Steve, you're the man." I unslung the army duffel I'd been carrying and handed it to him. "My contribution to the cause." Steve opened it and smiled again as he dug through the stacks of new clothes, books, and movies.

"You welcome. Stay? Visit?"

"Sorry, not today. I've got to get this back."

Steve nodded. "Next time."

"Next time. Later guys." And with that I headed back up and out into the world.

It was about halfway back to my car that I figured out that something wasn't right. Something





was stalking me and those somethings were good. They had to be some of Steve's friends, but I'd never had a problem with them before. I stopped walking. "Okay, what can I do for you?" The horror movie was back. A pair of ghouls slipped out of the shadows, growling, drool dripping off their snouts. I turned and was about to say something when the one I hadn't seen took my legs out from under me.

I shifted before I hit the ground and my own mist started pouring out of me. The ghouls began to cough

almost instantly as I watched the grass around wither and die. I took a stab at which one was the leader and grabbed his head with both hands. The frost spread across his face as his brain started to freeze and he let out something between a howl and death rattle. The other ghouls scattered into the night.

I may have a reverence for scary things, but not because I'm scared of them. It's because I'm one of them.

chapter eight

further UNSPEAKABLENESS

Sorcerers bent on immortality, no matter the cost. Corpse-eaters hiding within the hidden tunnels and access shafts of every arcology. Serpentine beasts with terrifying maws that spawn the legend of dragons. Evolutionary throwbacks that have come up from the ocean's depths, capable of devouring war machines with their massive jaws. These and more unspeakable horrors lurk in these pages, waiting to be discovered.

GEOGRAPHY

As one expands into the *CthulhuTech* setting, it's useful to know what sorts of horrible creatures one might run afoul of in each part of the globe. Here is a list of such creatures, broken down according to continent and category of monster.

AFRICA

Metaterrestrials Dhohanoids

Blanks	Ciraqen
Bakhi	Dua-Sanaras
Deep Ones	Elib
Desolate Ones	Gelgore
Gaunts	Namarok
Ghouls	Patul
Hybrids	Ramachese
Liche	Thog-Manna
N'athm	Vrykol
	Zabuth

Beasts

Sea Serpent
Shabus Morgo
Shantak
Spawn
White Death

AUSTRALASIA

Metaterrestrials Dhohanoids

Blanks	Ciraqen
Bakhi	Dua-Sanaras
Desolate Ones	Elib
Gaunts	Gelgore
Ghouls	Namarok
Liche	Patul
Migou	Ramachese
N'athm	Thog-Manna
	Vrykol
	Zabuth

Beasts

Chiranae
Lindorm
Quetzalcoatl
Sea Serpent
Shabus Morgo
Shantaks
White Death

EUROPE

Metaterrestrials Beasts

Blanks	Bhole
Bakhi	Chiranae
Deep Ones	Gibbering Horror
Desolate Ones	Grave Thing
Gaunts	Gugs
Ghouls	Lindorm
Hybrids	Quetzalcoatl
Liche	Sea Serpent
N'athm	Shabus Morgo
	Shantak
	Spawn

Dhohanoids

Ciraqen
Dua-Sanaras
Elib
Gelgore
Namarok
Patul
Ramachese
Thog-Manna
Vrykol
Zabuth

ASIA

Metaterrestrials Beasts

Blanks	Bhole
Bakhi	Chiranae
Desolate Ones	Gibbering Horror
Gaunts	Grave Things
Ghasts	Gugs
Ghouls	Lindorm
Liche	Quetzalcoatl
Migou	Shabus Morgo
N'athm	Shantak

Dhohanoids

Namarok
Vrykol

NORTH AMERICA

Metaterrestrials Dhohanoids

Blanks	Ciraqen
Bakhi	Dua-Sanaras
Deep Ones	Elib
Desolate Ones	Gelgore
Gaunts	Namarok
Ghouls	Patul
Hybrids	Ramachese
Liche	Thog-Manna
Migou	Vrykol
N'athm	Zabuth

Beasts

Chiranae
Lindorm
Sea Serpent
Shabus Morgo
Shantaks
Spawn
White Death

SOUTH AMERICA

Metaterrestrials Dhohanoids

Blanks	Ciraqen
Bakhi	Dua-Sanaras
Deep Ones	Elib
Desolate Ones	Gelgore
Gaunts	Namarok
Ghouls	Patul
Hybrids	Ramachese
Liche	Thog-Manna
N'athm	Vrykol
	Zabuth

Beasts

Quetzalcoatl
Shantaks
Spawn
White Death

ANTARCTICA

Metaterrestrials Beasts

Migou	Bhole
	Shabus Morgo

Dhohanoids

Namarok
Vrykol

BURNER

Para-psychics who are not properly respectful of the powers they wield sometimes find themselves Burning – venting cosmic power. Sometimes, para-psychics get addicted to their powers and Burn too often, and one day wake up stuck Burning. This semi-permanent (or in some cases permanent) state of cosmic venting can be dangerous. If the para-psychic is gifted with powers designated Dangerous or Invasive, he is a threat to himself and others.

Burners with the kind of para-psychic powers that are classified as Dangerous or Invasive – like those represented here – are hunted by the Office of Internal Security, like renegade Zoners. Any para-psychic who gets stuck in a Burn has habits and a mentality that is dangerous to society. A Burner will eventually either come out of it on his own or he will be detained or killed by the authorities. Either way, he won't stay a Burner for long.

Note: If a listing below shows numbers separated by a slash, the number before the slash is for Humans and the number after is for Nazzadi.

Average Burner (Experienced)

Allegiance: None

RENEGADE ZONER

Skirting the edges of sanity because of their explosive access to cosmic power, Zoners are trouble. They are mortal beings who at some point have been bombarded by the dangerous cosmic energies of the Nevada Zone, which caused them to powerfully and unstably erupt as para-psychics. While they once may have been like anyone else, they quickly become a danger to themselves and others.

Renegade Zoners are hunted by the Office of Internal Security. They are considered a menace to society in the same vein as extra-dimensional entities. It's no wonder. Zoners have access to incredible power, far more so than other para-psychics, and they are all, without exception, quite crazy. They are walking time-bombs, just waiting for their insanity to be triggered to unleash their massive powers.

Note: If a listing below shows numbers separated by a slash, the number before the slash is for Humans and the number after is for Nazzadi.

Average Renegade Zoner (Experienced)

Allegiance: None

Scale: Vitality

Scale: Vitality

Size: Medium (5 to 6 ft. tall)

Attributes: Agility 6/7, Intellect 8/7, Perception 7, Presence 5, Strength 6, Tenacity 8

Secondary Attributes: Actions 2, Orgone 13/12, Reflex 7

General Skills: Athletics: Student, Computers: Adept (Expert, if Human), Criminal: Student, Education: Adept, Languages: Expert (English), Literacy: Novice, Misdirect: Novice, Observation: Novice, Regional Knowledge: Novice, Security: Novice (Adept, if Human), Stealth: Student

Combat Skills: Dodge: Adept

Para-Psychic Powers: Pyrokinesis: Adept, Electrokinesis: Expert, ESP: Adept, Empathy: Novice (Environmental Primary/Sensory Secondary)

Weapons: As mortal, Pyrokinesis (0) Range 10 yards, Electrokinetic (+2) Range 50 yards

Damage Bonus: 0

Vitality: 12

Armor: As mortal

Fear Factor: 12 (if exposed as a Burner)

Temperament: Erratic & Manic

Insanity Points: 3

Permanent Disorders: Narcissistic Disorder

Senses: As mortal, Empathy, ESP

Movement & Speed: Land [11 mph (27/6 ypt)]

Size: Medium (5 to 6 ft. tall)

Attributes: Agility 7/8, Intellect 7, Perception 6, Presence 5, Strength 6, Tenacity 9/8

Secondary Attributes: Actions 2, Orgone 12, Reflex 6/7 (8/9 with Hyperspeed)

General Skills: Athletics: Novice, Criminal: Student (Novice, if Human), Education: Novice, Language: Expert (English), Literacy: Novice, Observation: Adept, Regional Knowledge: Novice, Streetwise: Novice, Stealth: Novice (Adept, if Human), Technician: Adept

Combat Skills: Dodge: Adept

Para-Psychic Powers: Telekinesis: Adept, Photokinesis: Adept, Gravikinesis: Expert, Hyperspeed: Adept (Environmental Primary/Somatic Secondary)

Weapons: As mortal, Telekinesis (0) Range 25 yards, Photokinesis (0) Range 100 yards, Gravikinesis (+2 Hybrid) Range 500 yards with 15 ft. blast radius

Damage Bonus: 0

Vitality: 12

Armor: As mortal, Gravikinesis 2/2

Fear Factor: 12 (if revealed as a Zoner)

Temperament: Detached & Furtive

Insanity Points: 8

Permanent Disorders: Cyclothymia, Disorganized Schizophrenia, General Anxiety Disorder, Paranoid Disorder

Senses: As mortal

Movement & Speed: Land [13 mph (32/8 ypt)]/[15 mph (37/9 ypt)], Hyperspeed [26 mph (64/16 ypt)]/[30 mph (74/18 ypt)], Flight [45 mph (111/27 ypt)]





METATERRITORIALS

DESOLATE ONE

There are those who command the powers of the cosmos that accidentally open themselves up to things they should not. However, there are those that go so far beyond in their explorations of the unknown that they come into direct contact with ancient gods – and find something for which they'd been seeking. The Desolate Ones were once such people.

Desolate Ones were once mortal sorcerers or para-psychics who intoned the name of the Dead God and willingly came under his influence. They have given themselves over, body and soul, to the will of Hastur to become a living embodiment of his power. They are the generals of his army, creatures of unimaginable power.

Desolate Ones still appear mortal, for the most part. The two things that give them away are the aura of fear that permeates their presence and the jet black orbs that once were their eyes.

Special Rules: Desolate Ones are no longer mortal. They are Integrity scale, not Vitality; this includes their Strength and Armor. They are immune to disease and poison, and do not eat, sleep, or breathe.

All Desolate Ones have access to powerful rituals or para-psychic powers. In general, you can assume that Desolate One sorcerers have access to twelve First Order spells, six Second Order, and four Third Order; Desolate One para-psychics have access to nine First Order powers, four Second Order, and one Third Order.



Average Desolate One

Allegiance: Disciples of the Unnamable

Scale: Integrity

Size: Medium (4 to 6 ft. tall)

Attributes: Agility 8, Intellect 11, Perception 10, Presence 10, Strength 6, Tenacity 14

Secondary Attributes: Actions 3, Orgone 34, Reflex 9

General Skills*: Athletics: Adept, Culture: Adept, Education: Master, Intimidate: Master, Languages: Master*, Literacy: Master, Medicine (Physical): Expert, Misdirect: Expert, Observation: Master, Occult: Master, Persuade: Expert, Regional Knowledge: Master, Research: Expert, Science (Earth): Master, Science (Life): Master, Science (Physical): Master, Streetwise: Master, Stealth: Master, Survival: Expert

(*Desolate Ones understand and can communicate in all languages.)

(*Other skills will vary by individual Desolate One.)

Combat Skills: Armed Fighting: Expert, Dodge: Expert, Fighting: Expert, Marksman: Expert, Support Weapons: Expert, Thrown Weapons: Expert

Weapons: Shadow Tentacles Range 1/2/4 Damage +4

Shots 3

Creeping Dread Range 50/150/250 Damage +4 Shots 2

Aura of Fear Range 1/2/3 Damage Special (Fear Test) Shots 3

Damage Bonus: None

Integrity: 15

Armor: 1/1

Fear Factor: 16

Temperament: Cold & Eerie

Senses: Acute Vision, Acute Hearing, Acute Smell & Taste, Acute Tactile Sense, Broadband Audio, Long Range, Nightvision, Scan, Thermal, Wary, X-Ray

Movement & Speed: Climbing (Double) [can climb sheer surfaces], Jumping (Triple), Land [27 mph (62/15 ypt)]

HOUND

Somewhere outside space and time dwell things referred to in forbidden manuscripts only as the Hounds. Whether they are guardians of the higher dimensions or just Outsiders of lower beings commanding power beyond their ken is unknown. One thing is certain – mortals entering their domain run the risk of catching their attention. Sorcerers and sometimes para-psychics who play beyond the World of Elements walk in dangerous territory. Few encounters with Hounds do not end in the mortal in question's death.

While Hounds are capable of shifting through time and space at will, once they are forced to manifest in the lower dimensions they are locked into physical form and linear time. They can, however, simply re-enter the higher dimensions and return to a different time and place as long as they live. To defeat one, you have to kill it in one fell swoop or it will find you again – someplace, some-when.

The creatures can best be described by mortal senses as vaguely hound-like, but this description does them little justice. They exist in more dimensions that mortals can perceive and what little we do process is hazy at best.

While they cannot speak in terrestrial tongues, they understand anything said to them in any language and are capable of reading the same.



Special Rules: It costs a Hound one Action to shift time and space. It regenerates back to Unhurt when it does and is capable of teleporting like a Ciraquen (see p. 118).

Average Hound

Allegiance: None

Scale: Vitality

Size: Medium (4 to 6 ft. long)

Attributes: Agility 11, Intellect 8, Perception 8, Presence 7, Strength 6, Tenacity 14

Secondary Attributes: Actions 3, Orgone 16, Reflex 9

General Skills: Athletics: Expert, Education: Master, Intimidate: Expert, Languages: Master*, Observation: Adept, Occult: Expert, Stealth: Expert, Survival: Master (*Hounds understand all languages, but cannot communicate in the lower dimensions.)

Combat Skills: Dodge: Expert, Fighting: Expert, Marksman: Expert

Weapons: Life-Draining Touch (+5)

Life-Draining Aura Range 1/2/4 Damage +4
Shots 3

Damage Bonus: None

Vitality: 15

Armor: 1/1

Fear Factor: 16

Temperament: Uncanny & Relentless

Senses: Acute Hearing, Acute Smell & Taste, Broadband Audio, Impaired Tactile Sense, Impaired Sight, Scan, Thermal, X-Ray

Movement & Speed: Land [17 mph (42/10 ypt)], Teleportation

LICHE

Some sorcerers do not accept the normal cycle of life and death inherent in the lower dimensions. They seek to harness power to keep themselves alive, even if that means going beyond death. While some find immortality by seizing the bodies of others, some prefer to stay in their own bodies – no matter how far that body might slide. Thus, the Liche.

Liches aren't technically alive anymore. Their life-force inhabits their once living bodies in a state that can only be described as undeath. The ritual that allows a sorcerer to become a liche is a spell still bound by the World of Elements. Liches haven't truly transcended death and this does not mean that a liche's "life" cannot be ended by more violent means. It takes decades for natural rot to surface, but once it does it is only a few more decades before it can no longer be concealed. Eventually, a liche becomes a dry, rotten shell that inspires horror. The liche maintains its full faculties, surprisingly, no matter the decay. The sanity of a liche also erodes as his body slowly slips further and further into decomposition.

Naturally, the longer a liche remains undissociated it becomes with the life around it. A liche only decades dead will still be able to interact with the world without issue, but as decay sets in it becomes more and more inhuman. Liches more than a century dead can no longer remember what it means to be mortal and obsessively seek only their twisted desires.



Special Rules: All liches have access to powerful rituals. The longer a liche is alive (the more decayed it is) the more powerful magics it will have at its disposal. A young liche might know four First Order spells, two Second Order, and one Third Order, while a century old liche might know twelve First Order Spells, six Second Order, and four Third Order. They also have greater access to skills and levels of expertise as they age. Each liche is unique, so feel free to play around with power levels as need be.

Average Young Liche

Allegiance: Any (Disciples of the Rapine Storm)

Scale: Vitality

Size: Medium (5 to 6 ft. tall)

Attributes: Agility 5, Intellect 10, Perception 5, Presence 5, Strength 4, Tenacity 9

Secondary Attributes: Actions 1, Orgone 25, Reflex 6

General Skills: Appraisal: Expert, Artist (Drawing): Novice, Education: Master, History: Master, Languages (a half dozen): Master, Literacy: Master, Observation: Adept, Occult: Master, Performance (Acting): Novice, Research: Expert, Streetwise: Adept

Combat Skills: Armed Fighting: Novice, Dodge: Novice, Marksman: Novice

Weapons: As mortal weapon

Damage Bonus: 0

Vitality: 11

Armor: 1/1

Regeneration: 1 die

Fear Factor: 12 (none if concealed)

Temperament: Obsessive & Dissociated

Senses: Broadband Audio, Nightvision, Scan

Movement & Speed: 7 mph (17/4 ypt)

GHOULS

The dark places of the world have hidden many things. One such thing has lurked on the fringes of Human society for millennia, living off a resource no one would miss – corpses. These things are Ghouls, the eaters of the dead.

Some say ghouls are an offshoot of Humanity, some say they are an old species, and some say that they are a degenerate species. Humanoid, ghouls are monstrous with canine aspects. They have sickly white-gray flesh with wiry arms, dirty tough nails, and legs that look like they walk the wrong way. A sloped skull holds smoldering coal black eyes and a snout filled with needle-like teeth for ripping flesh off their favorite food – dead bodies.

Ghouls are necrophages. They prefer humanoid corpses to any other, for reasons of nutrition. Also, those corpses at least part-way in their decomposition are more nourishing. It is for this reason that ghouls are scavengers who've stuck close to Humanity for as long as anyone can remember. With the predations of the Aeon War, food has become plentiful and many graveyards are riddled with ghouls tunnels and catacombs.

Though they have always dwelled among us, they have had to stick even closer to mortal society since the advent of the First Arcanotech War. They live in the dark corners of our communities – in shadowy city alleys, among the homeless, inside city ducts – and inside secret tunnel networks under the world.

They are closer to us than we think and it is said that mortals can slowly become ghouls. No one knows how this happens, but one can only expect that eating semi-decayed mortal corpses has something to do with it. If this were true, it seems fitting that their place in the Aeon War is the same as us.

They speak their own guttural chattering language and most times a broken form of English. Many mistake their stilted ability to communicate and uncouth ways as signs of stupidity. Ghouls are simple, but they are not stupid. Many are quiet scholars. Some even become sorcerers, even if few.

Ghouls have an intuitive sense of subterranean and enclosed spaces. They scurry through ducts and service tunnels and caves without fear, capable of sensing moisture, air flow, air safety, gradation and more. They are a cunning species, capable of getting into almost anywhere. It is perhaps fortunate that they choose to keep to themselves.

Perhaps not exclusively to themselves. It turns out that they are capable of surviving on freshly killed flesh, even though it's not very good for them. In the face of dark times, some ghouls have become vicious and now prey on mortal society. These scavengers have become predators that take the young, the weak, the sick, and the unwanted. Ghouls have always sheltered killers in their ranks, just not in such numbers.

These creatures maintain a loose but united society. What one ghouls knows, they almost all know. They are certainly a resource and a player yet unknown in the Aeon War. Or perhaps they don't really have a part to play, but are just along for the ride. Since ghouls are not necessarily evil, the vile ancient powers that be regard them only as pests to be exterminated.

Average Ghoul (Experienced)

Allegiance: None

Scale: Vitality

Size: 5 to 6 ft. tall

Attributes: Agility 6, Intellect 6, Perception 6, Presence 5, Strength 9, Tenacity 7

Secondary Attributes: Actions 1, Orgone 11, Reflex 6

General Skills: Athletics: Expert, Criminal: Expert, Language (Ghoul): Expert, Language (English): Novice, Literacy: Novice, Medicine: Student, Observation: Adept, Occult: Novice, Regional Knowledge: Expert, Security: Expert, Stealth: Master, Streetwise: Expert, Survival: Adept, Technician: Novice

Combat Skills: Armed Fighting: Novice, Dodge: Novice, Fighting: Novice

Weapons: Bite (0) or As Mortal Weapons

Damage Bonus: +1

Vitality: 13

Armor: None or As Mortal Armor

Fear Factor: 12

Temperament: Aloof & Capable

Senses: Acute Hearing, Acute Smell & Taste, Broadband Audio, Nightvision

Movement & Speed: Land [13 mph (32/8 ypt)]

GHOUL INFILTRATOR

Some ghouls prefer to spend their time in the shadows of society rather than underneath and around it. They have an addiction to the rush of moving among a population that would kill them if they showed their true faces. Ghouls infiltrators are cunning and resourceful – and gutsy to do what they do.

Attributes: Higher than average Agility and Perception recommended.

Suggested Skills: Athletics, Criminal, Observation, Regional Knowledge, Stealth

Restricted Qualities: Cannot gain further points from the Misfit Drawback, nor can they choose para-psychic or Tager Assets or Drawbacks. The following Qualities are barred to them as well: Authority, Commendation, Elite, Famous Incident, Wealth, Disgraced, Engel Synthesis Interface, Outsider Tainted, Watched. Assets such as Alluring and Sexy Voice confer their bonuses only for ghoul interactions.

Starting Gear: Whatever they can scrounge.

Sample Attributes:

Agility 6

Intellect 5

Perception 6

Presence 5

Strength 7

Tenacity 6

Sample Skills:

Athletics: Novice

Criminal: Novice

Dodge: Novice

Fighting: Student

Language (Ghoul): Expert

Language (English): Novice

Literacy: Novice

Observation: Novice

Occult: Student

Regional Knowledge: Novice

Security: Novice

Stealth: Adept

Streetwise: Student

Survival: Novice



GHoul CHARACTERS

Though an unusual choice, it is possible in *CthulhuTech* to portray a ghoul as a Character. They have the serious drawbacks, however, of being monstrous. About the best they can do to interact with society is to bundle up and pretend to be homeless. Getting around is difficult even then, because the smell of a ghoul is enough to gag a maggot. Beyond that, ghouls are the kind of thing that NEG forces shoot on sight and send teams to hunt when one gets free in a city or arcology.

Design ghoul Characters as you would any other, using this racial template. The accompanying profession template is designed to give you an idea of an average ghoul Character. Ghouls aren't stupid and are resourceful. They often have a large number of skills at low levels of expertise. They can become sorcerers, but they cannot be para-psychics or bond with a Ta'ge symbiont. Most people wouldn't have any reason or desire to make friends with a ghoul, so coming up with a story about how a ghoul Character is part of a group is key.

- Racial Abilities – Enhanced Senses, Monstrous, Necrophage, Subterranean Native
- Recommended Skills – Athletics, Observation, Regional Knowledge, Stealth, Survival
- Attribute Modifications – +1 Strength

Enhanced Senses

Ghouls have a variety of senses beyond those of Humans or Nazzadi. As per the rules for monstrous senses, Ghouls have ears that pick up sound like the Broadband Audio ability, as well as Nightvision, and the Acute Sense of Hearing and Acute Sense of Smell & Taste Assets for free.

Monstrous

A race of monsters, ghouls are not appreciated in mortal society. The forces of the New Earth Government will hunt them like any other unspeakable creature if they are exposed. The following Qualities are barred to them as a result: Authority, Commendation, Elite, Famous Incident, Wealth, Disgraced, Engel Synthesis Interface, Outsider Tainted, Watched. Assets such as Alluring and Sexy Voice confer their bonuses only for ghoul interactions. They also cannot gain any more points from the Misfit Drawback. Ghouls are considered to have the Debt (4) Asset, though they don't actually owe anybody money (they're just very poor). They also cannot become Tagers or para-psychics, and all related Qualities are likewise forbidden to them.

On the bright side, they gain one level of expertise in Stealth for free, which can take them to the level of Expert at Character Design, and a mouth full of teeth that are natural weapons that do +0 damage. They incite fear with a Fear Factor of 12.

Necrophage

Ghouls eat corpses, preferably in some state of decay and preferably Human or Nazzadi. They gain no sustenance from cooked or non-carnivorous foods. Freshly killed meat and the flesh of animals will sustain them, but it's the necrophage equivalent of junk food – little nutritional value.

Subterranean Native

Running on intuition alone, a ghoul rarely gets stuck or takes a bad turn within an underground or enclosed space. This includes inside normal buildings, though climate control systems and doors can throw them off a little. They can sense moisture, air flow, air quality, gradation, direction, distance, depth or height, time, and potential hazards. As part of this, ghouls gain the Internal Clock and Internal Compass Assets for free.



CIRAQEN

It looks like something the mortal mind wasn't meant to process – a floating mass of iridescent bubbles, pouring its way through the air. It's hard to believe that it was once mortal, or that it can once again assume that shape whenever it chooses. It is a Ciraqen, one of the most unusual children of the Chrysalis Corporation.

Unlike most Dhohanoids, Ciraqen are not designed for destruction. Instead, they are hyper-geniuses with I.Q.'s far off the scale. Their alien minds play with principles mortals cannot grasp and they dwell in realms of science decades ahead of our time. Regardless of the form they wear, Ciraqen are beyond mortals – and most creatures in the world, in fact. They are simply too brilliant and prefer to keep the company of others like them. It's an amazing competitive advantage when a corporation can create supra-geniuses for its research and development departments – fortunately Ciraqen are rare.

Something in their make-up gives them an intuitive understanding of what they call the “angles” of the universe. They understand how to use dimensional walls to skip between spatial locations without passing through the intervening space – they can teleport. Combined with their natural intelligence, they are the most dangerous industrial saboteurs in the world.

In mortal form, Ciraqen are incapable of holding real conversations with normal people. When they move, it's as if they flow instead of walk. They also always seem to be doing two or three things at once, because it's the only way to keep their large brains busy.

Special Rules: Ciraqen are capable of teleportation – traversing distances without traveling the distances in between. They can teleport to any location they can physically see, or to any location they cannot see within 25 yards, as an Action. Any non-living matter on their bodies transports with them – they don't leave behind their clothes and personal objects – though they cannot bring anything larger than a suitcase. Their spatial knowledge is intuitive so they never accidentally teleport into solid objects.

Furthermore, their alien brains can multi-task. They can, with no Multiple Action penalty, take two mental Actions at once.

Average Ciraqen (Experienced+)

Allegiance: Children of Chaos

Scale: Vitality

Size: Medium (6 to 7 ft. long)

Attributes: Agility 6, Intellect 15 (+6), Perception 13 (+4), Presence 6, Strength 5, Tenacity 5

Secondary Attributes: Actions 3, Orgone 15, Reflex 12

General Skills: Communications: Novice, Computers: Adept, Education: Adept, Engineering: Adept, Languages (half a dozen): Adept, Law Enforcement: Adept, Literacy: Adept, Observation: Adept, Occult: Novice, Research: Novice, Science (Earth): Adept, Science (Life): Adept, Science (Physical): Adept, Security: Adept, Stealth: Novice, Surveillance: Novice, Technician: Adept

Combat Skills: Fighting: Novice, Marksman: Novice

Weapons: Otherworldly Touch (0)

Damage Bonus: 0

Vitality: 10

Armor: 1/1

Fear Factor: 16

Temperament: Brilliant & Otherworldly

Senses: Scan, Thermal, Wary (as Asset), X-Ray

Movement & Speed: Land [9 mph (22/5 ypt)], Flying [27 mph (67/15)], Teleportation

NAMAROK

At first glance, one might think it was dead. Or at least it should be, but it's still moving. Necrotic-looking flesh covers a thing that can't seem to figure out if it walks on two legs or four. A wickedly mawed head ringed in jutting bone bears vaguely canine features. And though it has no eyes, somehow it still sees.

Savage, Namarok lose what little mortality most Dhohanoids retain to their unnaturally bestial natures. They run on instinct more than reason and live by the law of the jungle instead of the law of man. But they are not cold – they are passionate killers and ecstatic defilers. What's worse is that once they get something in their head, they won't stop until it's done. This stubborn single-mindedness can be as much a bane as it is a blessing.

Namarok choose in every moment whether to walk on two legs or to drop to all fours. Either way, they can run up and over walls and even suspend themselves from ceilings, and they are fearsomely fast when running like animals.

There is very little of anything mortal left in a Namarok, even when he chooses to appear as one. Something animalistic taints their every movement. Many times, they need to be reminded of social niceties, including

personal hygiene. They are rarely sent as the “face people” by the Chrysalis Corporation.

Average Namarok (Experienced)

Allegiance: Children of Chaos

Scale: Vitality

Size: Medium (6 to 7 ft. tall)

Attributes: Agility 6, Intellect 5, Perception 6, Presence 6, Strength 14 (+4), Tenacity 11 (+4)

Secondary Attributes: Actions 1, Orgone 13, Reflex 5

General Skills: Athletics: Expert (4), Computers: Novice (2), Criminal: Novice (2), Education: Novice (2), Intimidate: Adept (3), Misdirect: Novice (2), Occult: Novice (2), Observation: Expert (4), Security: Novice (2), Stealth: Adept (3), Surveillance: Novice (2), Survival: Expert (4)

Combat Skills: Dodge: Adept (3), Fighting: Adept (3), Marksman: Novice (2)

Weapons: Claws (+0), Bite (+1), Savage (0 + entangle)

Damage Bonus: +4

Vitality: 17

Armor: 1/1

Regeneration: 2 Points

Fear Factor: 16

Temperament: Bestial & Single-Minded

Senses: Nightvision, Scan

Movement & Speed: Climbing (can cling to sheer surfaces) [9 mph (22/5 ypt)], Jumping (Double), Land [19 mph (47/11 ypt)], Land (all fours) [38 mph (94 ypt/22ypt)]



Tempera-

PATUL

There's no reason something like this should be on land. Its front looks like some deep sea carnivorous fish put through the imagination of a horror movie effects crew. Sharp fangs jut out of a gigantic mouth, with huge black eyes sitting over it. A thick, disgusting worm body squirms out beneath, leaving a trail of foul-smelling slime wherever it goes. And thin arm-length tentacles writhe underneath its jaw, giving it something with which to get a grip. It is a Patul and it is ugly personified.

While fully capable of functioning on land, their home is in the water. Their speed is compromised by the confines of the ground, and some say they become unnecessarily violent if forced to remain dry for too long.

The alien nature of the deep infects their very being. They are almost impossible to read as people. As monsters, one never knows if a Patul is going to turn on him simply because it's hungry. If asked, Patul would simply answer that they see things from a different perspective – what that perspective is, they refuse to say. Additionally, they have unnerving black irises. They also have little or no body-hair and men have difficulty cultivating facial hair.

Average Patul (Experienced)

Allegiance: Children of Chaos

Scale: Vitality

Size: Medium (10 to 11 ft. long)

Attributes: Agility 10 (+3), Intellect 7, Perception 8 (+2), Presence 6, Strength 9 (+3), Tenacity 9 (+2)

Secondary Attributes: Actions 3, Orgone 13, Reflex 8

General Skills: Athletics: Expert (3), Bureaucracy: Novice (2), Computers: Novice (2), Criminal: Novice (2), Education: Novice (2), Intimidate: Novice (3), Misdirect: Novice (2), Occult: Novice (2), Observation: Adept (3), Savoir-Faire: Novice (2), Security: Novice (2), Stealth: Adept (3), Surveillance: Novice (2), Survival: Novice (2)

Combat Skills: Dodge: Adept (3), Fighting: Adept (3), Marksman: Novice (2)

Weapons: Bite (+1), Locking Bite (+1 + entangle)

Damage Bonus: +1

Vitality: 14

Armor: 2/2

Fear Factor: 16

Temperament: Alien & Inscrutable

Senses: Nightvision, Sonar, Thermal

Movement & Speed: Land [15 mph (37/9 ypt)], Swimming [45 mph (111/27 ypt)]



RAMACHESE

Dark fur covers their nimble bodies. Large red eyes and long tapered bat-like ears sit above a snout of needle-like fangs. They know right where to strike, as if they could see the blood coarsing through a victim's veins. These shadow-dwellers are the Ramachese, an unfortunately common manifestation of Dhohanoid.

Ramachese are unnaturally suited to the night. Darkness recognizes its own. The shadows in what's left of their souls calls to the shadows of the world and they respond. Ramachese find it easy to hide in shadows and are deadly anywhere the sun refuses to shine. Even in light, it's as if a Ramachese's shadow has a mind of its own.

Sinisterly clever, Ramachese live to create fear. They prefer to revel in a victim's terror (or to attack from surprise). Even in their mortal guises, they intimate, intimidate, and threaten to great effect. No mortal can ever be comfortable in their presence – there is simply something evil about them.

Even as mortals, Ramachese display enhanced hearing that makes them appear inhuman. They prefer night-time and dim lighting indoors and often complain about uncomfortable glares in brightly lit rooms or sunlight. It isn't unusual to find them wearing sunglasses, even at

twilight.

Special Rules: Shadows unnaturally respond to Ramachese. This gives them a +4 Test Bonus to Stealth Tests involving shadows or darkness. They can consciously dampen this ability to conceal their true natures, but often don't.

Average Ramachese (Experienced)

Allegiance: Children of Chaos

Scale: Vitality

Size: Medium (6 to 7 ft. tall)

Attributes: Agility 11 (+2), Intellect 5, Perception 9 (+2), Presence 6, Strength 7 (+1), Tenacity 8 (+1)

Secondary Attributes: Actions 3, Orgone 11, Reflex 8

General Skills: Athletics: Adept (3), Bureaucracy: Novice (2), Computers: Novice (2), Criminal: Novice (2), Education: Novice (2), Intimidate: Adept (3), Misdirect: Novice (2), Occult: Novice (2), Observation: Adept (3), Savoir-Faire: Novice (2), Security: Novice (2), Stealth: Adept (3), Surveillance: Novice (2), Survival: Novice (2)
Combat Skills: Dodge: Adept (3), Fighting: Adept (3), Marksman: Novice (2)

Weapons: Bite (0), Claws (+1)

Damage Bonus: 0

Vitality: 12

Armor: 1/1

Regeneration: 1 Point

Fear Factor: 16

Temperament: Clever & Sinister

Senses: Acute Hearing, Broadband Audio,

Nightvision, Sonar, Thermal

Movement & Speed: Jumping (Quadruple), Land [17 mph (42/10 ypt)]





BEASTS

LINDORM

In the Strange Aeon, legends of dragons are no longer legends. Lindorms have slithered out of the secret marshes and caves of Europe and Scandinavia, bringing terror to the countryside and inciting centuries-old fear. While there may have only been a few dozen hidden away in times gone by, something or someone has been good to them in today's age – now they are out in numbers.

Not a fire-breathing, quadrupedal flying lizard, the Lindorm bears more resemblance to a cross between a crocodile and a snake. It is a serpentine reptile easily three score feet long plus, with the large, snapping jaws and thick-clawed forearms of a crocodile. A nasty forked tongue darts out of its mouth, reminiscent of those of komodo dragons. It slithers along on its belly for locomotion, but rears up to over twenty feet tall when it wants to make a point.

The Lindorm, as one might suspect from its nearly crocodilian ancestry, has a wicked bite from which it is almost impossible to force release. Its serpentine nature also serves it well – its powerful tail can fell buildings, but most often as a precursor to constriction. The creature is also capable of secreting a foul musk that causes nausea and vomiting in many terrestrial creatures, perhaps cause for legends of draconic fire-breathing.

Special Rules: The Lindorm's odor is horrible. The average dragon has enough musk for three attacks, each of which permeates a 30 yard radius from the center of the Lindorm. Any terrestrial (non-Outsider) creature exposed to this stench must succeed at Hard Tenacity Feat Test every 30 seconds (6 turns), or lose all Actions for 1 die in minutes. This musk permeates the air for two minutes at a time.

Average Lindorm

Allegiance: None – sometimes tamed by the Disciples of the Unnamable (Rapine Storm)

Scale: Integrity

Size: Large (50 to 70 ft. long)

Attributes: Agility 9, Intellect 4, Perception 8, Presence 6, Strength 16, Tenacity 7

Secondary Attributes: Actions 2, Orgone 10, Reflex 7

General Skills: Athletics: Novice, Observation: Adept, Stealth: Expert, Survival: Expert

Combat Skills: Dodge: Novice, Fighting: Adept

Weapons: Bite (+2 + entangle), Claws (+1), Tail Lash (+1 + entangling)

Damage Bonus: +5

Integrity: 17

Armor: 1/0

Fear Factor: 12

Temperament: Proud & Sly

Senses: Acute Smell & Taste, Thermal

Movement & Speed: Climbing (Double), Land [25 mph (62/14 ypt)]



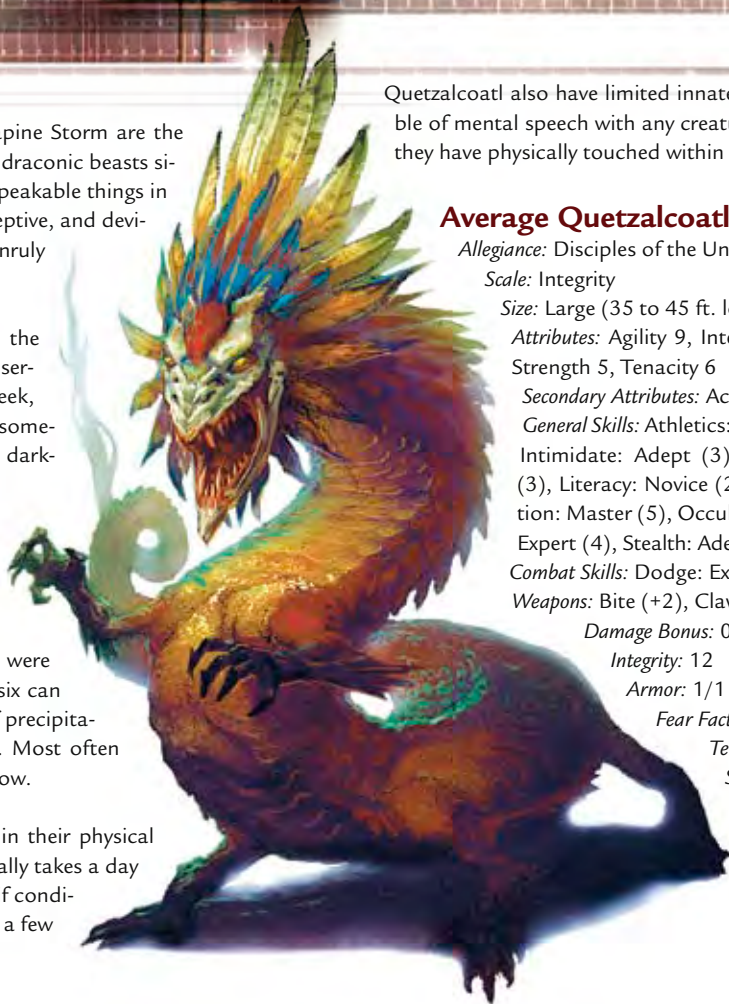
QUETZALCOATL

Soaring over the darkened skies of the Rapine Storm are the Quetzalcoatl. Colorful and majestic, these draconic beasts silently coordinate the vicious hordes of unspeakable things in their depredations. They are brilliant, perceptive, and devious, perfect for guiding the Dead God's unruly children.

The true Quetzalcoatl is a cross between the feathered serpent of Aztec myth and the serpentine dragons of Asian legend. Long, sleek, and fearsome, it is almost a shame that something so beautiful is a creature of such true darkness.

Special Rules: Quetzalcoatl can, at will, bring about precipitation. This ability's power grows with each Quetzalcoatl that joins in the effort. A single Quetzalcoatl might only be able to make it rain if there were already clouds in the sky, but a group of six can bring rain where there's none. The type of precipitation must be appropriate for the climate. Most often Quetzalcoatl create mist or fog, rain, or snow.

Quetzalcoatl can only affect the weather in their physical presence, for a few miles all around. It usually takes a day for this ability to change the weather, but if conditions are already favorable it may take only a few hours.



Quetzalcoatl also have limited innate telepathic ability. They are capable of mental speech with any creature they can see or or any creature they have physically touched within 1 mile regardless of sight.

Average Quetzalcoatl

Allegiance: Disciples of the Unnamable (Rapine Storm)

Scale: Integrity

Size: Large (35 to 45 ft. long)

Attributes: Agility 9, Intellect 9, Perception 9, Presence 7, Strength 5, Tenacity 6

Secondary Attributes: Actions 3, Orgone 12, Reflex 9

General Skills: Athletics: Master (5), Education: Adept (3), Intimidate: Adept (3), Languages (half dozen): Adept (3), Literacy: Novice (2), Misdirect: Expert (4), Observation: Master (5), Occult: Adept (3), Regional Knowledge: Expert (4), Stealth: Adept (3), Survival: Expert (4)

Combat Skills: Dodge: Expert (4), Fighting: Adept (3)

Weapons: Bite (+2), Claws (+1)

Damage Bonus: 0

Integrity: 12

Armor: 1/1

Fear Factor: 16

Temperament: Brilliant & Vicious

Senses: Acute Smell & Taste, Night-vision, Wary (as Asset)

Movement & Speed: Flight [78 mph (192/48 ypt)], Land [13 mph (32/8 ypt)]

SEA SERPENT

One cannot count the ways in which the cryptozoologists of the past have chased after the elusive sea serpent. The Loch Ness Monster, Cadborosaurus, South Bay Bessie, Ogo-pogo, Champ, Lake Tahoe's Tessie, Winnipogo, and the list goes on. The world was fascinated by the idea that prehistoric monsters had survived in the waters of the world, until the Strange Aeon dawned and they came out from their hiding places.

Sea Serpents are very close to what people expected Nessie to be. They are long serpentine creatures with two pairs of flat fins in the fore and aft, with large snake-like heads filled with teeth. They are not especially aggressive creatures by nature, but they are predators nonetheless. While they may have once survived on the denizens of the lakes and surrounds of where they hid, they enjoy the greater array of prey available to them today.

Capable of felling most beasts with a single bite, sea serpents are just that – serpents.

Those that get caught in their coils are crushed to death by the beast's enormous strength. As from the reports of the past, sea serpents are capable of existing

both above and below the waves, though they are most at home in the water – fresh or salt.

Average Sea Serpent

Allegiance: None – sometimes tamed by the Esoteric Order of Dagon

Scale: Integrity

Size: Large (55 to 75 ft long)

Attributes: Agility 10, Intellect 4, Perception 8, Presence 6, Strength 16, Tenacity 7

Secondary Attributes: Actions 3, Orgone 10, Reflex 7

General Skills: Athletics: Master, Observation: Adept, Stealth: Master, Survival: Expert

Combat Skills: Dodge: Novice, Fighting: Novice

Weapons: Bite (+1), Coil (+2 + entangling)

Damage Bonus: +5

Integrity: 17

Armor: 1/0

Fear Factor: 12

Temperament: Coy & Cunning

Senses: Acute Smell & Taste, Nightvision, Thermal

Movement & Speed: Land [25 mph (62/14 ypt)], Swimming [50 mph (104 mph/28 ypt)]



WHITE DEATH

There have been those camps that believed the Megalodon survived for the entire course of scientific history. Those who believed said that the gigantic shark just found its way deeper and deeper into the ocean following after more suitable prey. Those who disbelieved said that a monstrous marine predator used to existing in coastal waters would have died out more than a million years ago. Like so many in the Strange Aeon, the disbelievers were wrong.

White Deaths are descendants of the prehistoric Megalodon – the evolutionary ancestor of the great white shark. They are not dissimilar in most respects. White Deaths look like great white sharks that have adapted to being deep sea predators over the last many millennia – except that they are seventy to one hundred feet long with jaws large enough for twelve men to stand in. Long, gray, with a white underbelly and coal black eyes, this shark is the most fearsome predator in the sea. Its eyes are bigger than they once might have been and it hears better than it once did – and it has developed a blindness for the color red – but it is still mostly the same. While it survived feasting on the giant beings of the deep, White Deaths are relishing coming back to the prey-rich coastal waters of their ancestry.

Special Rules: White Deaths are capable of swallowing targets whole, though this target must be less than twenty feet long. If a White Death beats an op-

ponent by more than fifteen points when attacking, it has swallowed him – and it would take a miracle for him to survive. Treat swallowed targets as dead within two or three turns.

Also, White Deaths are capable of breaching – jumping out of the water. They can and do grab prey from unlikely places – standing on coastlines, on boats, or hovering above the water.

Average White Death

Allegiance: None – sometimes tamed by the Esoteric Order of Dagon

Scale: Integrity

Size: Large (70 to 100 ft. long)

Attributes: Agility 8, Intellect 2, Perception 8, Presence 8, Strength 20, Tenacity 8

Secondary Attributes: Actions 2, Orgone 10, Reflex 6

General Skills: Athletics: Adept, Observation: Adept, Stealth: Adept, Survival: Expert

Combat Skills: Dodge: Adept, Fighting: Expert

Weapons: Bite (+2 + entangle), Head Ram (+4) (requires both actions), Tail Bash (+1)

Damage Bonus: +6

Integrity: 19

Armor: 1/1

Fear Factor: 16

Temperament: Bloodthirsty & Ravenous

Senses: Acute Smell & Taste, Acute Hearing, Nightvision, Impaired Vision

Movement & Speed: Jumping (Double), Swimming [52 mph (134/30 ypt)]



Desiree walked into the place like nothing's nothing. A casual walk in the park, yet here she was escorted by one of the meanest looking Nazzadi anyone had probably ever seen. It's not every day a pretty girl finds herself deep in the arcane underground, in a secret shop that catered to the most elite of those who delved into the dark arts underneath the radar. But this girl? Not so much as a blink.

Karata straightened his collar and got up to greet her, smiling the warm smile he could summon any time, anywhere. "Finally, we find ourselves here." She smiled and kissed him on the cheek. "Whatever will we do with ourselves?"

The Nazzadi smiled even wider. "Look around you. I'm sure something will present itself."

"Don't mind if I do," replied the girl. Desiree took a couple minutes to take everything in. The place wasn't fancy. It was just a back alley office space in a very Asian part of town, filled in a very organized way with crates of varying size. Each of the crates was open and she slowly walked around, checking out the forbidden treasure that lay inside each, calm as a Hindu cow the whole time. Even when the black cat with a tail three times too long jumped up on the crate next to her and started watching her with too intelligent eyes.

"Her name is Shy."

Desiree held her hand out for the cat to smell. "She doesn't seem that way to me. Not a Nazzadi name?"

"No. She's not one of us."

The pretty girl flipped her hair and walked over to the desk. "This is all very nice, but we know what I'm here for." She dropped her designer bag on the chair and opened it to show off the nice bundles of hard currency inside.

Joining her, Karata picked up the bag and placed the money in neat stack on the desk. When he'd finished, he reached into his jacket, withdrew a small memory card, and handed it to Desiree. She pulled out her PCPU and slotted the card immediately. Data flashed across the screen and she took the time to digest it. "So much money for something so small."

Karata took the opportunity to pour himself a glass of water. "Small in size, but not in power. It is what you asked for. Do you think you can handle it?"

Desiree looked at it a moment longer. "I think maybe."

"You do come highly recommended," said Karata. "But I do have one more important question to ask."

"Go ahead."

"How long have you been undercover, Agent Gonzales?"

Slick as ever, Desiree cocked an eyebrow and replied, "Excuse me?"

The Nazzadi took a sip of his water. "One tip, not that it will do you any good now, but you're too good. The only customers I've seen maintain the composure you have in the face of some of my offerings are those who have given up a conventional grip on reality, and they are by no means as civil as you."

She didn't even get mad. "Just because I'm calm doesn't mean I'm a fed. I take mood stabilizers."

"True," replied Karata. "But then we have friends that have identified you to back that up. It's too bad that you weren't able to use that rather rare ritual to prevent your death this time. By the way, that is the genuine article, as I'm sure you've been trained to recognize."

Finally, a bead of sweat started to form on the girl's forehead.

"Too bad you let us take your gun. And it's too bad the response team you have on standby won't know you're in trouble. The Wards here make it impossible for bugs or surveillance to communicate, I'm afraid. It's a pain when you need to make a wireless call. Oh, and I already have someone who will be ready to take your face in about a half an hour. As far as the world is





concerned, you'll walk out the front while we quietly take our merchandise and leave through the back."

Desiree looked around and calculated whether or not she could at least make it to one of the doors. "And you think I'm too good." Bolting to the door past Karata, she was knocked back by something that braced the door. Something with black skin and no face. Something that's

barbed, prehensile tails snaked through the door before it did. Calm no more, Desiree frantically scrambled for the other door, only to be met by a similar horror.

Karata finished his water and stepped towards the door. "There is one thing that you people always fail to remember. Just because you enforce the law doesn't mean you are the law."

chapter Nine

New paths

PLAY STYLES

Presented here in this companion are several new styles of game for *CthulhuTech* stories. Let's take a look at some of the themes and flavors for each style.

FEDERAL LAW ENFORCEMENT

The two primary types of law enforcement story presented in this book revolve around either the Federal Security Bureau or the Office of Internal Security. Each has a very distinct and different flavor.

For the most part, Federal Security Bureau stories feel like playing the good guys. They respect the rights of citizens and they fight against the kind of internal evils that most people can understand. They are a much more traditional type of law enforcement than the OIS, with the exception of the Sectarian Crimes Division. There are many different kinds of FSB stories as well, focusing on the different divisions of the agency. One story might involve hunting down slavery rings as part of the Organized Crime Division or taking down drug rings as part of the Controlled Substance Division. However, many of the most exciting stories will come from the cult-hunting Sectarian Crimes Division. Crawling around in the underbelly of the New Earth Government, looking for sects dedicated to the worship of the wrong things certainly speaks to the overall flavor of *CthulhuTech*.

Stories involving the Office of Internal Security have two big draws: sweeping authority and the arcane underground. Agents of the OIS are given enormous leeway to enforce the NEG's draconian laws governing magic and para-psychic abilities. They could very easily devolve into goon squads if the world they inhabited were less perilous. As law enforcement agents who live primary in the arcane underground, they are surrounded by powerful enemies with more than a few dirty tricks up their sleeves. Some stories might revolve around undercover agents, deep within the black market. In others, the Characters might be part of an OIS response team, ready to bring in the big guns for when things get ugly. Still others might revolve around field agents, who are the visible hand of the Office of Internal Security investigating potential threats and infractions. Regardless, in the Strange Aeons the OIS always has its hands full.

Fitting Characters for a law enforcement story might be undercover, investigating, or support staff Intelligence Agents, the Soldiers of a response team, or Occult Scholar experts.

GLOBAL INTELLIGENCE

Imagine what any NEG citizen might know, believe, or logically assume about the world around them. Then take a walk toward the very fringe of that reality and you will find the Global Intelligence Agency lurking. GIA stories live beyond the curtain of propaganda and the façade of a world under control. Agents who dedicate their lives in service to The Firm carry with them the

ponderous weight of hidden understanding. They lead a strange double life of deception and secrecy that often stands beyond the boundaries of law. The criticality of gathering and deciphering enemy intelligence has allowed the government to grant more leeway to the GIA than most people might find comfortable.

Global Intelligence Agency stories often involve GhOST teams carrying out secret black ops missions. A coded message might suddenly send a team to the other side of the world on military transports. Such missions could include extractions of important people from dangerous areas or setting up covert listening posts. Some might involve operating remote spy drones or infiltrating secured areas to assassinate targets of interest. Some might be sabotage missions or disinformation campaigns carried out through planted false information. The GIA often recruits sorcerers and para-psychics for these teams with very little regard for paranormal abilities that would otherwise be considered illegal.

Other GIA stories may include undercover covert operations centered on infiltrating Esoteric Order of Dagon Hybrid infestations or Death Shadow operations. Some pose briefly as Migou blanks to gather intelligence on enemy tactics and troop movements. Where law enforcement agencies might try to shut down cultist activity, the GIA simply watches and listens – feeding vital information to the OCI.

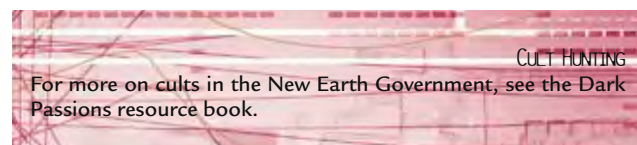
Stories might also revolve around OCI centers that supply strategic recommendations to military operations or that create altered news stories to feed the public propaganda machine. They might also involve GIA research centers probing recent discoveries in science or arcane arts to discover any new advantage that might help the New Earth Government win the war.

Whatever the talents or skills they might possess, the GIA can find a place for anyone who is dedicated and willing to take an oath of service. And that oath means that once you find your way in, there is no way out.

PARA-PSYCHIC

Stories centered around para-psychics run the gamut. Perhaps the easiest way to classify these kinds of stories is whether or not the para-psychics involved are playing along with the powers that be or whether they are taking the enormous risks associated with freedom and remaining unregistered.

For purposes of this discussion, it is assumed that a para-psychic that registers is going to attempt to be a positive influence in society. There are many powers that naturally lend themselves to service in law enforcement agencies or in the military. Others lend themselves to being doctors, therapists or working in the private sector. But there are many para-psychics that have no desire to work for “the man” or to be a part of a large machine. Some open shops and become freelance readers, helping people sort out their lives. Some become psychic investigators, walking the line between the civilized world and the dark occult shadows. Some just choose to live as normal a life as they can, utilizing their abilities in whatever ways present themselves in their everyday lives.



However, there are many para-psychics that choose to live on the edge. An illegal para-psychic might not be a criminal, instead being a person who simply doesn't believe that the government has any business regulating their lives on that level. These gifted people utilize their powers in whatever way they can in normal life without anyone they don't trust getting wise about them. But many find their way into lives of a more dangerous level. Some sell their abilities to the highest bidder in the underground, becoming criminal bodyguards, muscle, investigators, or prognosticators. The abilities that para-psychics command are in demand everywhere and the pay is typically worth the danger.

ARCANE UNDERGROUND

The arcane underground is fertile playground for stories. Dark, mysterious, and mystical, there's a lot going on and lots of dangerous things to explore. Intelligence Agents, Occult Scholars (especially sorcerers), Para-Psychics, Soldiers, and Tagers are all Character types that would be at home in this type of story. Overall, these types of stories usually feel of excitement, mystery, danger, paranoia, and sometimes downright ugliness.

The most obvious type of story within the arcane underground is one in which the Characters are either unregistered sorcerers or para-psychics or black marketeers. Lurking within the private clubs, secret meeting places, and dark libraries of the arcane underground are those with cosmic power who feel no need to tell the government who they are or of what they are capable. To them, the arcane underground is more of a network of likeminded souls and safe havens. On the flip side is a story in which the Characters are those who actively traffic in the dark and dangerous things for which people seek out the arcane underground. There is a whole other layer of excitement and peril for these Characters, as they not only must face the inherent risks within the underground but also the constant threat of government interference.

The Eldritch Society might easily become embroiled in dealings in the arcane underground. The world Tagers live in is naturally a part of this world and they would have no problem taking down harmful magical dealings or cult machinations if they come across them. While the Eldritch Society tolerates much of the goings on within the arcane underground, there are some who cross the line and must be put down. This type of story adds another layer to Eldritch Society stories, breaking up the inevitable conflict with the Chrysalis Corporation.

POLITICAL

Many political stories are primarily social and cerebral. Whether it is politics at a federal level, top military brass, or figuring out how to keep the New Earth Government's spirits high in the Ministry of Information, there are many ways to create this kind of story.

Advisors from the Ashcroft Foundation may be the most exciting Dramatic Character for a political game. They get to walk in two worlds – the world of elected politics and the world of philanthropic big business. They are civilians with enormous influence in nearly every level of government who do not have to worry about public scrutiny or the constant threat of public ap-

proval and re-election. While stories revolving around advisors who help administer things on a city council level are not the stuff CthulhuTech is made of, it is easy to find places that are. Advisors who specialize in military strategy and tactics can be attached to elite units or command posts. Advisors who specialize in criminal psychology or advanced interrogation or investigation techniques can be attached to elite law enforcement units. Wherever the action is, if it's controlled by the New Earth Government, Ashcroft Advisors can be found.

Politics is a slippery field. On one hand, there's the responsibility of serving the public in the most tumultuous and frightening time in history and the altruistic desire to do everything to make the world a better place. On the other, there's the constant threat of corruption, the temptations that come with such power, and the lies politicians tell to make people feel better and to make sure they secure another term. Most politicians in the New Earth Government are part sinner and part saint, but like every era many have given up on the saint all together.

OPTIONAL RULES

CARD-BASED GAMEPLAY

There's really nothing quite like rolling dice. The tactile feel of the dice in your hand combined with the anticipation of the what they'll produce is something you can't replace. But sometimes you want to give your players even more control over your game and dice just can't give you that. That's why we've created a way to resolve Tests using regular playing cards. This system variant is entirely optional and you should find out if your group is interested in trying it before bringing it into your game. Some players aren't interested in giving up their dice, no matter how cool the alternative may be.

Instead of using dice, everyone uses playing cards. Take two decks of regular playing cards and remove the face cards and the jokers to create your play deck. This should accommodate up to five players, including the Storyguide. Add another deck to the mix for every extra two players. Be sure to shuffle the deck well. Place the play deck someplace where everyone can easily reach it.

Each player at the beginning of the session draws a hand of five cards with which to play. The Storyguide never draws a hand – he always draws straight from the deck and never knows what he's going to get. Every time a player plays cards to resolve a Test, he should immediately draw to bring his hand back up to a total of five cards. If you so desire, you can give your players the option of keeping their hands from episode to episode. Just make sure they each write down the cards they had in their hands at the end of the session and give those cards back to the appropriate players at the begin of the next episode.

To resolve Tests, a player chooses a number of cards equal to the rating of his level of expertise to use, instead of rolling the same number of dice. The rules for success apply as usual – choose the highest card, add together a number of multiples, or add together a straight of three or more. Players must always play the num-

ber of cards required by their Character's level of expertise and any Specializations. If their total equals or exceeds the Difficulty assigned by you as Storyguide, the Test is a success as usual. If a Specialization would take the number of cards they need to play above five, they must play all the cards in their hands and draw cards from the top of the deck until they reach the number of cards they need. If anyone chooses to spend Drama Points, draw one card from the top of the draw deck for every Drama Point. Whenever you run out of cards, just reshuffle the discard pile and keep going.

Critical Failures are hard to come by using this system. There are only four aces in every deck, so an average play deck with

unless they have good poker faces, the growing dread shows on their faces as their bad hands grow or the smug grins show as their hand flourishes. If you're good at reading people, you can put them in situations that reflect where they're at hand-wise.

As Storyguide, you always draw from the top of the play deck, no matter what for which you are drawing. It's not about your building great hands with which to thwart your players, it's about giving them an edge while you facilitate the story and roll with whatever punches show up. Plus, it makes your players feel that much more like they have an edge in a setting that is more than a little dangerous.



only have eight aces. It is improbable that a player will end up with enough in his hand and be forced to play in such a way as to constitute a Critical Failure. That being said, make sure that Critical Failures really count if you use this variant. If they happen infrequently, they should hurt.

This rules variant provides a new opportunity for reading results for success – the flush. A flush is when you have three or more cards of the same suit. Whenever you play cards, regardless of what results you choose to use to determine your success, you get a +2 to your result if you play a flush. If you ever find yourself playing five cards and all of them are of the same suit, you get a +6 to your final result.

Overall, this rules variant gives players an additional level of strategy as they build their hands. They control which Tests they're cool with failing and when they ditch low cards, as well as how they build their hands to succeed at critical Tests. And

Sometimes unscrupulous players will try to put themselves in uncritical situations that call for Tests so that they can burn a bad hand. Feel free to call BS and disallow such Tests. Force them to use the Automatic Success rules and just roll on by. Make them hold onto those bad cards for real Tests – that's the price they pay for using a variant system that overall gives them more control.

One of the most important facets of this type of play is that players are not allowed to count cards, nor are they allowed to go through the discard pile to see what cards remain in the play deck. This variant already gives players more control and no one should use it to try to manipulate the game. Encourage them to simply stay with the excitement of the game instead of trying to play the odds. If your players are the types of people who are likely to do this and unlikely to shy away from discouragement, it's probably better for you to stick with dice in your game.

SCRUB COMBAT

Sometimes it makes sense in the story if the Characters face some kind of physical opposition, but the guys that get in their way aren't particularly special and the odds that the Characters are going to get past them is pretty high. The last thing you want to do is hold up the storytelling to go through a long and drawn out combat with legitimate antagonists. That's why we've created these optional rules for fighting against scrubs.

Scrubs are the nobodies in your story, the faceless masses that oppose your protagonists. They are the thongs of crazed cultists, the squad of badly trained security guards, or the angry mob of outraged citizens. Scrubs are the unimportant people who are more of a nuisance than anything else, but who might be dangerous in sufficient numbers. If life were a movie, they might be credited as extras if they were lucky. The don't even get names in the script.

In Framework, there are three types of scrubs. The most powerful are the Elite Scrubs, the average are simply called Scrubs, and the lowest and weakest of the bunch are the Mob. We'll present them in order from the weakest on up.

Mobs are represented by big groups of people who normally wouldn't and/or aren't trained to engage in violent behavior. They know how to swing a baseball bat and they know that pulling the trigger makes the gun go bang, but that's as good as it gets. But what they do have is spirit and that is what compels them. Characters can easily take on about ten of these scrubs at a time. Every member of a Mob rolls only one die for any kind of combat-related Test, and adds it to a base of 5. Even if by miracle they're wearing armor, they're wearing it wrong and get no protection from it. Members of a Mob go down after one hit – any kind of hit that does any kind of damage.

Scrubs are represented by the standard lackey types – guards, henchmen, thugs, and the like. They're the type of people who probably engage in violent behavior on a semi-regular basis, but they're not very well-trained and don't really take it seriously. If anything, they're used to roughing up easy victims from superior numbers. Scrubs are most often compelled by money, arrogance, or natural meanness. Characters can easily take on five of them at a time. Scrubs roll two dice for attack Tests, but only one die for defense Tests in combat, adding their results to a base of 5. They typically don't wear armor, but even if they do it's never more effective than one die of protection – they don't usually get good armor and they don't take the time to fasten it correctly. Scrubs go down after they take five points of damage.

Elite Scrubs are represented by those key henchmen or thugs who almost get names in movies. They're almost trained combatants in their own right and they certainly make it look like they are. Elite scrubs usually think they're badass, but that's only because they normally pick fights they can win. Characters can easily take on two or three of them at a time. Elite Scrubs get two dice for any combat-related Tests, adding their results to a base of 5. They still only get a maximum of one die worth of protection, no matter what armor they wear. Elite scrubs go down after they take ten points of damage.

When we say a scrub goes down, that doesn't mean the scrubs are dead. It means they're hurt and thinking twice about getting back up, or they're unconscious, or maybe they just take off. It essentially means that the scrubs are out of the action and you won't need to worry any more about them. You probably won't even have to worry about them after combat ends, because they'll think twice about messing with you and your crew.

To determine the amount of damage scrubs do when they successfully attack, don't roll any dice. Instead, take the damage bonus for the weapon they're using and add one die (with a minimum damage of one die). Scrubs never have significant strength with which to do additional damage and greater degrees of success to not affect their damage. Now take the number of dice of damage you've determined and multiply it by a fixed amount based on the type of scrub doing the damage. Mobs do three points per die, Scrubs do four points per die, and Elite Scrubs do five points per die.

For example, a fist normally does –1 damage. A scrub would do –1 damage plus one die, or a total of zero dice, but one does zero dice, so scrubs normally get one die of damage for their fists. Thus, in a nasty streetfight, each time they successfully attack Mobs would do three points of damage, Scrubs would do four points of damage, and Elite Scrubs would do five points of damage. As another example, a CS-40 Defender medium pistol does +1 damage, so a scrub would do +1 damage plus one die for a total of 2 dice of damage. Thus, each time they successfully attack Mobs would do six points of damage, Scrubs would do eight points of damage, and Elite Scrubs would do ten points of damage.

Monsters of any kind are special in this setting and never qualify as scrubs. Any encounter with an unspeakable horror is meant to be dangerous and memorable. To help speed up combat, remember that pretty much anything in Framework goes down when it is Seriously Wounded – you don't have to kill it to take it out of action. Regeneration slows way down when at that level of hurt, so even creature who regenerate are taken out of action. They'll get back up again for sure, but probably not before combat ends. Exceptions to this are creatures like the Zabuth, who regenerate very quickly.

COMBAT TIDES

Let's face it, combat slows down gameplay considerably. Things go from a brisk and flowing pace to a mess of die rolling. Sometimes that's fine, but sometimes it's frustrating. Tides are a way to concentrate on storytelling in conflict situations, rather than on rolling dice and checking results. However, they do sacrifice some of the power of the Framework system, so read carefully before implementing these optional rules in your game.

In essence, the way Tides work is that each Character (or group of antagonists) pre-generates a series of Test results before the combat begins. Then, the Storyguide randomizes these results and uses them to interpret the overall flow and outcome of that combat. The die rolling occurs on the front end and then the rest is storytelling.

To utilize these optional rules as a Storyguide, treat every conflict as if it had three overall movements. The first movement in any combat is the beginning, when things are first starting out. The combatants are fresh and they are testing each other out to find out where they stand. Some blows are traded and some people get a little hurt. The second movement is when the combatants have a good idea who each other is and now they're really trying to hurt each other. This usually occurs when both sides have taken damage and maybe the weakest combatants have fallen, but the outcome of the conflict is still uncertain. This second movement is said to occur when you think the combat is about a third complete. The third movement is when it looks like one side is finally going to win. Both sides have taken damage, but one side is clearly at the disadvantage. This movement plays out through the end of the conflict.

To prepare to enter combat, each player should generate three Test Results for each of the combat skills his Character is likely to use in that combat. Some combat skills almost certainly won't apply, so there's no need to generate Test Results for those. It will be natural that players will want to spend Drama Points to improve their Test Results, however since each of these results will apply across multiple turns of combat they will cost more. Every Drama Point spent to add to Test Results when using Tides costs two actual Drama Points.

As Storyguide, you should also pre-generate a series of Test Results for your combatants. However, so you don't get stuck rolling die for twenty minutes, only generate results for each group of antagonists. Any matched type of protagonist can count as a group. For example, all the security guards might count as a group, or all the regular Migou battletroops count as a group, or all the Dua-Sanari in a Dhohanoid pack might count as a group. Again, only generate results for those combat skills the group is likely to use and generate three results for each.

Now you must assign all these results so that you can use them to interpret the movements of combat. Assign the results of your Characters first, placing one result for each relevant skill into each movement. Then, do the same for each group of antagonists. You can completely randomize the results if you just want to see how things go, or you can deliberately place results if you have an idea of how you want this combat story to go. We recommend that you only use this latter option if your players really trust you.

Once this task is complete, you are ready to play out the conflict. When you take a look at the results now in each movement, you should have an idea of how it is going to play out. Have everyone still generate an Initiative result each turn and then have them declare their Actions. Then you interpret the overall results and flow in a narrative way.

Tides use what is called average results to determine damage. First, you have an idea how many dice a player is going to get for success based on the results they've generated for that movement of combat. To determine average results for each of your Character's attacks, simply take the number of dice they would roll for damage and multiply it by six. To determine the average

results for a Character's armor, take the number of dice they get for protection and multiply that times six. The same goes for antagonists.

For example, a Phantom Tager attacks a Dua-Sanaras. The Phantom's Fighting Test Result for this movement of combat is 18, while the Dua-Sanaras has a Dodge Test Result of 16. You know that the Phantom is going to be beating on this Dua-Sanaras for this movement of combat and that he'll get one die worth of success damage each time he successfully strikes. The Phantom gets +2 dice for his Blades, +1 die for significant strength, and +1 die for his success, for a total of four dice. Multiply that times six and his average result for a Blade attack is 24 points of damage. The Dua-Sanaras has an armor of one, so he'll get six points worth of protection against each attack. Thus, the Phantom will do 18 points of damage each time he successfully strikes the Dua-Sanaras with his Blades.

If the conflict is as such that reinforcements arrive at some point, reset the combat back to the beginning. Players can use any leftover Test Results and generate new ones now that the character of combat has fundamentally changed.

Since these optional rules are all about storytelling and description instead of individual die rolling, you and your players are going to have to share a bond of trust for them to work effectively. They need to trust that you'll be fair and you'll need to honor that trust. If your group is the kind that's really into die rolling, just stick with the regular combat rules. Overall, Tides are for people with tight groups who feel that the story bogs down too much when combat shows up.

FASTER POWER FRAMEWORKS

If you'd like to play a game where mystical powers are more available and prevalent, here are a few optional rules to make magic faster to learn and para-psychic powers faster to use.

Learning magical rituals takes a long time, even utilizing the dedicated study rules. If you want a game in which rituals come faster, simply halve the time required to learn them. Most First Order spells will take about two weeks, most Second Order about two months, and most Third Order about three months. Add in dedicated study of eight hours a day and that number gets cut in half again. However, such rituals still require Experience to acquire, so it's not like your sorcerers are going to be gaining power at an unwieldy rate. This rule just lessens the time requirement that some games simply can't spare.

Reducing the load time for para-psychic powers makes them more at the fingertips of capable characters. If you want the such powers to initiate immediately, cut the load time for all powers in half. Another option is to give Characters the option of doubling the Orgone cost to cut the load time in half. If you wish, you could use these two options together and have halved load times normally that can be eliminated altogether by spending twice the required Orgone.

In either of these cases, feel free to offset by making Magical Mishaps and Burn more common and harder to resist.

THE INFLUENTIAL, THE POWERFUL, AND THE SECRETIVE

As much as anyone would want to believe it, is there really such a thing as a normal life with normal people anymore? That man you see sitting at a coffee shop might actually be capable of reading your mind instead of the local newspaper. That woman over there walking next to the clothing store window with her friend could be one of those new shapeshifters that some whisper about. That grizzled and dirty looking bum on the park bench might be willing to kill you with a thought if you dare to look at him the wrong way. Anyone else you see moving smoothly through the crowded streets could be a government agent working for the FSB, GIA, or even the powerful OIS. The world can put on its pretty face for a Sunday stroll through city streets, but underneath it all is the world really what it seems to the naked eye?

The world is changing with more Tagers joining the Shadow War against the Children of Chaos and more para-psychics erupting every day. The covert arm and law enforcement might of the New Earth Government reaches out into every aspect of life to make sure that society maintains a grip on itself. The mixed offspring of Human and Nazzadi parentage are now stepping out to take their own place in the world's cacophony of people. And, as always, each man and woman continues to face the threats of alien invaders, ancient gods, and the corrupting influence of cults at home.

This section introduces you to several Supporting Cast characters that represent some of the men and women who have chosen to put their lives on the line in the service of society. It also introduces you to a few people who have learned to manipulate the fabric of the universe through the power of their mind. Lastly it presents to you key members of the Ashcroft Foundation itself – those who carry the torch of hope for the future. Storyguides are encouraged to enlist these characters in any way that properly suits their campaign. Players can, of course, feel free to browse through this example of the world's population to see what might be in store for their own characters.

ASHCROFT CLINIC DOCTOR: DR. AKIDA

Most people might not regard Doctor Akida beyond his unimposing presence. He is quiet, unassuming, and wiry in appearance compared to most other Nazzadi his size. But give him a chance to display his talents and most people soon discover just how much this man really shines. He is a brilliant Ashcroft Clinic psychiatrist who specializes in dream therapy through the medical application of sorcery. His methods of treating psychological disorders via the open book of the unconscious mind have be-

come standard within the medical community. Particularly difficult or traumatic cases are often referred to Doctor Akida from around the world. Though he doesn't often display emotion, his calm and easy manner clearly makes a difference when setting his patients at ease.

Dr. Akida

Experience Level: Experienced

Race: Nazzadi

Gender: Male

Job: Clinical Psychiatrist/Sorcerer

Defining Characteristics: Patient, Detached

Allegiance: NEG

Attributes: Agility 5, Intellect 9, Perception 5, Presence 4, Strength 4, Tenacity 8,

Secondary Attributes: Actions 1, Movement 7 mph (17/4 ypt), Orgone 13, Reflex 6, Vitality 11,

Spells: Conjoin the Adrift Psyche, Delve the Mind's Caverns, Eldritch Faculties, Insight of the Sleeper, Ward of Solitude

Qualities: Ally/2, Duty/2 (Ashcroft Foundation), Minor Empathy, Rival (Non-Ashcroft Psychologist), Sensory Impaired (Sight), Skinny, Wealth/1

General Skills: Bureaucracy: Novice, Computers: Novice, Education: Master, Language (English): Expert, Language (Enochian): Novice, Language (Nazzadi): Expert, Language (R'lyehan): Novice, Language (Tsath-yo): Student, Literacy: Adept, Medicine (Psychiatry): Expert, Observation: Novice, Occult: Master, Parapsychology: Adept, Regional Knowledge: Novice, Research: Adept, Science - Life: Adept

Combat Skills: Dodge: Adept

Gear: Eye Glasses, Fine Clothing, Harvard Graduate Ring, PCPU, Portable Holo-Interface Unit

ASHCROFT FOUNDATION ADVISOR: BOWEN COOPER

Politics is a game to Bowen Cooper and it's one that he is used to winning. He knows how to generate the right conversations and pull the right strings to get the right people on his side of any issue. The Ashcroft Foundation could not find a better frontman to represent their interests within the government halls of Chicago. At the refined age of fifty, Mr. Cooper presents a clean and professional image. The subtle inflections of his native Welsh accent add a certain interest to his already charismatic personality. However, beneath his smooth and courteous exterior is the mind of a master tactician skilled at moving and controlling the forces around him. A person might meet Mr. Cooper at an event and not know whether the idea he walked away with was truly of his own design.

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These listings are nearly identical to those found in the *Core Book*, with a few additions.

SUPPORTING CAST

Experience Level	A few of the characters here are Elite (An extremely elevated level reserved for major antagonists or other important characters in a setting).
Spells	If listed, this illustrates the Spells known by the character.
Powers	(Primary Group/Secondary Group) If listed, this illustrates a para-psychic's Primary and Secondary Power Groups as well as a list of talents that they are skilled with.

Bowen Cooper

Experience Level: Experienced

Race: Human

Gender: Male

Job: Political Advisor

Defining Characteristics: Courteous, Manipulative

Allegiance: NEG

Attributes: Agility 5, Intellect 8, Perception 6, Presence 7, Strength 5, Tenacity 5

Secondary Attributes: Actions 1, Movement 7 mph (17/4 ypt), Orgone 11, Reflex 6, Vitality 9

Qualities: Authority/2 (Ashcroft Foundation), Duty/2 (Ashcroft Foundation), Elite, Oath/1 (Mission of the Ashcroft Foundation), Rival (Political Rival), Shrewd, Watched/2, Wealth/2

General Skills: Bureaucracy: Expert, Computers: Student, Education: Expert, Intimidate: Adept, Language (English): Expert, Language (Nazzadi): Adept, Language (Welsh): Adept, Literacy: Expert, Misdirect: Expert, Observation: Adept, Performance: Adept, Persuade: Expert, Regional Knowledge: Novice, Research: Novice, Savoir-Faire: Adept,

Combat Skills: Dodge: Adept, Marksman: Novice

Gear: Fine Clothes, Limousine, Old-Style Pocket Watch, PCPU, Portable Holo-Interface Unit, UT-7 Hornet, Weapons Permit (PA)

ASHCROFT FOUNDATION PUBLIC AFFAIRS REPRESENTATIVE: IARA CORREA

Iara had once believed that her role as Queen of the Carnival in Rio de Janeiro was the most thrilling thing she could possibly hope to experience. The samba parade through downtown Rio set the perfect stage for Iara's liberal and effervescent personality to really glow. Of course it didn't hurt to have such a large stage to share her favorite pastime either – dancing. But her joy in that moment of swirling color, tantalizing dance, and infectious revelry cannot compare with the sheer thrill she experiences in her new role. Iara Correa has become one of the few famous faces of the Ashcroft Foundation. Her skill at public relations mixed with her raw charisma and natural beauty suits her well in her career. She often tours talk shows and she manages a tight interview schedule. In fact her work to maintain the impeccable image of the Ashcroft Foundation has given her access to quite the public view. However, it's her enjoyably magnetic personality and colorful background that has made her something of a celebrity.

Iara Correa

Experience Level: Experienced

Race: Human

Gender: Female

Job: Public Relations

Defining Characteristics: Generous, Superstitious

Allegiance: NEG

Attributes: Agility 5, Intellect 7, Perception 6, Presence 8, Strength 4, Tenacity 5

Secondary Attributes: Actions 1, Movement 7 mph (17/4 ypt), Orgone 11, Reflex 6, Vitality 9

Qualities: Alluring/2, Ally/2 (Ashcroft Foundation), Compulsive Behavior/1 (Superstitious Warding Gestures), Duty/2 (Ashcroft Foundation), Low Pain Threshold, Sexy Voice/2,

General Skills: Artist (Writer): Novice, Athletics: Novice, Bureaucracy: Adept, Business: Novice, Computers: Novice, Education: Adept, Hobby (Samba Dancing): Student, Language (English): Adept, Language (Nazzadi): Adept, Language (Spanish): Expert, Literacy: Expert, Misdirect: Expert, Performance: Expert, Persuade: Master, Regional Knowledge: Novice, Savoir-Faire: Adept, Seduction: Adept

Combat Skills: Dodge: Novice

Gear: Car - Tetra, Elegant Jewelry, Handbag w/ Essentials, PCPU, Portable Holo-Interface Unit, Stylish Business Attire

FEDERAL SECURITY BUREAU FIELD AGENT: TIALY

The FSB couldn't ask for a more efficient or dedicated field agent than Tialy. She rarely misses a detail and she stays on task with fierce determination. Her life is her work and she never seems really happy unless she has a case to sink her teeth into. On the surface she can be very imposing as a determined and tenacious law-enforcement figure. But those people close to her suspect that the energy with which she throws herself into her work is merely a way to cover up something deep inside – something that terrifies her. Tialy is never content with quiet time and she struggles with any attempt to let other people in. Something is driving Tialy – something old and very scary to her – and solving cases and putting criminals away never seems to help.

Tialy

Experience Level: Experienced

Race: Nazzadi

Gender: Female

Job: Federal Agent

Defining Characteristics: Thorough, Workaholic

Allegiance: NEG

Attributes: Agility 6, Intellect 7, Perception 8, Presence 6, Strength 5, Tenacity 5

Secondary Attributes: Actions 2, Movement 9 mph (22/5 ypt), Orgone 11, Reflex 7, Vitality 10

Qualities: Acute Senses (Sight), Ally/2 (FSB), Authority/3 (Federal Agent), Commendation/1, Duty/2 (FSB), Oath/2 (To serve and protect), Obsessive

General Skills: Communications: Student, Computers: Student, Criminal: Novice, Hobby (Racket Ball): Student, Intimidate: Adept, Language (English): Adept, Language (Nazzadi): Expert, Law Enforcement: Expert, Literacy: Novice, Observation: Adept, Persuade: Novice, Regional Knowledge: Adept, Stealth: Adept, Streetwise: Adept, Surveillance: Adept

Combat Skills: Dodge: Novice, Fighting: Adept, Marksman: Expert

Gear: Concealable Holster, CS-40 Defender, Digital Video Recorder, Halogen Light, PCPU, Portable Holo-Interface Unit, Professional Clothing, Sentrytech Mk-IV Armor

GHOST TEAM SORCERESS: FEYANY

Feyany was recruited for government service straight out of college. That was ten years ago and she has since exceeded initial expectations as an field agent and occult expert for the GIA. She

is highly intelligent and her aptitude for ritual magic is exceptional. The focus of her sorcerous training has been to support GhOST Teams with surveillance and concealment rituals. She has even called forth a Mystical Unborn to enhance her capability - a creature she's affectionately named Spud, since the thing reminds her of a shriveled up potato. Though her fellow GhOST teammates have come to accept Spud among them, there is still a sense of unease over the fact that Feyany seems to be quite fond her little arcane spy. Personally, she is good at what she does and she knows it, and it takes a lot for new comers and rookies to prove that they can live up to her expectations.

Feyany

Experience Level: Veteran

Race: Nazzadi

Gender: Female

Job: GIA Agent

Defining Characteristics: Self-Confident, Arrogant

Allegiance: NEG

Attributes: Agility 6, Intellect 9, Perception 8, Presence 6, Strength 5, Tenacity 8

Secondary Attributes: Actions 2, Movement 9 mph (22/5 ypt), Orgone 13, Reflex 7, Vitality 11

Qualities: Ally/2 (GIA), Authority/3 (Federal Agent), Big Ego/1, Duty/2 (GIA), Oath/2 (Secrecy - GIA), Watched/2 (GIA Sorcerer)

General Skills: Communications: Novice, Computers: Novice, Language (English): Adept, Language (Enochian): Novice, Language (Nazzadi): Expert, Language (R'lyehian): Adept, Language (Tsath-yo): Novice, Literacy: Adept, Observation: Expert, Occult: Master, Regional Knowledge: Adept, Security: Adept, Stealth: Adept, Surveillance: Expert, Survival: Adept

Combat Skills: Dodge: Adept, Fighting: Adept, Marksman: Expert
Spells: Beckon the Mystical Unborn, Constitute Powder of Ibn Ghazi, Eldritch Faculties, Imbue Glamor Lock, Phantom Vision, Ward of Seclusion, Ward of Solitude

Gear: Arcane Ritual Kit, Concealable Holster, CS-32 Peacemaker, Digital Video Recorder, Halogen Light, PCPU, Portable Holo-Interface Unit, Sentrytech Mk-IV Armor, Survival Gear

GLOBAL INTELLIGENCE AGENCY AGENT: ALICIA BARKLEY

Alicia dreamed of being a model when she was young. She was exposed to the industry by the time she was twelve, doing work for young people's fashions. She later discovered a talent for writing and changed her dream to becoming a world-class author. Unfortunately, she could not find a way to make her dreams real. The feeling that she was just not good enough, an old relic from her father, had always haunted her. However, she was talented, intelligent, and capable of adapting quickly - a fact that didn't escape a team of GIA recruiters during a standard round of university visits. She soon accepted a position that offered her a chance to "make a difference." Alicia has evolved into a cool and capable agent whose charm, talent, and beauty are often utilized to maximum advantage. She has been particularly effective against Death Shadow operations, a fact that has earned her recognition from both her chain of command and her enemies. But as good as she is, it's hard for her to shake that old feeling that she simply isn't good enough.

Alicia Barkley

Experience Level: Experienced

Race: Human

Gender: Female

Job: GIA Agent

Defining Characteristics: Cool, Insecure

Allegiance: NEG

Attributes: Agility 7, Intellect 6, Perception 7, Presence 7, Strength 5, Tenacity 5

Secondary Attributes: Actions 2, Movement 11 mph (27/6 ypt), Orgone 10, Reflex 6, Vitality 10

Qualities: Alluring/2, Ally/2 (GIA), Authority/3 (Federal Agent), Duty/2 (GIA), Foe/2 (A member of the Death Shadows), Oath/2 (Secrecy - GIA), Sexy Voice, Wary, Watched/1 (GIA Agent)

General Skills: Artist (Writing): Adept, Language (English): Expert, Language (Nazzadi): Adept, Literacy: Adept, Observation: Adept, Occult: Student, Performance: Adept, Regional Knowledge: Novice, Savoir-Faire: Adept, Seduction: Novice, Stealth: Adept, Surveillance: Adept,

Combat Skills: Armed Fighting: Novice, Dodge: Adept, Fighting: Adept, Marksman: Adept

Gear: Common Undercover Clothing, Concealable Holster, Expensive Clothing, Fine Jewelry, PCPU, Portable Holo-Interface Unit, UT-9 Stinger, Video Surveillance Gear

INDEPENDENT PARA-PSYCHIC: ATSUO TOKUSHIMA

The ancient Samurai tradition of Bushido is not unfamiliar to Atsuo Tokushima. His father had always taught him of ancient Japanese ways saying, "This is the only way to protect our heritage in the face of a changing world." Atsuo was very proud of his father. However, everything changed when Atsuo's para-psychic powers began to manifest. At first he appeared to be just a gifted athlete, but that ended when a stranger came to the Tokushima home to reveal the truth. The result was devastating. Atsuo's father could not bare the thought that his son was different in any way. Atsuo felt such overwhelming shame and dishonor when his father shunned him. A South African woman that he soon met offered to help him understand and accept his gifts without shame. He trained hard and eventually accepted a position as part of a personal security detachment for Chrysalis Corporation VIPs. He has not yet discovered that the stranger who dishonored his family also works for the very same company that he now calls home.

Atsuo Tokushima

Experience Level: Experienced

Race: Human

Gender: Male

Job: Personal Security

Defining Characteristics: Honorable, Inflexible

Allegiance: NEG

Attributes: Agility 6, Intellect 6, Perception 5, Presence 5, Strength 6, Tenacity 7

Secondary Attributes: Actions 1, Movement 11 mph (27/6 ypt), Orgone 11, Reflex 5, Vitality 11

Qualities: Code/1 (Fight with honor), Duty/1 (Chrysalis Corporation), Erupted Para-Psychic, Latent Para-Psychic, Misfit/3 (Reg-

istered), Vengeful/1 (Seeks the man who dishonored his family), Watched/3 (Registered)

General Skills: Athletics: Adept, Computers: Novice, History (Japanese): Adept, Intimidate: Adept, Language (English): Adept, Language (Japanese): Expert, Literacy: Novice, Observation: Adept, Regional Knowledge: Novice, Stealth: Novice, Streetwise: Student

Combat Skills: Armed Fighting: Expert, Dodge: Adept, Fighting: Adept, Marksman: Novice

Powers: (Somantic/Environmental), Hyperspeed: Novice, Power Boost: Adept, Telekinesis: Novice, Teleport: Novice

Gear: Communications Ear Piece, Concealable Holster, Fine Clothing, Katana - Composite, PCPU, UT-9 Stinger, Weapons Permit = PA

OFFICE OF INTERNAL SECURITY INVESTIGATOR: MARTIN WAMBA

Inspector Wamba takes his job very seriously. In fact, it would require an exceptionally observant person to find any kinks in his armor while on duty. There's a distinct coldness to the way that he approaches others. His expressionless dark features always seem to be eerily unmoving. Anyone looking for sympathy would be far better off pleading to a stone column. Naturally, there is a reason for his way of being. A summoned monstrosity tore Martin Wamba's wife to shreds only five years ago. The culprit turned out to be yet another amateur sorcerer who thought he could control the power of the universe and as usual someone else had to pay with her life for such stupidity. So now Martin Wamba lives a mission, not necessarily revenge, but certainly a reckoning in the name of his lost wife and anyone else who has fallen victim to those who would irresponsibly peel back the secrets of the universe.

Martin Wamba

Experience Level: Experienced

Race: Human

Gender: Male

Job: OIS Agent

Defining Characteristics: Calculating, Humorless

Allegiance: NEG

Attributes: Agility 7, Intellect 6, Perception 7, Presence 5, Strength 5, Tenacity 6

Secondary Attributes: Actions 2, Movement 11 mph (27/6 ypt), Orgone 11, Reflex 6, Vitality 10

Qualities: Acute Senses (Sight), Ally/2 (OIS), Authority/3 (Federal Agent), Depressive, Duty/2 (OIS), Eidetic Memory, Habit/1 (Smokes - Pipe), Watched/1 (OIS Agent)

General Skills: Bureaucracy: Novice, Computers: Student, Culture (African): Novice, Intimidate: Adept, Language (English): Expert, Language (Nazzadi): Adept, Language (Swahili): Novice, Law Enforcement: Expert, Literacy: Novice, Observation: Adept, Occult: Adept, Persuade: Novice, Regional Knowledge: Novice, Stealth: Adept, Streetwise: Novice, Surveillance: Adept

Combat Skills: Dodge: Adept, Fighting: Novice, Marksman: Expert

Gear: African pendant, Business Suit, Communications Ear Piece, Concealable Holster, CS-44 Enforcer, PCPU, Portable Holo-Interface Unit

OFFICE OF INTERNAL SECURITY PARA-PSYCHIC: FIONA BELL

Fortune has certainly smiled upon Fiona Bell. Where once she lived in poverty with her Human mother and Nazzadi father, she now lives very well. At 18, she dwells in a stylish home, drives a hot sports car, dines at the best restaurants, and certainly sports a high quality wardrobe that looks nothing short of amazing on her exotic figure. Best of all, her entire lifestyle is an all-expenses paid ride courtesy of the government, because Fiona Bell is not only an OIS agent, she is a much-valued weapon against illegal sorcerers and para-psychics. Where the rest of the world had shied away from her because of her unearthly mixed-breed beauty, the OIS embraced her and she is only too grateful for what she has received among their numbers. She is all too happy to break into the mind of a suspect if the use of her powers is warranted and she usually finds herself called in to crack the toughest of cases through her unique power of interrogation. There is very little that an average mind can do to escape from her scrutiny.

Fiona Bell

Experience Level: Veteran

Race: White Xenomix

Gender: Female

Job: OIS Agent

Defining Characteristics: Self-Confident, Detached

Allegiance: NEG

Attributes: Agility 6, Intellect 9, Perception 6, Presence 5, Strength 4, Tenacity 7

Secondary Attributes: Actions 1, Movement 9 mph (22/5 ypt), Orgone 13, Reflex 7, Vitality 10

Qualities: Alluring/3, Ally/2 (OIS), Authority/3 (Federal Agent), Duty/2 (OIS), Obsessive (Clean Freak), Erupted Para-Psychic, Sexy Voice, Strong Minded, White

General Skills: Computers: Novice, Education: Adept, Language (English): Expert, Language (Nazzadi): Adept, Law Enforcement: Adept, Literacy: Novice, Observation: Adept, Occult: Adept, Parapsychology: Novice, Performance (Guitar): Novice, Persuade: Adept, Regional Knowledge: Novice, Surveillance: Novice

Combat Skills: Dodge: Adept, Marksman: Adept

Powers: (Manipulative/Sensory), Aura Masking: Adept, Clairvoyance: Novice, Empathic Projection: Adept, Empathy: Adept, Mindworm: Novice, Probe: Adept, Telepathy: Adept

Gear: Business Suit, Communications Ear Piece, Concealable Holster, Dark Sun Glasses, PCPU, Portable Holo-Interface Unit, UT-9 Stinger

PUBLIC ENEMY ZONER: ELIJAH JONES

Elijah was once a homegrown bible thumper dedicated to spreading the word of God. He was traveling through northern Nevada when the Zone accident erupted. That was the day that he lost most of his memory, though what evolved in its place became both awe-inspiring and terrifying. Today he wanders from place to place like a hobo - bumming rides and eating wherever he can find charity. He seems pleasant enough to talk to. He even enjoys quoting his favorite bible passages around campfires at night. However, those who offer him their hospitality would

be horrified to discover the truth about him. Elijah Jones suffers from severe paranoid delusions. When you mix that with an exceptionally powerful para-psychic talent, with the belief that he has been chosen by God to cleanse the world of the unclean (namely other para-psychics), then you end up with a powder keg that could explode at any time. And that powder keg has indeed gone off many times as evidenced by all the unsolved cases of murdered para-psychics throughout the western Americas.

Elijah Jones

Experience Level: Veteran

Race: Human

Gender: Male

Job: Criminal

Defining Characteristics: Pious, Cruel

Allegiance: NEG

Attributes: Agility 5, Intellect 7, Perception 5, Presence 4, Strength 6, Tenacity 9

Secondary Attributes: Actions 1, Movement 9 mph (22/5 ypt), Or-gone 13, Reflex 5, Vitality 12

Qualities: Amnesia, Chronic Pain (Severe Migraine Headaches), Dark Secret/3 (Murders other Para-Psychics), Debt/3, Delusions (Believes that other Para-Psychics are cursed by God), Erupted Para-Psychic, Internal Compass, Latent Para-Psychic, Misfit/3, Zoner

General Skills: Criminal: Expert, Hobby (Pan Handling): Student, Intimidate: Expert, Language (English): Expert, Language (Naz-zadi): Novice, Literacy: Novice, Misdirect: Adept, Observation: Adept, Regional Knowledge: Adept, Stealth: Adept, Streetwise: Expert, Survival: Expert, Trivia (Biblical Knowledge): Student
Combat Skills: Armed Fighting: Adept, Dodge: Expert, Fighting: Adept

Powers: (Environmental/Manipulative), Aura Masking: Master, Gravitkinesis: Expert, Pyrokinesis: Master, Telekinesis: Expert, Telepathy: Novice

Gear: Backpack, Bible, Fingerless Gloves, Old Knife, Old-style Wrist Watch, Ratty Clothes, Worn Overcoat

ROGUE ZONER: CHEVEYO TEWANIMA

Unlike many other xenomix people, Cheveyo is openly welcomed by his father's people. To his North American Native Hopi Tribe he is the living symbol of their faith – a child whose lineage has come from both the people of the Earth and the people of the sky. Raised to be a holy man, he learned of their ancient rituals and traditions. He sought to attain wisdom through spirit walks and commune with spirit beings. However, his whole world-view exploded when the Zone came into being. It was during a dream walk that his para-psychic powers manifested and to this day he believes that they are of divine origin. With his potent talent to see the unseen, walk among dreams, and foresee the future, Cheveyo has become known as a great wise man. Many people from around the world who have lost hope seek him out to learn from his wisdom. Little do these people know that much of his insight comes from madness.

Cheveyo Tewanima

Experience Level: Experienced

Race: Xenomix



Gender: Male
Job: Holy Man
Defining Characteristics: Helpful, Distracted
Allegiance: NEG
Attributes: Agility 6, Intellect 7, Perception 6, Presence 5, Strength 5, Tenacity 7
Secondary Attributes: Actions 1, Movement 9 mph (22/5 ypt), Orgone 24, Reflex 6, Vitality 11
Qualities: Alluring, Debt/1, Erupted Para-Psychic, Latent Para-Psychic, Low-Light Vision, Misfit/3, Phobia/1 (Enclosed Spaces), Shadow Walker, Zoner
General Skills: Culture (Native American): Adept, Education: Adept, History: Adept, Language (English): Expert, Language (Hopi): Adept, Language (Nazzadi): Adept, Literacy: Adept, Medicine: Novice, Observation: Novice, Occult: Adept, Regional Knowledge: Novice, Survival: Adept, Trivia (Hopi Spirit Rituals): Student
Combat Skills: Armed Fighting: Novice, Dodge: Adept, Marksman: Adept
Gear: Binoculars, Combat Knife - Composite, CS-50 Defender, Journal and Pen, Medkit, Outdoor Clothing, Outdoor Survival Gear
Powers: (Sensory/Manipulative), Clairvoyance: Adept, Dream Projection: Novice, Empathic Projection: Novice, Empathy: Adept, ESP: Adept, Precognition: Novice

SUPERIOR FETCH: GRIMGULD

The ugly child with the gruff voice that stands before you knows too much to be normal. Hidden in the folds of a baggy, hooded sweatshirt is Grimguld, a gifted superior fetch for hire. Freed from his servitude when the magician that summoned him was killed in a deal gone bad, Grimguld took to the streets to survive. The trials he has faced as an independent and intelligent monster within the New Earth Government and the arcane underground have forged a keen intellect, amazing street-smarts, and an instinct for survival bar none. Now he runs within the black magic black market and most often knows more than the sorcerers that retain his services.

Grimguld

Experience Level: Experienced
Race: Superior Fetch (Vicious Gremlin)
Gender: Male
Job: Freelance Magical Assistant
Defining Characteristics: Cunning, Liar
Allegiance: Arcane Underground
Attributes: Agility 9, Intellect 9, Perception 7, Presence 5, Strength 8, Tenacity 7
Secondary Attributes: Actions 2, Movement 15 mph (37/9 ypt), Orgone 13, Reflex 8, Vitality 12
Qualities: Shrewd, Wary
General Skills: Athletics: Adept, Education: Novice, Language (Arabic): Adept, Language (English): Adept, Language (Enochian): Adept, Language (Nazzadi): Adept, Language (Latin): Adept, Language (R'lyehian): Adept, Language (Tsath-yo): Adept, Literacy: Novice, Observation: Novice, Occult: Expert, Regional Knowledge: Novice, Research: Adept, Stealth: Novice, Streetwise: Expert, Survival: Novice
Combat Skills: Dodge: Adept, Fighting: Adept

Gear: Baggy children's clothes with hooded sweatshirts, PCPU, Snack Cakes, Swiss Army Knife

TAGER: VOEKA (ECHO)

Voeka has been fascinated by marine life since he was a boy. The alien world below the surface of the oceans is about as far away from his early memories of life aboard a Nazzadi battlecruiser as you can get. Most of his race seeks a way of belonging on dry land. Voeka prefers to look elsewhere – feeling more at home in the water than out. That's why he excelled at marine biology in college and that's why he enjoys competitive swimming on his off time. The very passion that drives him to the sea might also be the reason why an Echo chose him during his Rite of Sacred Union. Echoes are still fairly uncommon within the Eldritch Society and Voeka certainly likes to take that as a sign that he is exceptional in some way. He is indeed a very valuable and dedicated warrior for the cause, but he does tend to let his own sense of self-importance go to his head every now and then.

Voeka

Experience Level: Experienced
Race: Nazzadi
Gender: Male
Job: Marine Biologist
Defining Characteristics: Self-Confident, Superior
Allegiance: Eldritch Society
Attributes: Agility 8 (10), Intellect 6, Perception 6 (8), Presence 5, Strength 6 (8), Tenacity 8 (10)
Secondary Attributes: Actions 2 (3), Movement 13 mph (32/8 ypt) [17 mph (42/10 ypt)], Orgone 6 (6), Reflex 6 (8), Vitality 12 (14)
Qualities: Ally/2 (Eldritch Society), Big Ego /1, Duty/2 (Eldritch Society), Fearless, Habit/1 (Alcohol), Impetuous, Tager
General Skills: Communications: Student, Computers: Novice, Education: Expert, Hobby (Competitive Swimming): Student, Language (English): Adept, Language (Nazzadi): Expert, Literacy: Novice, Observation: Adept, Occult: Novice, Persuade: Adept, Regional Knowledge: Novice, Science - Life (Marine Biology): Adept, Stealth: Adept
Combat Skills: Dodge: Adept, Fighting (Specialization: Tager): Adept, Marksman (Specialization: Tager): Expert
Gear: Ordinary Clothing, PCPU, Portable Holo-Interface Unit, Shark's Tooth Pendant, Swiss Army Knife w/ Laser Pointer

TAGER: ANGELA MCGREGOR (MIRAGE)

It's difficult to conceal your life as a Tager when you hold a government job. Just ask Angela. She throws as much dedication and energy into her "day job" as a police officer as she does as a holy warrior and separating these two opposing and demanding jobs takes a great deal of energy and coordination. Angela's father was a police officer in Edinburgh Scotland and she learned from him the value of giving to the community. "To serve and protect" became a household motto when she was a little girl. However, as Detective McGregor and as a team-leading Mirage for the Eldritch Society, she may have actually bitten off more than she can chew. She has recently suffered torture under the nightmarish captivity of the Circle and she still finds it difficult to deal with the emotional scars left from that ordeal. She often copes with the pain by making light cuts in her skin – something that never leaves marks thanks to the regenerative powers of a

Tager. On the outside she is gutsy and professional, but on the inside she is barely holding her life together.

Angela McGregor

Experience Level: Experienced

Race: Human

Gender: Female

Job: Police Detective

Defining Characteristics: Courageous, Workaholic

Allegiance: Eldritch Society

Attributes: Agility 9 (12), Intellect 5, Perception 7 (9), Presence 7, Strength 5 (6), Tenacity 7 (9)

Secondary Attributes: Actions 2 (3), Movement 13 mph (32/8 ypt) [17 mph (42/10 ypt)], Orgone 5 (6), Reflex 7 (8), Vitality 11 (12)

Qualities: Alluring /2, Ally/2 (Police Force), Authority/2 (Police Detective), Dark Secret/2 (Member of Eldritch Society), Depressive, Duty/2 (City Police), Foe/3 (Members of the Circle), Oath/2 (To protect and serve), Sexy Voice/1, Tager

General Skills: Criminal: Student, Language (English): Expert, Language (Nazzadi): Novice, Law Enforcement: Adept, Literacy: Novice, Observation: Adept, Occult: Novice, Persuade: Novice, Regional Knowledge: Adept, Stealth: Adept, Streetwise: Adept, Surveillance: Novice

Combat Skills: Dodge: Adept, Fighting (Specialization: Tager): Expert, Marksman (Specialization: Tager): Expert

Gear: Concealable Holster, Halogen Light, Multi-colored Silk Scarf, Ordinary Clothing, PCPU, Portable Holo-Interface Unit, Stun Gun, UT-9 Stinger, Weapons Permit = P

TAGER: DORRASY MURDOCH (SPECTRE)

Dorrasy's strange family background includes a Nazzadi father accused of ordering a devastating attack during the First Arcanotech War. However, there is no real evidence to prove this claim and since he's now dead there is not much that can be clarified. Dorrasy's human mother has sworn up and down that he is innocent. Her own family, on the other hand, has shunned her for her choice of a mate. The Murdoch family is old money and they take their elite image very seriously. It's no wonder that Dorrasy has struck off on her own with what inheritance entitled to her to begin her own business. She is a talented businesswoman and she's already amassed a small fortune. She not only provides support as a Spectre to her team, but as a financial resource as well. Her difficulty in forming bonds with normal people has moved her to adopt a new family – her fellow Tagers – and she has become very close friend to Angela McGregor. Dorrasy is easy-going, for the most part, but don't ever bring up her father in conversation. She doesn't take kindly to ill-informed accusations.

Dorrasy

Experience Level: Experienced

Race: Xenomix

Gender: Female

Job: Entrepreneur

Defining Characteristics: Generous, Defensive

Allegiance: Eldritch Society

Attributes: Agility 7 (9), Intellect 5, Perception 9 (11), Presence 5, Strength 7 (9), Tenacity 7 (9)

Secondary Attributes: Actions 2 (3), Movement 13 mph (32/8 ypt) [17 mph (42/10 ypt)], Orgone 5 (6), Reflex 7 (8), Vitality 12 (14)

Qualities: Alluring /1, Ally/2 (Eldritch Society), Disgraced, Duty/2 (Eldritch Society), Low-Light Vision, Misfit/1, Tager, Wealth/3

General Skills: Business: Expert, Computers: Student, Education: Adept, Language (English): Expert, Language (Nazzadi): Expert, Literacy: Adept, Observation: Expert, Occult: Novice, Persuade: Adept, Regional Knowledge: Novice, Savoir-Faire: Novice, Stealth: Adept, Surveillance: Adept

Combat Skills: Dodge: Adept, Fighting (Focused: Tager): Expert, Marksman (Focused: Tager): Adept

Gear: Concealable Holster, Expensive Clothing, Expensive Jewelry, Limousine, PCPU, Portable Holo-Interface Unit, UT-7 Hornet, Weapons Permit = PA

TAGER: SORENA (VAMPIRE)

If one is into dance music and nightclubs, he'll have heard the name. Sorena is one of the world's foremost club DJ's and a pretty boy to boot. Smooth, charismatic, good-looking, and talented, Sorena gathers his fair share of envy. Traveling the world to spin, he has his residency at the renowned Iris Club in Los Angeles. What Sorena does not advertise is that he is the grand-nephew of Vreta, the Firstborn Nazzadi field marshal who first exposed the lies of the Migou and ended the First Arcanotech War. His family has instilled in him great pride in the Nazzadi race and their quest to find identity. This is the reason that Sorena underwent the Rite of Sacred Union, to fight for a world in which the Nazzadi can finally be free. Of course, his union with a Vampire symbiont has changed his personality. Most would never suspect, but there is now a wicked cruel streak that runs through him and even his friends are surprised at the sadism he reserves for those who serve the Old Ones.

Sorena

Experience Level: Rookie

Race: Nazzadi

Gender: Male

Job: World-Renowned DJ

Defining Characteristics: Smooth, Cruel

Allegiance: Eldritch Society

Attributes: Agility 8 (11), Intellect 5, Perception 7 (10), Presence 7, Strength 8 (10), Tenacity 6 (9)

Secondary Attributes: Actions 2 (3), Movement 13 mph (32/8 ypt) [19 mph (47/11 ypt)], Orgone 0, Reflex 6 (8), Vitality 12 (14)

Qualities: Alluring/2, Chronic Pain (Migraines)/2, Code/1 (Always keeps word, never turns back on friend in need), Duty (Eldritch Society)/3, Elite/4, Fanatical/3, Oath: Vegetarian/1, Tager, Tager: Exceptional, Wealth/2

General Skills: Athletics: Novice, Computer: Novice, Intimidate: Student, Language (English): Expert, Language (Nazzadi): Student, Literacy: Novice, Observation: Novice, Occult: Student, Performance (Music): Adept (Focused in DJ), Regional Knowledge: Novice, Savoir-Faire: Novice (Focused in Entertainment Industry), Seduction: Novice

Combat Skills: Dodge: Novice, Fighting: Novice, Marksman: Student

Gear: A couple of his latest mixes, Expensive Club-Style Clothes, PCPU, Portable Holo-Interface Unit, UT-9 Stinger

The Kurosawa family had always held to the ancient Japanese custom of honoring their ancestors. Every generation marveled at the heroic tales of the family's most memorable grandfather, Hayato Kurosawa. Captain Azami Kurosawa was no different. Standing at the water's edge of Blaisdell Park, Azami gazed dreamily over the waters of Pearl Harbor and could only imagine what it must have been like for her famous ancestor to fly over this place on one particularly famous December morning. The Japanese attack on Pearl Harbor was ancient history for Azami - something to talk about at family gatherings and college history classes. But when she gazed up into the tropical morning sky she could just imagine Hayato flying his fighter with deadly acrobatic precision in the name of his Emperor.

Yet it seemed ironic to Azami that she would stand here ready to defend the very place that her exalted grandfather fought so hard to destroy. She let her eyes wander over the looming mech that stood silently beside her. Just as Hayato must have been proud of his Zero, Azami felt profoundly bonded with her Falcata and she was honored to be one of those chosen to take this new war machine into battle. She felt somehow connected to Hayato in a way that only a combat pilot could truly understand.

She glanced at the rest of her platoon. They were a good group - confident, reliable, and eager for a scrap. This was their moment and she knew it. Months of preparation had led to this day. They'd quietly evacuated the civilians and deployed dummy equipment as mock-ups to create the illusion of a huge military build-up. Booby traps had been placed and several battlecruiser squadrons were on patrol nearby. Azami understood that the GIA had brought in some top-brass sorcerers to tempt the fish-heads into action with their secret wizardry. The plan sounded brilliant and daring - just the sort of fight she'd been waiting for.

Azami gazed across the harbor once again and fixed upon the familiar white structure that marked the memorial of the old battleship Arizona. It seemed so beautiful, glistening in the morning sun. She was touched with a mixed sense of admiration and sadness. What terror those men must have faced, awoken to their daily routine with no knowledge that their sacrifice would launch a nation into war. Azami was proud of Hayato and the honor he had brought her family. But now she related to the two thousand men that had died here long ago. Like them, so many innocent people had died when the Migou came screaming out of the skies one day. The bugs had, in a way, turned the entire Earth into a kind of Pearl Harbor.

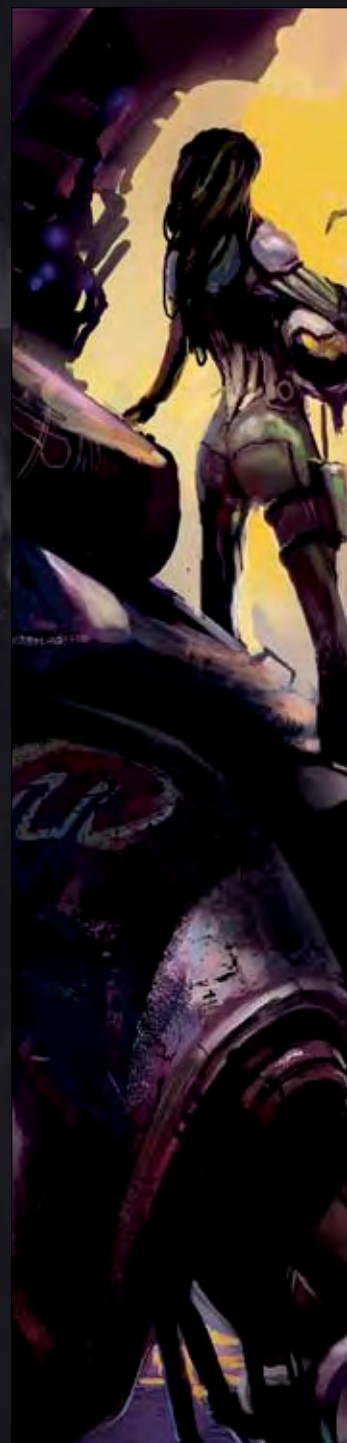
Azami's mecha platoon came into focus again and she scrolled through their names like a duty roster. There was Lieutenant Chesnokov, Lieutenant Kandahar, Lieutenant Ferguson, and Lieutenant LeFevre - each with a different ancestry yet all brothers and sisters in arms. It was like someone had chosen to take a carving knife across all the old cultures of the world and place them here to fight as one people. Azami's heart thrummed with pride at the thought of it, because somehow the Arizona Memorial took on a new meaning for her. Not only did it honor the memory of the fallen Americans of 1941, it honored the courageous soldiers of the First Arcanotech war - both human and Nazzadi. And it somehow honored all the brave people who would fight here today.

An incoming transmission from Azami's comm unit intruded in on her thoughts. The message she received was, "Large number of targets, division strength, inbound bearing 190 degrees and traveling north, 18:15:00Z." The remote surveillance drones they'd deployed around the island must have worked.

A surge of adrenaline raced through Azami's body. This was her moment and somehow she knew that this day would finally see a victory against her enemies. She hit her platoon comm channel and relayed her orders to the team.

"Alright, mount up! The game is on! We have fish-heads coming at us from the south!"

She had just a moment to notice her platoon rushing to their mechs before she began the climb to her cockpit. Introspective thought gave way to the intensity of the moment. Electric panel control systems flashed to life as the hydrolic clamps of her cockpit cover closed gracefully into a watertight seal. Her Falcata was now alive with the promise of death violently





delivered. She could almost feel the Falcata's power surge through its giant mechanical limbs as her platoon moved forward into the water. She took one last look toward the Arizona Memorial before her war machine fully submerged. She keyed her comm. unit once more to address her platoon.

"Alright guys, fan out. They won't be expecting us. When I give you the order, open up and give them Hell!"

Almost as an inspired afterthought, she keyed in her comm. again on the company channel and yelled out a new battle cry.

"Remember the Arizona!"

The enthusiastic cheers in response were almost overwhelming. She knew that her grandchildren's grandchildren would remember her actions today for a very long time to come.

chapter ten

slaves and the lost

Presented here are two ready to run government agency stories for your *CthulhuTech* game, along with a handful of story seeds. The ready to run stories should require little effort on your part to prepare, but the story seeds only give you an idea of where to go – the details are up to you.

SLAVES TO PASSION

This is a story meant for games in which the Characters are federal agents in the employ of the Federal Security Bureau. They should be working in the Organized Crime Division, with ties in or aspirations to transfer to the Sectarian Crimes Division. In this tale, the Characters track down the source of a mysterious brand found on the body of two dead girls. This story is designed to occur in whatever arcology your game is set.

ACT I: X MARKS THE SPOT

Goals: To introduce the story and hook the Characters. To bring the Characters into an investigation of dead girls marked with brands most likely of organized slave ring origin.

Setting: The local medical examiner's office, the local Federal Security Bureau branch, and perhaps the scene of the crime.

Cast: The local staff of the Federal Security Bureau and law enforcement.

The Body

At 6:40 am this morning, a dead body was found buried in the trash in an industrial part of town. The deceased was a Human female, age 18-22, pretty, long blonde hair, found naked and intentionally stuffed inside a box of discarded packing material. Upon further examination, the cause of death has been determined to be blunt trauma – she was beaten to death. The killer or killers took their time and made her suffer. She also has an unusual mark, a brand on the back of her neck that looks like a delicate “C” with a slash through it, about an inch across.

Normally, the local homicide detectives would be assigned to this case. However, this body is not the only one of its kind. The body of a Nazzadi girl in a similar condition with the same mark was found six months ago in the Los Angeles arcology. This makes it a federal matter to which the Characters are assigned to investigate.

The Mark

The mark both of the girls bear is actually a brand, burned into the flesh on the back of their necks where it is typically covered by their long hair. Brands such as these are typically used by organized slave rings, where the slaves are marked like cattle.

The Girls

The case file of the Nazzadi girl identifies her as Niruky of Nazza-Duhni. She'd moved to the Los Angeles arcology to go to school, but disappeared from the lives of her friends and family a year after she arrived. Her relationship with her family was rocky, so they did not file a missing persons report. Niruky maintained

no legal residence or place of work. There were no leads in her case but it has remained open because of the brand, which was logged in the FSB Federal Law Enforcement Database.

After running the DNA of this most recent victim, the Characters will discover her to be Haley Razchak, a refugee from western Asia. The last place she was tracked by databases was when she was processed into a refugee camp in Prague two years ago. Since then, she has maintained neither a legal residence nor a place of work. It's as if she entered Prague and disappeared. Only her older brother Franz survived the Rapine Storm and he's heard nothing from her since the camp. He assumed she couldn't deal with the grief or the horror of what they'd suffered and frankly thought she was dead.

The Sleaze Division

Somewhere hidden inside the Organized Crime Division is the group charged with monitoring pornography, known affectionately as the Sleaze Division. They keep an eye out to find the underground pornographers who've crossed the line of legality. Frankly, the pornography laws of the New Earth Government are pretty liberal – just as long as nobody gets hurt and no children or animals are abused, it's fair game.

However, they also keep an eye on sexual slavery, in which girls are pressed into slavery and forced either into prostitution or pornography, or many times both. Now that this brand is on the hot list, the boys in the Sleaze Division have found something. Somebody slipped and the brand has turned up on a living girl and they've got the web-site to prove it.

ACT II: RED LIGHT DISTRICT

Goals: To investigate the underground web-site that has shown use of the slave girls. To find a solid lead and ultimately who is responsible.

Setting: The local Federal Security Bureau branch, Undage Enterprises office, the residence of a variety of porn stars, Jerry Wainright's house, a sex club in Van Nuys, a holding house in south LA, and possibly the local Office of Internal Security branch.

Cast: *Mudzingwa Undage* – Veteran, Human African-American male, early-forties, he is a porn magnate. He owns the servers on which the underground porn site has been hosted. He is handsome, smooth, and slippery and seems totally respectable even after one finds out what he does for a living. Secretly, he's a Disciple of Death's Shadow.

Jerry Wainright – Experienced, Human Caucasian male, late-forties, pipefitter by trade, solid family man by day, secret porn addict by night. He decided to “act” in one of the underground videos and is the first real lead, since he doesn't want what he's done to come out and ruin his family.

Miscellaneous Porn Stars – Colorful characters with colorful names, mostly vain and/or arrogant. They represent a logical stage in investigation, though they yield little more than spicy distraction.

Nepoka – Experienced, mid-thirties, Nazzadi male, shaved head, heavily muscled, heavily tattooed. He is a slave master for the ring in question and a sex addict in his own right. He has a nasty temper, is a complete misogynist, and is a low-level Death Shadow.

Slave Girls – Rookie, young, pretty, and forced into a life of sexual slavery. Many have been conditioned by magic to be what they are and have lost any desire to go back to the lives from which they were taken.

Unspeakable Horrors – several ghosts and gaunts and one Bakhi, all at the slavers holding house.

FSB Deputy Director Hena Gongadharan – mid-forties, Human Indian female, bookish, mousy, but sharp as a tack. She tolerates no insubordination and play office politics better than most. She is the one who will ultimately take the investigation out of the Character's hands.

Undage Enterprises

Mudzingwa Undage maintains a proper business license, pays his taxes, and even donates to local charities in the Los Angeles arcology. He calls himself a film financier, but that's stretching the truth. Mudzingwa is a smut peddler plain and simple, and some would go so far as to call him a porn king. His corporate site is Undage Enterprises and it lists all of the various pornographic sites he operates. Overall, they are of good quality, even the "amateur" offerings, his content is original and his performers are pretty well paid. Here are a few examples of his sites:

- Black Magic – a fetish site of attractive Nazzadi females only.
- Dirty Dome – an oral fetish/fellatio site.
- Lusty Lolitas – a site of attractive girls who are barely above the age of consent.
- Taskmasters – a bondage and domination fetish site.
- Top Shelf Honeys – a site of extremely attractive women in exotic settings.

The Sleaze Division keeps an eye on Undage, but not too serious an eye because of his high profile in the world of adult entertainment. But somebody found an Easter Egg completely by accident that accesses a series of private password protected sites of a questionably ethical nature. After quite a bit of research and undercover work on the internet, the Sleaze Division found a way in to one of the sites named simply Underground Gangbang.

Underground Gangbang is not for the faint of heart. Their typical offering involves taking a couple attractive blind-folded girls and driving them to some remote location from which they couldn't get back without assistance. At this location are somewhere between 20 and 50 sordid guys who almost immediately begin to grope the girls. It goes downhill from there. The girls are roughly treated, degraded, dehumanized, and otherwise sexually used and abused by each and every guy there in groups. It is in one of the dozens of Underground Gangbang films that the mark has been seen.

Should Have Known Better

The best part about modern facial recognition software is that it can be easy to find people's identities by comparing video footage to federal identity photos. While underground porn actors may not keep up registering their legal residences, they still use their PCPU's for many purchases. It shouldn't be too hard for trained FSB agents to run down a couple of the actors for some questioning.

Insert all bad pornstar clichés here. The Characters will be running down and talking with a group that to many is considered vain, arrogant, and sexually compulsive. There's really nothing the FSB agents can threaten these actors with, since they operate within the boundaries of the law. Several of the men in the Underground Gangbang videos are amateurs that are married or are in relationships, and that's the key. Once hooked into one of these guys who doesn't want to see his marriage ruined (which he probably should have thought of in the first place), the agents finally have some sort of an inside look into what goes on surrounding the marked girls on shoots. Feel free to generate whatever sort of Supporting Character you'd like this man to be, but for our purposes we'll use Jerry Wainwright.

Jerry is a family man who works as a pipefitter. He and his family originally came from the Sydney arcology in Australia fifteen years ago. Jerry's big flaw is that he's secretly addicted to pornography and it's this addiction that led him to finally being in an adult video – most especially one of such questionable reputation. Once he realizes that the agents could easily shed light on this dark corner of his life, Jerry will happily cooperate. His experience was like this. Through underground internet forums, he got turned on to Underground Gangbang. Four months ago, dedicated fans of the site received private messages inviting them to come act in a video. He debated whether or not to do it, but after twenty years of rationalizing a severe porn addiction in his marriage it wasn't much of a stretch for Jerry to say yes. He was told to meet a group near a sex club outside the LA arcology where they were shuttled in vans to a remote location. The windows were tinted so it was difficult for him to see where they were going – on top of the fact that the men had other things on their mind. Once there, they were fed and given drinks and fluffers came around to get the men ready for the scene. Jerry relates that more than once did he see the mark in question on the fluffers, and that it was odd that they would neither make eye contact with nor speak to any of the men. They obeyed a heavily tattooed Nazzadi without question – Jerry never got the man's name. The actresses arrived blindfolded and were roughly thrust into action. Again, they obeyed the heavily tattooed Nazzadi in a slave-like fashion. When it was all over, the men were shuttled back to the club and sent back into their lives. Jerry happily provides detailed descriptions of the fluffer he spent the most time with and the heavily tattooed Nazzadi, as well as the address and a description of the sex club.

Some federal agents would just as soon go in the front door and talk to Undage himself. After all, he's involved in some legally questionable activities. This isn't a good idea, for a variety of reasons. He could easily deny all knowledge of such a site and

by the time anyone got around to looking at his servers everything would be erased. He is, by reputation, a law abiding citizen with connections in the community. And then there's the fact that he's a Disciple of Death's Shadow, with a blackmail list that would make a mobster blush.

Leads

Running Jerry's sketches through the database, neither the fluffier nor the Nazzadi man come up – which really isn't a surprise. However, the address on the sex club is still good. It's a two-story cinder block building a few miles outside the LA arcology in the San Fernando valley, Van Nuys to be exact. Most people wouldn't even recognize it as a club of any kind. The only clues are the red lights hung outside and the thump of bass when one gets right up to it. That and the colorfully dressed and interesting looking people walking in and out.

In order for the agents to get inside, they need to be properly attired. Going in the front door in fed suits is going to get them nowhere. It's a sex club. They need to look, well... slutty. If they can't figure it out for themselves, there's someone at the FSB who can help them get set up for proper undercover work. Once dressed for the occasion, the Characters are in for an interesting evening.

The Red Light Club

When the red light's on, so is the sex and this club is no different. At first glance, it resembles a regular strip club, except the hot girls dancing aren't looking to get paid. They're looking for their next sex partner.

Frankly, the scene should be enough to make most women blush and most men flush. Most sex clubs are not filled with beautiful women looking for empty sex. Sure, there are some, but not in this number. Your average sex club has average looking people, many in polyamorous relationships, or they have live sex performances. This looks like a fantasy, which immediately makes it suspect.

Use your imagination to describe the scene as the Characters walk around taking it all in. It may be overwhelming for some of them, but they'll have to keep their cool if they don't want to blow it. They're going to have to work things out for themselves, because they will (unless they are particularly unattractive) be propositioned.

There are many people gathered around the center of the room, where two lucky guys are getting ground on by three of the hottest girls in the club. It starts with a good old-fashioned strip tease and lap-dance and then moves into hardcore sex. Sitting



nearby, in the shadows, is a heavily-muscled, heavily-tattooed Nazzadi man, watching with a smirk on his face. If the Characters can succeed at a Hard Observation Test, they'll spy the mark in question on at least one of these girls' necks.

When the guys are all done with the girls, the Nazzadi gets up and takes off his clothes. He then proceeds to give his own show with all three girls, in which he treats them like meat, degrading them in any way you can imagine. He treats them like what they are – slaves.

At some point in all this, it's likely that the Characters are going to try to talk to this guy. He goes by the name Nepoka. Any Nazzadi speakers will get a chuckle out of this, because the word isn't technically a name. It's the Nazzadi equivalent of donkey and you may guess why. Given the setting, the first thing he assumes is that the Characters want a go with his girls. There's no money necessary, because this isn't that kind of place. Nepoka runs this club for Undage, who owns it through a paper trail that's nearly impossible to follow. He populates with about half slave girls on any given night to attract customers. The cover helps pay for the overhead, but that's not the real reason. They're looking for new male actors for their nastier amateur underground movies. It is also a training ground for new female slaves. Overall, the whole situation is pretty much just sick.

Nepoka isn't going to volunteer any of this information, of course. In fact, other than some small talk, he'll only talk about sex. Try and push it any further and he'll clam up. He is a serious criminal and a low-level Death Shadow, so he's pretty paranoid. Go too far and he'll get suspicious and then the Characters will be escorted out of the club, if not taken out back and beaten. He's wary of feds, so there is a line he will not cross and they will ultimately escape intact.

Now that they've found him, the best thing they can do is keep a close eye on Nepoka and follow him when he leaves the club. He climbs into a decked-out Pioneer with nine girls at the end of the night. Again, he's paranoid so the Characters are going to have to be careful tailing him. The good news is, if they can keep up without tipping him off, they're looking at a major break in the case. Now would be a good time for them to spend their Drama Points.

If they succeed, he will ultimately end up at a sizable house in a rough, poor neighborhood on the south side of LA. If the Characters don't have a car that'll fit in, if they don't look like a criminal, gangster, pimp, or one of the locals, they'd better get out and take their chances.

If they fail in tailing him, they'll have to try again. He'll be doubly paranoid, so make the Characters work for it. Nepoka is really their only lead. If they go back and run a sheet on him, he's clean, squeaky clean, the way a Death Shadow should be.

The Holding House

Nepoka pulls around back to a garage and drives in. The garage is connected to the house and the Characters can assume that

he brings the girls in through that door. About an hour later, he comes back out alone and drives off. The windows are all blacked out and the whole place is protected by Wards of Seclusion. There are also security cameras carefully hidden all around the perimeter. Surveillance from the outside is pretty much out of the question.

There are several ways the Characters can go about this. They can try to get in of their own volition without any help. This is pretty much impossible. They will undoubtedly trigger one of the house's defenses and have to face the music. It'll be violent. See below for details on the house. They can try to get a warrant and raid the place with a full FSB strike team. They don't have the evidence to warrant this – so far it's all circumstantial. Plus, Undage's in the mix and no one wants to implicate him until they've got something solid. Really, the only way to successfully get inside is to grab Nepoka and make him take the Characters inside.

Nepoka may be paranoid, but like everyone else, he's vulnerable to someone who knows what they're doing. The Characters are clearly those someones. They are, after all, the law. However they do it (grabbing him on the way out of the club, just before he gets to the house, at his own residence), they should have him. Convincing him to help them is only marginally hard. Nepoka wants the Characters to believe they have the upper hand, but in reality he has another plan up his sleeve. He's going to take them to the house, disarm many of the defenses, but ultimately lead them into a trap. To sweeten the pot, he'll even go so far as to volunteer, without looking like he's volunteering, information about what's inside the house – it's a slave pen. If the Characters go inside, they'll be able to free a bunch of girls from their debased fate and might even be able to acquire some hard evidence to bust this case open.

One other thing they will have to be on the watch for during all this is trouble with the locals. This is not a nice part of town and there are gangbangers and thugs everywhere. If the Characters are not careful, feds or not, they'll find themselves getting mugged, beaten, or shot.

When the time finally comes for Nepoka to lead them into the house, he will disarm the security cameras, the alarm system on the house, and open any and all exterior doors for them. Odds are, the Characters will want to take Nepoka with them in case they need him to disarm anything else. Here is where they'll discover that the Nazzadi has left out certain important information about what lays in store for them.

Here's what is inside the house. Overall, it may sound luxurious, but it's in a serious state of disrepair and is furnished by second-hand items. There are closed circuit cameras in every room. The main floor consists of a well-stocked kitchen, a large dining room, a large living room, a foyer by the front door, a mud room by the back door, several closets, and a large bathroom. None of the lights on this floor work, because the only things that move on this floor can see in the dark. The dining room has been converted into an arcane space for ritual magic. The slavers

have been using dream magic to condition the girls. The living room is home to several terrible things that will have gotten wise to the Characters the minute they walked in – ghaunts and gaunts. The gaunts wait patiently in the darkness while the ghaunts use the floorplan to create an ambush. The number of monsters depends on how many Characters you have in your game, but make this battle difficult and terrifying as it is the central combat in this story. Play up the darkness and the fact that the creatures have the home field advantage. Escape should not be a possibility as the gaunts will block the front door and the ghaunts the back. Use the Fear rules for extra effect. If you really want to get mean, give the ghaunts weapons. Regardless, somewhere in here Nepoka is going to escape.

Unless the battle goes quietly, which odds are it won't, this house is overseen by a powerful Bakhi that lives in the attic. It will probably be drawn to the mess as well. It is a sorcerer that assists in much of the magic that goes on here, so feel free to play with that.

If they survive, they'll have the run of the place. The basement has been converted into a couple dozen sound-proofed cells, each only six-by-six with a small toilet, sink, and cot. Most of them are filled with girls, many of them in states of advanced conditioning. All of them are branded. Those that are new will burst into tears at their rescue. Those that are conditioned will play along until they get a chance and then they'll try to help Nepoka, run off on their own only to return, or they'll try to kidnap the new girls and run off to come back. The upstairs has five bedrooms, two of them with their own bathrooms, a communal bathroom, several closets, and the attic stairs. Each of the bedrooms is designed to be for the "training" of the girls. The attic is stuffed with extra supplies and extra clothes and a Bakhi nest that smells rank.

Back at the Office

Whether or not they come back with any of the girls is going to be up to how they play it, as well as up to you. The odds they're coming back with Nepoka are slim to none. In the end it doesn't matter.

They get back from this important investigation to find two things. First, Jerry's family is dead. A brutal hit and run killed them and there are no witnesses. He's a complete mess and he won't talk to anyone about anything. In fact, he'll fly into a violent rage if the Characters try to approach him again. Second, the investigation has been taken out of their hands. They'll be debriefed and then reassigned. The truth is that the investigation is being sat on – welcome to the power of the Death Shadows. Any slave girls they may have brought back are being held for questioning by someone other than the Characters and are not being regarded as credible witnesses.

Now, the Characters can take this laying down if they'd like, but that seems unlikely. Any attempt to buck the system inside the Federal Security Bureau will land them in a whole lot of hot water. If they want to keep their jobs, they'll have to find another way to keep this investigation going.

If it doesn't cross their mind immediately, you may have to nudge them. This investigation actually left their jurisdiction in that house anyway. Monsters, illegal use of ritual magic, summoned creatures – these are the domain of the Office of Internal Security. Inter-agency cooperation is a long standing tradition, if you call the OIS regularly stepping in and taking over the way the FSB does with local authorities cooperation. Being part of OCD, the Characters are unlikely to have established relationships with OIS agents, since those two jurisdictions don't often cross. However, mystical crime is mystical crime and the OIS doesn't care about politics.

When the Characters make the call or go into the local branch office to make their case to the OIS, they'll be asked why they're bringing the case over when they've been taken off it. The way they handle this will determine if they are brought on to the investigation as consultants or simply thanked for their help and sent back to their new caseload. Regardless, the Office of Internal Security is going to act – immediately.

ACT III:

Goals: To wrap up this story and create new openings for further stories.

Setting: the local Office of Internal Security branch, the holding house in south LA, the local Federal Security Bureau branch.

Cast: *Agent Duarte Cordeiro* – Experienced, Human Brazilian male, mid-thirties, agent of the Office of Internal Security. He is the SAIC assigned to this raid. He could best be described as mercurial, compassionate and concerned one moment, hyper-focused and tough as nails the next.

OIS Strike Team – Some Rookie, some Experienced. A mix of cultures and races, these military-trained soldiers are rough and tumble. Two five-man squads are on stand-by.

Nepoka – from Act II.

FSB Deputy Director Hena Gongadharan – from Act II.

The Raid

The Office of Internal Security does not mess around. They have strike teams on stand-by because the crimes they police typically require quick, decisive action. Hopefully the Characters have made their case in such a way that they are coming along.

If they are, they are being brought strictly as consultants. They know what there is to know about the house and the sex club and must brief Agent Cordeiro with as much as they can while they gear up and get en route. One team is being sent to the sex club, while the other, including Agent Cordeiro and the Characters, heads to the holding house. Feel free to play up the urgency and frenetic energy of the team leaping into action, even though many of the variables are unknown. Determination underscored by fear should permeate the air.

The Office of Internal Security is not going to bring them along with just their standard issue sidearms. Along the way, each of the Characters will be outfitted with Sentrytech Mk-V armor and a AR-25 light assault rifle, just in case. The plan, however, is that they will stay in the command truck with Agent Cordeiro and provide critical information as it is needed.

Play with the excitement and the planning all you want, but the end result is the same. Nothing. The sex club has been hastily shut down and cleared out. They arrive to emergency vehicles putting out a huge blaze at the holding house. There's no real evidence at either, though the OIS will put their forensics scientists and sorcerers on it.

Anti-climactic? Maybe. Just the tip of the iceberg? Definitely.

Epilogue

Something interesting awaits their return. Nepoka has turned up dead. Eye-witnesses and evidence points to a car-jacking gone bad. It looks like the Nazzadi tried to fight back and was shot twice in the chest for his efforts. Of course, it's unlikely that's the truth, but it has been nicely packaged so that the case is open and shut.

Undage's business will continue as usual. It's unlikely that the Characters created anything that would give him pause. However, he does now have his eyes on them. They'd best watch their step, lest an upset Death Shadow get the right blackmail material to bring them under his heel.

Depending upon how the Characters handled bringing on the OIS, they may or may not be in hot water when they get back to the Federal Security Bureau. Depending upon how they handled working with the OIS, they may now have contacts there. They may even have jobs waiting for them if they did particularly well.

There are several places you can go from here.

1. The Characters go back to their jobs at the Federal Security Bureau OCD and get a new case. It won't be related in any way to this one, because anything related to Undage has been swept under the rug through politics and corruption.
2. The Characters can continue to investigate any leads they may have on their own time. They'll have to carefully stay on top of their regular case load or face the music. Even so, if they get too close to the Death Shadows, the political pressure will begin in earnest.
3. The Characters can lobby for jobs at the Office of Internal Security and stay on the investigation from their end. Welcome to a whole new lifestyle.

Of course, there are other options, but these are the most obvious. Welcome to messing with the big boys as law enforcement in *CthulhuTech*.

LOST SHEPHERDS

Lost Shepherds is a story intended for a Global Intelligence Agency or similar-style campaign. As written, the players are members of a GIA GhOST team sent undercover into the heart of Tibet to locate and rescue Doctor Cheng Yi and his undercover surveillance team.

Doctor Cheng, an extremely talented GIA dream sorcerer and occult expert, and his team were inserted into Western China six months ago to investigate suspected Rapine Storm command and control methods centered on dreaming. The GIA has long theorized that the military coordination of varied alien species within the Storm must contain some form of arcane element. Cheng's mission was to confirm that suspicion. They'd set camp at a small farmstead east of the Tibetan capital city of Lhasa. The plan was to lay low while lightly probing the area with dream magic in order to detect any common elements that might suggest sub-conscious communication. Data was scarce at first, but soon the team began to produce results. That was until two weeks ago when all communications with Doctor Cheng was lost.

Operation Silent Shepherd has been launched by the GIA to send in a GhOST extraction team. The first goal of the mission is to rescue Doctor Cheng and as many other survivors as possible. The second and perhaps more important goal is to salvage as much of Cheng's intelligence data as they can. This is an extremely dangerous mission and its successful completion will be vital to the New Earth Government's war effort against the Rapine Storm.

The story begins aboard a Werewolf transport, heading south from a military base near Golmud China. Faced with unknown horrors, the team must rely on their training, stealth, focus, and each other if they are to expect any hope of survival.

ACT I: OPERATION SILENT SHEPHERD

Goals: Introduce the players to story. Begin the search for the missing doctor and his team.

Settings: A small abandoned farmstead thirty miles east of Lhasa and along the southern bank of the Lhasa River.

Cast: *Wayne Maloney "Shepherd Leader"* – Maloney is the team lead. He is thirty-two years old, professional, focused, and humorless.

Crystal Ferguson – A twenty six year old GIA communications and technology expert. She is beautiful, driven, loyal, guarded, and intelligent.

Valla – Twenty-eight year old Nazzadi combat and weapons specialist. He has a piercing gaze, is physically large, quiet, distant, and deadly.

The Situation

MISSION STATUS: EN ROUTE TO TARGET DROP ZONE.

COORDINATES: Latitude 29 degrees 41 minutes, Longitude 091 degrees 40 minutes.

TIME: 0110 hours local time.

WEATHER: Clear sky, light breeze, and 38 degrees F.

The blackened UC-70 Werewolf hovercraft floats silently to a stop over a barren farm field near the target drop zone. The GhOST team quickly disembarks and disperses in a defensive pattern – Maloney clearly calling the shots. Roughly a dozen square stone buildings of various sizes can be seen in the moonlight. There is no movement, no signs of life to be seen anywhere. The night air is chilly and a faint odor hangs offensively in the air like something decaying.

Maloney orders the team to move out toward the farm buildings. The place seems empty, with random items strewn about haphazardly. Searching through the smaller buildings reveals very little except random clutter. Odd noises like faint creaking break the stillness of the night and the air weighs heavily with the particular feeling that something is wrong. As the team approaches the farm's great house, that feeling seems to intensify.

The Main House

The main house is the only two-story structure in the complex. A small D-Engine generator rests near the building to the left. The bottom floor is a strange contrast of modern versus primitive with new sensory, cooking, and computer equipment placed strategically near natural wood and fiber furniture. A large space has been cleared in the center room for to make way for a sorcerous ritual circle. Six sleeping cots have been placed nearby. Dried stains of blood spatter the floor like an alien map and the distinct reek of death fills the building.

If the Characters succeed at an Average Observation Test, their attention will be called to faint sinister noises emanating from the second level of the building – scratching, crunching, and a very low growl. Stone stairs along the western wall of the building lead to the second floor. A trail of blood marks the upward path and a close examination of the stone will reveal small bits of flesh seemingly ground away by the stair's rough edges.

The Second Floor

The second floor contains three sleeping chambers and one central room. The intensified stink of decaying flesh assaults the players like a cloud of teargas as they climb the stairs to the second floor. Blood-painted symbols splashed purposefully over the walls are the first chilling evidence that something beyond human malevolence has occurred here. Three bodies hang suspended upside down from the ceiling – each with chunks of flesh ripped away as if torn violently by claws. As the GhOST agents reach the top of the landing they notice a shadowy shape hunkered in the corner of the room. It crouches with its back to

the agents. Wet slurping and crunching noises clearly indicate that this thing is feeding on something obscured in the darkness. Unfortunately, the presence of the team does not go unnoticed, for the thing turns and glares at the intruders with a predatory menacing growl.

Perhaps the most disturbing truth about this thing is revealed when the agents discover that it is in fact human – a man degenerated into a kind of feral madness. When the team shines their flashlights toward him they soon understand just how hideous this person has become – carved skin, missing ears, lips pinned back with pieces of bone, filed teeth, face smeared with human blood, and skin angry red with infection. He is a man who has heard the Dead God's call, and his answer is a screaming rage just before flinging a severed and gnawed-on arm at the team. He then produces a worn-looking pistol and begins a blaze of fire, standing in the open like a creature devoid of the concept of fear. A Challenging Fear Test will be required before the team can react.

Gunfire of course makes noise. Success at a Challenging Observation test after the gunfight will reveal to the Characters a distant and inhuman screech emanating from the mountains above the farmstead.

ACT II: PLAN B

Goals: Escape the farmstead alive and travel into the Tibetan mountains to find Doctor Cheng.

Location: Tibetan farmstead and open country.

Cast: *Wayne Maloney "Shepherd Leader"* – Dies during this act.

Crystal Ferguson – Terrified, but attempting to keep herself together.

Valla – Shows no emotion at all.

The Situation

Once the agents finally gun down the man-thing, they'll soon discover that he is not Cheng. In fact, success at an Average Observation Test will reveal to the Characters that he is Chad Finley, one of the dream sorcerers on Cheng's team. The bodies suspended from the ceiling on the second floor are the putrid remains of several other teammates. However, no sign of Cheng can be found. Maloney orders a sweep of the building for signs, clues, or any other information that can be found. In the meantime, the Werewolf pilot radios to the team that he's detected what he thinks is possible movement on radar from the direction of Lhasa.

The Notebook

Meanwhile, the search for clues inside the building should produce results. Success at a Challenging Observation test will reveal to the Characters a hand-written notebook with Chen's name on it. The dossier on Chen's profile clearly indicated that he preferred to document accounts of his work using the old fashioned

method of pen and paper before transferring his findings to electronic format. This notebook certainly falls within his standard routine. Much of the content describes routine camp set-up and a scheduled ritual rotation in order to maintain a twenty-four hour probe into local dreams. The notebook goes on to describe the kind of grotesque and horribly alien environments encountered in those dreams. Even the extensive conditioning received by each team member prior to this mission could not prevent a soiled feeling upon awakening. It was described to be as if the dreamer had emerged from a pool of toxic sewage. The sense of violation that accompanied that sensation would seem to last throughout every waking hour.

Chen also describes in his notes certain changes that began to creep their way into his team. Most were subtle at first and certainly not beyond expectation considering the nature of their work. However, certain individuals began to stand out. Chad Finley in particular became more reclusive and tended toward fits of rage. He also seemed to revel in his growing belligerence toward other teammates, as if savoring the shock and bewilderment that his crude behavior cast upon their expressions. Chad would at other times sit for hours by himself doing nothing except to play the edge of a knife against his skin – his face expressionless with a far away stare. Chen’s concern was obvious in his account of events. But as these events began to unfold in his writing, it became very clear that he was no longer relating these experiences through the eyes of a detached scientist. When the brutally cut-up body of fellow teammate Tavay was discovered, Chen was clearly terrified. Based on his narrative, Finley could not be found after the murder.

Much of the descriptions in the notebook are sparse at this point since several pages seem to be missing. However, a few surviving passages, hastily scrawled, appear to indicate that the team was on the edge of panic. This was partly due to the recent murder and partly due to the fact that strange shadowy things had begun to circle the encampment at night. Like unholy predators, they took the time to savor the delicious moment of anticipation before the kill. Weird inhuman moaning and hissing sounds could be heard from the still darkness outside their walls. The notebook reveals very little else, except for the words hurriedly scratched on the final pages of the book that read, “Team compromised, too dangerous, have to move or we’ll all die, Ganden Monastery.” Dried blood can be seen splattered on those pages like a macabre warning of terrible horrors to come.

Incoming

What few minutes the team has to review the notebook are soon interrupted by the Werewolf pilot’s urgent voice as it rings across the team’s communications earpieces. “Shepherd Leader, this is Dogsled One! We have incoming! Confirmed, we have incoming! Ground units approaching from the west!”

Maloney orders the team back to the hovercraft while insuring that Cheng’s notebook is safely in the hands of the players. As the team races from the building, something darkly inhuman jumps through the air from a nearby rooftop – its kangaroo-like legs propelling it with shocking speed. The thing lands on



Maloney and brings him down with a violent snarl. Three others (or more, depending upon your number of players) leap toward the rest of the team. In the meantime, the Werewolf leaps into the air to lay a blanket of suppressing fire against several vehicles approaching from the river.

The creatures assaulting the group are Ghosts sent as advanced scouts to investigate the goings on at the camp. The GhOST team should manage to get through the Ghosts without many scratches, though the end of the fight will find Maloney dead. It appears that the Ghost managed to land a lucky slash at his throat leaving him with a brutally fatal neck wound.

The skirmish with the Ghosts creates just enough delay for three truckloads of grossly disfigured Hastur worshipers to show up and scramble out with automatic weapons blazing. Most of their focus is on the most obvious target, the hovercraft. A stray shot lands near the team every now and then forcing them to move carefully and keep their heads down. With Maloney dead, someone will need to step up and take command of the situation if the team is to have any hope of survival, and with all the tension of gunfire, explosions, and frantic radio chatter, doing so will be a real challenge.

The Werewolf will continue to hold the incoming Rapine Storm troops, but it is clear that the vehicle is taking a beating from the enemy fire. The new team leader might radio the pilot to coordinate a pickup and dust-off. However, the chance to escape with the hovercraft will soon disappear before their eyes. A huge shadowy pterodactyl-like thing with large leathery wings lunges like a missile out of the night sky to pounce upon the hovercraft's fuselage. The creature is certainly large enough to jolt the Werewolf with its impact causing the vehicle to violently shake in the air like a dangling puppet. As the team watches in surprised horror, two streaks of rocket vapor trails light up the night sky like smoky laser beams to kiss the hovercraft with fiery death. The Shantak riding the hovercraft takes to the air as the hulk of the dead and burning Werewolf collapses on the barren farm field below. The only chance for a quick escape dies with it.

Tactical Retreat

The team's only chance of survival is stealth. They must make it out of the area without being detected and they must do so quickly. Valla suggests making a break toward the mountains if one of the Characters fails to come up with the idea first. Several Stealth Tests will be required to ensure that they team can sneak out of the farmstead without being spotted. The Rapine Storm troops are definitely combing the area and the longer the Characters wait, the more difficult this will become. Feel free to add Contest Bonuses to the cultists if the team appears to be taking too long in making a decision. There is very little time available to the team and a stand-up firefight would be suicide. The pressure is on.

ACT III: THE HORRID TRUTH

Goal: Survive the journey to Ganden Monastery undetected and learn the fate of Doctor Cheng.

Location: The Mountains of Tibet and the Ganden Monastery high atop a mountain plateau.

Cast: *Crystal Ferguson* – Gravitates toward one of the players.

Valla – Isolates himself.

The Monastery

The Ganden Monastery coordinates and the topographical map of the area are available on any of the team's PCPUs. Once they get clear of the farmstead and can see that they are reasonably safe, Crystal informs everyone that she cannot receive a secure channel radio signal from their location. The loss of the radio repeater system, integral to the hovercraft, has made it impossible for the team to reach the Special Operations Command Center in Golmud, so there is no way to call for help. However, she does let everyone know that she might be able to connect to a fixed repeater station from a higher altitude. The journey to Ganden Monastery will take three days of hard climbing at a high altitude over rough terrain.

The land is steep and rocky with only low-level vegetation and shallow ridges for cover. Ghosts and other unearthly beasts roam the area seemingly searching for something. The Shantak might also be spotted once or twice soaring high overhead as it glides silently back and forth over the area. Cold, wet, and bone-chilling rain begin to downpour on the second day. Each night's rest is filled with the most graphic and frightening of nightmares. Real rest is hard to come by. You should require periodic Stealth Tests for the team to avoid detection. The lack of rest under these exhaustive conditions will also cause a -1 Test Penalty to all physical Tests. Any violent encounter on the second day will be up to you and the tone you want to set.

By the time the team reaches the monastery they will be exhausted and irritable. Crystal has begun to cling to one of the Characters for comfort. Valla has become ever more distant and quiet, often using his combat knife to toy with his skin – raising suspicions as to whether or not he is okay.

The team reaches the monastery as the sun begins to set. Fifteen stone buildings of varying sizes stand among three carved tiers in the rocky mountainside. The rain has finally ceased and the view into the river valley is breathtaking. The monastery buildings appear to be old, worn out, and abandoned.

Crystal believes that they might be high enough here to set up a comm-link. Her equipment indicates plenty of signal strength on the downlink. Now she only needs to establish an uplink, which might take some variance in her position. She volunteers to stay behind and attempt a call for help while the rest of the group searches for Doctor Cheng.

The night is strangely still and soundless among the buildings of the old monastery. No signs of animals, rodents, or bugs haunt the place – nothing. It's as if the place has been scrubbed free of all animal life. Burned damaged buildings and decomposed bodies with perhaps two years of decay litter the grounds of this

once holy place. As the team continues to search, Crystal radios to the group that she has successfully made contact with the Special Operations Command Center. A UC-70 has been dispatched from a nearby battlecruiser and should arrive within twenty minutes.

A faint flickering light emanates from one of the uppermost buildings in the monastery. Success at a Challenging Observation Test will reveal to the Characters the presence of two Ghosts roaming outside the building – pacing back and forth as if on guard duty. It appears from a distance as if they are armed with semi-automatic rifles. The team will have to eliminate these creatures if they choose to enter the building. Feel free to add further Ghosts that can emerge from out of the shadows should you choose to make the fight more challenging.

Inside

Once inside the building, the team discovers a middle-aged Asian man blindfolded and tied to a rickety wooden chair. A government issue PCPU rests upon a small table nearby. A small fire-place provides the only light in the room decorated with dancing shadows from the flames. A large pentagram has been painted on the floor and the room has been decorated with arcane symbols and devices. The man in the chair can easily be identified as Doctor Cheng. He is alive and breathing steadily. No marks decorate his body that might suggest any kind of torture or corruption. In fact, the doctor appears to be strangely calm considering the trauma of his recent experiences.

This is it, the moment that the GhOST team has fought to reach over the nightmare of the last couple of days. Cheng is alive and his PCPU is intact. Help is on the way and nothing appears to stand in the way of a successfully accomplished their mission. Yet there is a strange finality hanging in the air and a sense that something is terribly wrong – punctuated by the eerie calm in Cheng's voice as he begins to speak. He addressed each of the team members by name and thanks them for providing such delicious dreams to explore over the last couple of nights. He laughs gently – a sound that carries a disturbing hint of cold menace in its tone.

Doctor Cheng

Doctor Cheng welcomes the team amiably enough in a soft-spoken voice that carries far more confidence that this situation would normally warrant. He mentions that all his research data is stored in his PCPU and that the team can have it, for all the good it will do them. He confesses how terrified he was when he first came to Tibet and witnessed the changes that overtook his team. He tells of the horrible nightmares that plagued him – as if blurring in terror the line between conscious and unconscious worlds. The only thing that saved his mind from shattering into gibbering madness were the whispers, the sounds that came to him at night. At this point there arises an aura of fear around the Doctor as he goes on to explain how clear the world has become to him and it was here, in this room, that he heard the Dead God's call. Not just heard, but gave himself over to its requiem body and soul.

Cheng suddenly rises from his chair as his bindings drop away to the floor. He reaches up to remove his blindfold to reveal malevolent jet-black eyes that stare at the team with a trace of hate older than time. All team members must make a Fear Test against a Challenging Degree as the Doctor approaches them. Valla, seeing the danger first, empties his weapon into the Doctor with no effect. A shadowy black tentacle erupts from the Doctor's torso and strikes like a cobra at Valla, who erupts into a spray of blood and gore. The doctor smiles at the empty space that once was the big Nazzadi agent.

The remainder of the team suddenly finds themselves face-to-face with this creature that once was Doctor Cheng, but now stands before them as one of the feared Desolate Ones. With Crystal's voice echoing over their radio earpieces requesting updates, each member stands in a moment what will most likely mean their own death. For mortals such as them, there really is no hope when confronted by the true power of the Dead God.

The Desolate One in Cheng's form reaches for the PCPU and considers it for a moment before tossing it to the team. "Here," it hisses, "you may have it for all the good it will do you. It's too late for you and your people. Plans are already in motion and by my master's will we will soon cleanse these lands from here to the sea in fire and rivers of human blood." Like a cat stalking a mouse before striking, the doctor approaches the team members. The darkened fire in his eye and twisted smile upon his face speaks nothing but pure hungry evil.

ALTERNATE ENDINGS

There are a few options that you can use to end this story, depending on how cruel you want to be.

They All Die

As the NEG hovercraft descends to the mountain peak to evacuate the team, the only survivor they find is Crystal. She climbs aboard the craft and frantically begs them to take off. Screams of agony can still be heard ripping through the night air of the ancient monastery.

A Nightmare

Several Ghosts join the Desolate One within the small building. They launch themselves at the helpless team with claws tearing into their flesh. As the searing pain and flashes of bloody horror overwhelm them, they suddenly awaken in hospital beds. Crystal had returned with the Werewolf crew to find them all unharmed and unconscious. Somewhere in the back of their dreaming memory, however, echoes the laughing voice of Doctor Cheng Yi with the promise that they will meet again.

Run for It!

The team manages to escape the building with the Desolate One behind them. Ghosts harass their progress to the evac zone in a long running firefight. They manage to get to the hovercraft just in time as Ghosts try to crawl onto the craft. They look down as the hovercraft ascends to see the Doctor staring up at their departure with cold black eyes and a satisfied smile on his face.

HOOKS

Here are a few story plots to give you ideas for further games.

250Tn FOR A HAMMER?

An Ashcroft Foundation Advisor Story Hook

Most people don't honestly believe that the government pays 250Tn for a hammer or 740Tn for a toilet seat, but every now and again some federal budget comes to light in which it looks like just that happens. The truth is that sometimes funding for underground government projects is built into regular projects and then gently filtered to its final destination. While this may be standard operating procedure for many levels of government, it is not so for the Ashcroft Foundation. Many people regard Ashcroft Advisors as an affront to legitimate democracy while conspiracy theorists have a field day with their imaginative accusations, but the truth is that one of their duties is to guard against corruption.

In this case, the Characters are Ashcroft Advisors (and their friends) appointed to the Ministry of War or who are supervising government contractors. In the course of their standard oversight, they get access to such a budget. The money that is padded into this budget is not as obvious as the aforementioned examples, but careful scrutiny by a knowledgeable individual might uncover it. If this information is brought to the Characters superiors, they are thanked, asked to carry on with their duties, and then the issue is promptly covered up. Why? What is the government up to and why do they feel the need to cover it up? Inside a world of intrigue and growing paranoia, the Characters dig to find the truth. There is no way they will gain access the honest way, so they will have to face the dilemma involved with crossing the line. They will be forged to hack computers, forge documents, gain illegal access to areas they are not cleared for, and more. At each step along the way, they risk reprimand, career, and even arrest and incarceration. Is it worth it?

The truth presents an even bigger dilemma. The *sub rosa* experiment they are chasing involves reverse engineering advanced Migou computer technology. The reason it is not a standard, above-board military project is that the computer technology utilizes brains that have been harvested from Migou captives and kept alive. Many of the minds are still conscious, though mad. The New Earth Government is not eager to let the public know this is happening, nor do they want people to know they are experimenting with it. Do the Characters blow the whistle or do they let the project go on? If successful, this project would provide a huge advantage against the Migou as we learn to disable their computer systems – something previously unheard of.

THE BATTLE OF PEARL HARBOR

An NEG Mecha Military Story Hook

It doesn't matter what GNN reports say, most people who really pay attention to current events suspect that that war against the Esoteric Order of Dagon has not gone well. They're not far from wrong. EOD hit and run tactics make them an elusive opponent. It's not surprising that the NEG has failed to take the initiative, instead responding only to EOD raids rather than seizing the offensive. That is until today. Months of planning under the

leadership of Field Marshal John Payton have led to the launch of Operation Spider Web. Dummy mecha units, booby traps, and fake military transmissions have been set up like stage props on the Hawaiian island of Oahu. Four battlecruiser squadrons have been stationed nearby. Two mecha divisions, including Engels and the amphibious Sword-class lurk in strategic locations throughout the islands. GIA sorcerers have begun to weave an arcane ritual so powerful that the Deep Ones are bound to sit up and notice. Nobody knows why the fish men have left Hawaii alone up until now, but that's about to change. This time, the New Earth Government will be ready,

BEHIND ENEMY LINES

An NEG Mecha Military Story Hook

Someone screwed up big time. The GIA is usually pretty good at letting us know what the bugs are up to, but this time this missed the dartboard by a long shot! We all knew that the Migou have been pressing on Darhan in Northern Mongolia. That's why my mecha platoon was dropped just north of town to recon their position. We hoped to buy some time to evacuate the city and maybe gather a little intel on the bad guys. Unfortunately, the bugs were a hell of a lot faster than we anticipated. We didn't realize that our landing zone had already been overrun by the time we'd shown up and that they were now in the city. One mecha recon platoon surrounded by bug units, no supplies, no reinforcements, and no way to get home except through enemy lines. Fan-freakin-tastic! It looks like we'll have to stealth our way out of this and we'll just have to figure out what to do with any civilians we might find along the way. But, if it comes down to a scrap, we all know that it would be far better to go down fighting!

BELA LUKOSIC'S DEAD

An Arcane Underground Story Hook

If one is connected with the occult world of the New Earth Government, one has heard the name Bela Lukosic. This old-moneyed Eastern European gentleman was among the first to embrace and help create acceptance of honest to goodness magic back in the '30s. For decades, he was a regular face on the news (though most likely only familiar to the Characters from history books or from their parents and grandparents recollections). Today, at age 88, Bela Lukosic passed away from natural causes. There are the usual tributes and ample news coverage of his funeral ceremonies. Then, other important news of the Aeon War intrudes and gradually the world begins to forget about a man who helped bring about the modern age.

Then, the shake-ups in the arcane underground begin. Certain big-time players are found brutally murdered. Valuable artifacts, rituals, and ritual components are stolen in transit or in deals gone horribly wrong. A lot of small fish just disappear. Someone or someones with a thorough knowledge of the underground is executing some kind of calculated plan.

Yes, Bela Lukosic's dead in the strictest sense. His heart no longer beats and he no longer draws breath. Yet still, he lives, be-

yond dead. Now a liche, Bela is doing what he always hoped to do in life but could not do as such a respected public figure. He is purging the arcane underground of those he deems “undeserving,” he’s settling some old scores, and he’s gathering untold illegal occult power for himself. He’s undead, power-mad, and very, very dangerous.

One large clue that Bela is behind this is if the Characters can somehow get in touch with relatives of the man. His will was surprisingly stingy, supposed donating his money in small chunks to various charities. In truth, Bela’s lawyer just routed the money through several false fronts to once again accumulate it under its original owner.

If the Characters are a part of the arcane underground, it would be hard for them not to become embroiled in this plot in some way. This story obviously works best if Bela Lukosic died in the city in which you are playing or if the Characters visiting said city for some business-related reason.

CULLING THE GIFTED

A Para-Psychic/OIS Story Hook

First it was Yara Santos, the well-respected clinical psychologist. Then it was Johnny “The Mongoose” Marconi, the guy who worked as personal muscle for a particularly shady employer. Later came Hakarda, the local homicide police detective, and Stacy Daggett, the straight-A student working on her Bachelor of Science at the local university. They were four seemingly unconnected people with only two things in common. First, they all possessed varying degrees of para-psychic ability. Second, they are now all dead – burned to ashy husks in freak fire accidents.

Were these really accidents? Certain eyewitnesses reported a strange tall man with greasy long hair wearing a worn trench coat lurking near the scene of the deaths. Whoever he is, he is difficult to trace. Some people, including the local police, don’t believe that he actually exists. However, if he does exist then why is he going after para-psychics and what incredible power must he possess? Is he a sorcerer or perhaps a Zoner? As a private investigator, a homicide detective, an OIS agent, or a para-psychic talent, the Characters must find and stop whoever is committing these brutal crimes before more innocent people die.

TAINTED LOVE

An OIS Story Hook

Christine Landry is an ex-model turned fashion photographer. Her work is unique in that she has revived the use of dramatic contrasts and black and white imagery in her art. She often mixes the soft flow of the female form with wild landscapes, war-torn backgrounds, or the harsh architectural lines. She is beautiful, sensual, and extremely charming. She is also a very private person who gently insists that the public stay away from her personal affairs. Most people don’t realize she is actually a registered para-psychic. It came as a surprise when she contacted the police just five days ago with reports of a murder she had seen her dreams. Several young women have been bru-

tally raped and murdered recently and Christine’s dreams seem to provide the only real lead. So what happens when she finds herself attracted to one of the Office of Internal Security agents assigned to the case? And how does she react when she discovers that she might be next on the murderer’s kill list? And what will her OIS lover do when he finally stumbles across her most carefully guarded secret? Christine Landry is an exceptionally powerful para-psychic and her outsider taint begs the question of her own innocence – at least in the view of the OIS.

YOUR DREAM VACATION

An FSB Story Hook

People rarely sense the concept of time within dreams. A few hours can very well seem like days. That simple understanding forms the foundation of a new business that has recently opened its doors in several major cities throughout the New Earth Government. Dreamscape Adventures specializes in custom dream experiences that cater to the varying interests of its clientele. Through the carefully monitored and controlled use of dream sorcery, Dreamscape can craft any form of exotic getaway or relaxing vacation like a painted masterpiece on the easel of the unconscious mind and the memories of such an experience are advertised to last a lifetime. Their real niche, however, is in creating experiences that are otherwise unavailable to their clients in real life, such as walking on other worlds, living a rich lifestyle, or enjoying a plethora of sexual indulgences. It all sounds fantastic to the average consumer. Nevertheless a series of unusual and disconnected crimes from larceny, to rape, and murder have come to the attention of the Federal Security Bureau. The only link between each suspect that has been discovered to date is the fact that they were all recent clients of Dreamscape Adventures.

A WHISPERER IN THE CARPATHIANS

A GIA GhOST Story Hook

Recent reports involving two mountain villages of northern Romania claim that these places have become ghost towns almost overnight. Fear has spread like a plague on the wind with stories of missing friends and loved ones. Tensions have stretched to a murderous breaking point in the Carpathian town of Bistrita with a mob willing to accuse just about anyone who looks suspicious. What the terrified citizens of Bistrita don’t know is that a Migou Dragonfly was shot down nearby about two months ago. Though the wreckage was salvaged, the body of the pilot was never found.

The players are a part of a GhOST team sent to Bistrita to investigate the disappearances and any potential connection to the Migou. They must navigate the powder keg of frightened and distrusting locals to find the clues that lead to the truth, for the truth of the horror in the mountains is that the villagers have not in fact disappeared – they’ve changed. They gather in the high places around the flayed corpse of a dead Migou pilot and cut their own skin with religious abandon. Far beyond the reach of the Rapine Storm, hundreds of Romanian villagers have heard the Dead God’s calls and they are hungry.

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POSSESSIONS

Gear (Carried)

Gear (Owned)

PARA-PSYCHIC POWERS

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Second Order	Load	Difficulty	Initiation	Maintenance	Page
Third Order	Load	Difficulty	Initiation	Maintenance	Page

ARMOR

Type	Protection

WEAPONS

Type	Damage	Shots/Rounds	Range

WOUNDS

Level	Vitality	Current	Effect	Tager Vitality	Tager Current
Flesh			None		
Light			-1 Test Penalty		
Moderate			-3 Test Penalty/Half Move Max. 2 Actions/Armor Half		
Serious			-6 Test Penalty/Crawl Max. 1 Action/Armor Gone		
Death's Door			Unconscious & Dying		





The Last War Continues

Foes without. Foes within. It seems that safety is just an illusion in 2085. Congregations of dead religions work their evil on the world. Armies of monsters and alien creatures bring death and horror. Hidden cults chew away at the innards of the New Earth Government, secretly destroying us from within.

This is the Aeon War. And it's bigger than just one book.

Explore society as one of the forbidden Human-Nazzadi xenomixed lovechildren. Be a stranger in your own land as an otherworldly White. Fight the hidden enemies within society as an agent of the Federal Security Bureau. Abuse shocking power policing arcane crimes as an agent of the Office of Internal Security. Bring the power of the cosmos to bear with just the power of your own mind – or lose yourself to it.

Nowhere else will you find a setting like this.

Inside this book you will find:

- a continuing detailed exploration of the Aeon War, including the xenomixed offspring of Human-Nazzadi unions, the cult-hunting Federal Security Bureau, the questionably heroic Global Intelligence Agency, and the police of the arcane underground – the dreaded Office of Internal Security.
- seven pieces of provocative short fiction to help portray the feel of the setting.
- optional rules for the innovative Framework system, including hit locations, permanent injuries, fighting styles, and playing card-based test resolution.
- new options to play a xenomixed Human-Nazzadi lovechild or one of the Whites – rare and unusual otherworldly Human-Nazzadi offspring.
- the option to play as one of five new professions, including Ashcroft Foundation Advisors, who advise nearly every level of government as the power behind the throne, Para-Psychics, who intuitively command the might of the universe, and Zoners, who have unwillingly sacrificed their sanity for incredible access to power.
- a unique psychic ability system, simulating the awesome and sometimes uncontrollable power of intuitive cosmic channeling, including two dozen para-psychic powers.
- two dozen new magical rituals, including a new system for dreams and dreaming magic.
- more than 20 new machines of death, including aquatic mecha for underseas battles.
- four new Taggers, including the aquatic Echo and the deadly Vampire.
- more than a dozen new unspeakable horrors, including the option to portray corpse-eating ghouls as Characters.
- story starters, to start off federal agent stories right away, as well as hooks for any game.

This book is meant to be used with the *CthulhuTech* storytelling game and requires the *Core Book*.

FOR MATURE AUDIENCES ONLY

This book is intended for mature readers. It contains dark and disturbing content and images. Reader discretion is advised.

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FRAMEWORK