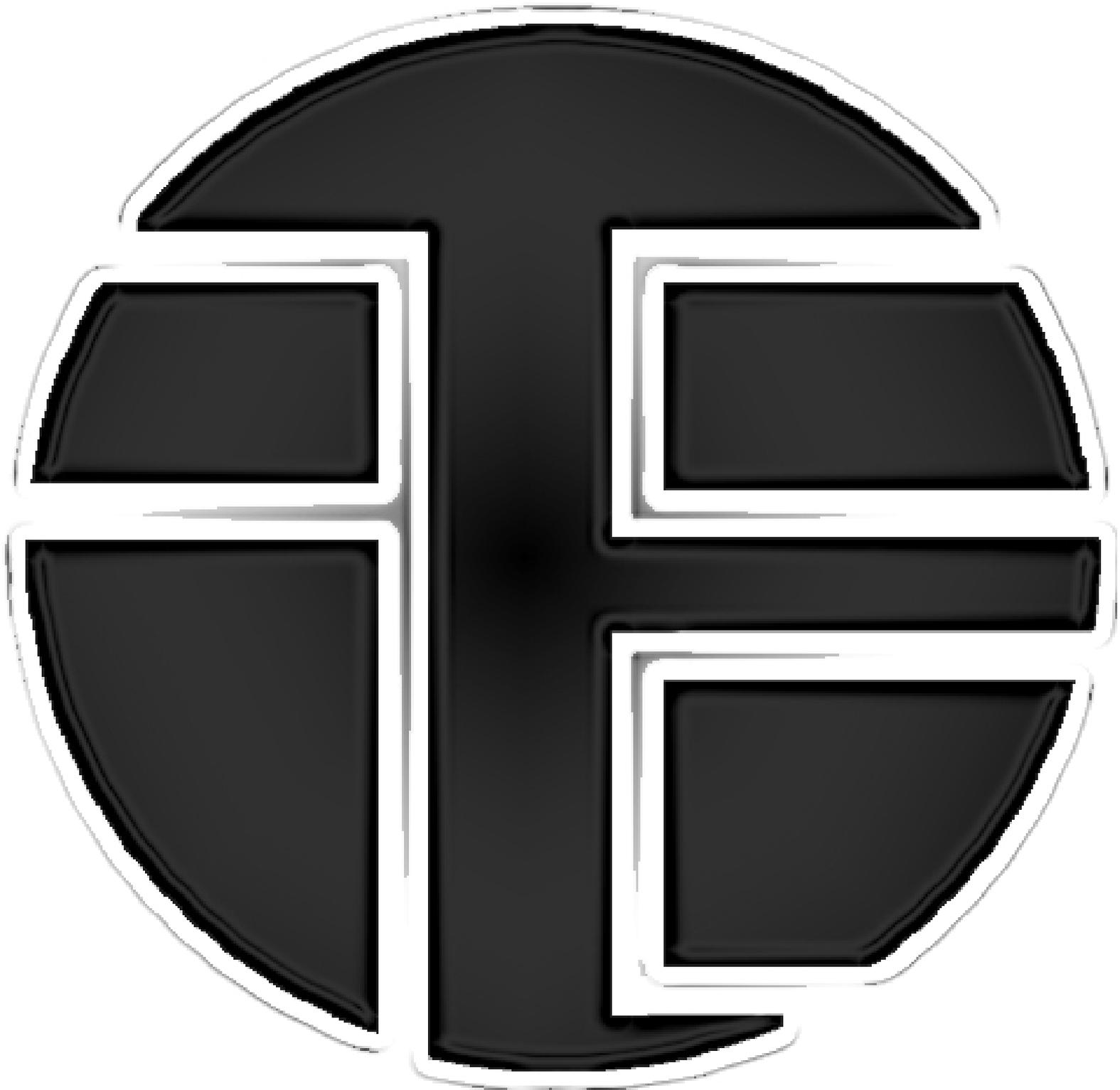


the World of Darkness

TRICKS OF THE DARK

REVISED EDITION





F.E.A.R.®



**The Franklin & Edwards
Analytical Research
Corporation**

**A Fan Core Book
Supplement for
The World of Darkness**

Revised Edition

**BY JASON C MARSHALL
A WALKS FOREVER PRODUCTION**

The Art of Business

Kincaid moved slowly through the shadows. No sound emanated from him as he approached the entrance to the hidden bunker. He stopped, crouched and waited. His breathing was solid, quiet and even. He looked around slowly, examining the open area in front of him.

He always wondered how people could miss the obvious. He noted the trip wires here and there, the five cameras secreted at various positions, and the pressure plates randomly placed across the tarmac. Even the pile of garbage so rightly placed on the far wall was just wrong.

Checking the area above the entranceway he saw the various wires and lines spaced between the tall buildings overhead and spotted the three camera/motion sensors.

Kincaid shook his head and gently eased himself to one side. He contemplated the situation. The security was tight, tighter than anything he'd seen to date. Strange that a group of data hackers would have such extreme measures for their protection. There was obviously more to them than met the eye. He let his breathing go shallow for a moment and unfixed his perceptions, then shifted them to a different spectrum of reality. The buildings were still there but twisted and warped in the Shadow.

Sure enough sitting on the garbage pile was a spirit, watching the entranceway. How in hell did these hackers manage to convince a spirit to play guard? It was beyond him, but he would have to deal with it before he dealt with the mundane traps and pitfalls.

The spirit was a garbage spirit. It was drawn to refuse and anchored to the dumpster it was sitting on. The dumpster was so far back in the alley that he doubted the waste management company knew it existed. He moved slowly backwards, deeper into the shadows and then took out his cell/PDA. He typed in a quick text message and sent it through a dozen or so anonymous links to its destination. He then walked back the way he came, and out onto the busy street. He walked across to the small streetside diner, ordered a coffee and with it in hand, wandered up the street, sat on a bench and waited.

He watched people go by, a couple kids on skateboards, a couple holding hands and making

false promises to each other, an elderly man who outwardly appeared senile and talking to no one, yet was actually holding a small argument with three innovation spirits that hovered around him like dogs skipping happily around their owner. A pair of crows watched him for a while, and he was sure at least one was the eyes for one of the local awakened.

Two of the Forsaken passed him as he sat quietly sipping his coffee waiting that afternoon.

The waste management truck rolled slowly down the street, the racket it made caused people to grimace and wince as its squealing airbrakes sounded. It turned and moved down the alley. He heard it making its way to begin its maneuvering to take the dumpster. Kincaid moved quickly, dodging over the hood of a moving car and down the alley.

The garbage spirit was going berserk trying to hold on to its home, causing the guys in the truck to wonder what was holding down the dumpster. One guy was looking around it for ties or chains when Kincaid came up an over the rear end of the truck.

He knew that the combination of the truck and the garbage men had the various sensors in disarray giving him the opportunity to shut down the defenses. Leaping off the top of the truck he sailed upwards towards a fire escape. He grabbed hold and flipped up and over onto the landing. The landing caused a clank that momentarily drew the attention of the garbage spirit. That attention caused it to lose concentration on its home, which suddenly jerked up and towards the yawning mouth of the garbage truck. The spirit instantly forgot about Kincaid and renewed its efforts not to lose its home.

Kincaid brought out a set of small metal balls, picked his targets and threw. The motion sensors died one by one, followed by the cameras. That left just the pressure plates below, the very ones the truck was parked on.

Dropping the almost twenty feet to the ground, he landed beside the truck in a crouch and moved across the alley towards the door. He let loose with more metal balls, watching as several smaller sensors, cameras and detectors shattered as well as the housing on the lock on the door. He dodged to one side then flipped over the last pressure plate and landed in front of the door all in the span of about

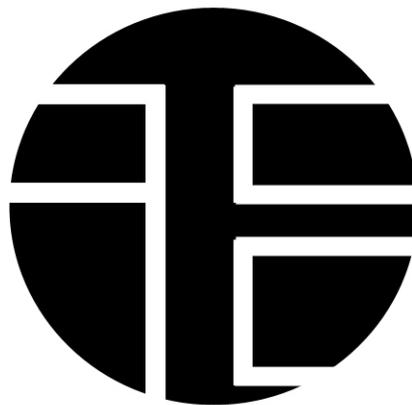


ten seconds. He quickly crouched and examined the control lock. A quick jury rig and the door released.

Kincaid smiled and walked into the dimly lit interior. Behind him the garbage truck had finally managed to dump the dumpster into the hold and was even now moving away, the spirit clinging to its exterior, tied to its cargo. He smiled slightly, opened his cell/PDA and placed a call.

“Morgan? It’s me. Door is open. Address is the 3rd back alley off 5th Street North in Seattle. Yes, just deposit the fee as normal. Yes, I will file a report later on my findings.”

Kincaid wandered into the bunker, letting the door close behind him.



F.E.A.R.®

Credits

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F.E.A.R. Corporate Logo, Rival Corporation Logos, Subsidiaries Logos and NPC Sketches by El Gostro with concepts thought up by El Gostro and Jason C Marshall.

F.E.A.R. character sheet by Mr. Gone. Visit his website at <http://mrgone.rocksolidshells.com/>

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All other art was Google Image found and is the property of those people.

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Thanks to Lamial, Evilsangelswings, HaRaMiZ and the rest of the guys and gals on the White Wolf Forums for your support. I'd have given up without it.

About the author: I am late 30s guy living in Ontario, Canada. I have been playing RPGs since 1978 and have played so many I have lost count. My personal library, while not equal to some out there, fills seven 6-shelf shelving units of RPG books and the White Wolf collection alone is substantial. I owe just all the published White Wolf books for World of Darkness, both old and new, as well as all of Aeon Trinity, Aberrant, Adventure and Street Fighter.

I occasionally run games in my hometown for a loyal following of players and never seem to lack for people wanting into my campaigns for some reason.

You will need a copy of White Wolf's **World of Darkness Main Rule Book** to use this fan supplement. Owning copies of **Vampire the Requiem**, **Werewolf the Forsaken**, **Mage the Awakening**, **Promethean the Created**, **Changeling the Lost** and **Hunter the Vigil** is advised as well.

Disclaimer

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World of Darkness

The Franklin & Edwards Analytical Research Corporation

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F.E.A.R. ©

Introduction

This huge document was started one day because I posted a strange thread to the forums. I was bored at work and just came up with it. It then took a life of its own and slowly grew until the F.E.A.R. Corporation Fan Supplement came to mind and then to paper and scribbled notes and finally to what you see now.

I hope that you enjoy what I have written, and take it all with a grain of salt, as it is just a RPG and not real life. My intention is to give players and storytellers alike something to add to their game and not to offend anyone or step on any toes.

How to Use this Supplement

The F.E.A.R. Corporation Supplement focuses on the mechanizations of a large global corporation with its fingers in a lot of people's pies. By no means are they all powerful, and would have to spend a lot of money and pull dozens of favors to influence countries and nations, but, like the big mega-corporations of today, they are vast, hard to track and at all times difficult to fathom.

This supplement will allow the Story Teller to either run a game where his players are members of the F.E.A.R. Corporation or use it as a resource to add interesting elements to his already existing game.

Section by Section

Section One - The Public: Here you will find what most people see and know about the Franklin and Edwards Analytical Research Corporation. This information is freely useable by players.

Section Two - The Shadows: This section contains the real information on the corporation, what the public doesn't know.

Section Three - Lattice: This is what the storyteller and players need to know in order to apply and use the information in the supplement for a game.

Section Four - The DEA Department Journals: These are the collected journals of the researchers from the Decision Echoes Analysis Department of their trips through the echoes.

Section Five - Case Files: These are a collection of the security reports that have been collected on the various incidents that they dealt with.

Section Six - New Hosts, Bloodlines and Other Oddities: This section covers a variety of information on the different supernaturals that the corporation's Pulsar teams and Shadow Projects have discovered, along with the names of various people of importance noted.



Suggested Material

Movies

The Net

This movie is all about how a secret group of people with power can screw with a person's life via the internet.

Wall Street

All about big business and what happens when you let it go to far.

Resident Evil and Resident Evil Apocalypse.

Solstice City came from the second one, though mine doesn't look like Toronto, Ontario, Canada, lol.

RPGS

Werewolf: the Apocalypse

Any of the books that deal with Pentex.

Mage the Ascension

Any of the books dealing with the Technocracy.

Orpheus

For the evil corporations aspect

Conspiracy X

It's a game about nasty evil hidden conspiracies.

Cyberpunk

From the first to third edition. Big evil corporations attempting to take over the world.

Shadowrun

Magic, Science, Evil Corporations and Dragons, what more do you need.

Video Games

Resident Evil

These all dealt with stuff that F.E.A.R. would and Umbrella is sorta where I got the idea for F.E.A.R.

Silent Hill

This game is epitomy of creepy places to adventure in.

Parasite Eve 1 and 2

Strange critters mutating from our midichlorians. It has neat elements

FEAR, Extraction Point, Peresus Mandate, & FEAR 2

These games are all about a company creating telepathic commanders to command an army of clones, done with genetic tampering and other such methods. There are creepy, fast paced and perfect for FEAR Corp games.

Novels

Resident Evil

Good for background stories on evil corporations and supernatural stuff.

Shadowrun series

Cyberpunk future with a blend of hyper tech, big corporations and the supernatural.

TV Shows

Supernatural

A good look at how the mortal guy hunts the supernatural baddies.

Buffy and Angel

Cause elements of them always seem to creep in. The Initiative for example could have easily been a F.E.A.R. Corp run project.

Twin Peaks

Creepy people, creepy dreams, a hungry spirit possessing people, and strange town in the middle of nowhere. Hey, what's not to like!

Wolf Lake

A town run completely by supernaturals.



Its always raining, have you ever noticed that? You wake up and hear the sounds of the rain, and you have to try to sleep with it raining, the drops making a clatter on the awning above the door to your house. Some people say it's soothing to hear the rain pitter-pattering down on you at night, as it helps you sleep.

They have no idea what it is like when sitting in the field, watching the targets through a pair of high end binoculars as they relax in the dry comfort of their house in front of their high def TVs and sipping their glasses of wine or cups of coffee as rivulets of water run down your neck into your pants.

There were times when I'd say to myself, this is it, this is the last time I do this shit duty, next time I will tell them to shove it when the say it's my turn to play watchdog. Then I remember Quiet Dale and Pulsar Eleven and I shut up and take orders like a good soldier.

I will take the cold mornings, wet pants, sneezes and weeks of taking cold and flu medicine over Quiet Dale any day of the week.

...

...

...

Fuck, I hate the rain.

Section One:

The Public

The Lie

The Franklin & Edwards Analytical Research Corporation stands as one of the World of Darkness's leading scientific companies, having projects involving everything from medical technology to military hardware to space exploration. Despite its rather infamous acronym, *F.E.A.R.*, the Franklin & Edwards Analytical Research Corporation has been part of the North American and indeed the world business communities for close six decades now, providing innumerable jobs as well as giving to the community at large with scholarships, charitable contributions, and humanitarian projects, such as the F & E wing at Summervale hospital in Los Angeles, the Erickson Houses for the Homeless, found in most North American cities and even in Europe now, and The Franklin Research Complex at ULCA to name but a few.

In today's harsh and sometimes brutal market, the Franklin & Edwards Analytical Research Corporation manages to shine as one of the few examples dedicated to bringing a new light to the world.

The Truth

The F.E.A.R. Corporation lives up to its name. In the private, unseen, and dark world that exists beneath the façade, the F.E.A.R. Corporation delves into biological warfare, AI research, cybernetics, psychic research, advanced propulsion systems for air, sea and space and genetic enhancement research. Advances that might benefit the public and make the company a tidy profit are released slowly, usually through the government or a subsidiary company but always after the company has used them extensively first to better its own grip on world markets. They have secret research facilities in most countries where they have public facilities and they even own an island on which a corporate resort and retreat has been constructed for their use along with

an isolated ultra secure research center for those projects where the public eye is not needed.

History

Simon Carstairs Franklin III was born to an old money family with deep roots in New England aristocracy. He grew up wanting for nothing, but unlike many of his peers, instead of wasting time and his life being a spoiled old money child, he pushed himself to be a success. He reasoned that if he was going to have money, he should at the very least understand how that money was generated, kept and multiplied on.

He attended Harvard for business and graduated in the top 5% of his class for business management. It was during his time at Harvard that he met his future partner and friend Michael Edwards. Michael was born to a low-income family in Los Angeles, California. He excelled at science at an early age, winning a full scholarship to Harvard. He spent his time studying diligently and won several awards during his time before getting his BSc. He spent another 2 years as a research assistant while getting his masters in mathematics and physics. He met Simon at a mixer for one of the more prestigious fraternities on campus as the frat was trying to get Michael to join them because of his skills and connections in the science labs of the school.

The two hit it off like peas in a pod because of their similar views on the way the world should be and how business and science should be used.

Within weeks Michael was vacationing with Simon at one of the family's numerous chalets, experiencing a life he didn't really know.

Usually such friendships die as the more "in-crowd" person sees his "lower class" friend become the clown of the high class groups he runs in. In their case Simon helped his friend to adapt, as well as asking for Michael to show him how life was on his end. While Michael took his Doctorate in science and Simon his masters in business, the two traveled back and forth between both New England and the

Franklin family and LA and the Edwards family. When the two finally reached the academic goals they had wanted they were inseparable friends and had a plan for their future.

The two moved to LA and used Simon's money to rent a small basement office in which to start their company. They flipped a coin and by luck of the draw, they named it Franklin and Edwards Research, established April 13th, 1956.

The two visited with innumerable businesses in the area, especially the new scientific ones and marketed their skills and products. Edwards with software and hardware ideas tailored for the scientific and medical community, and Franklin with business plans and strategies to assist companies to better market themselves.

Within four years they owned the building they had started in, had close to 200 employees and dozens of contracts with businesses all across LA and into Silicon Valley. It didn't take long for them to realize that the building was too small and bigger facilities were needed.

Using a combination of their own money and the company's, they bought a large area of land just on the outskirts of Silicon Valley and built the first part of what is now the F.E.A.R. Corporation primary compound. Working out of a large 2 floor building with basement labs as well as a medical wing, F& E Research began their meteoric rise to the become one of the world's biggest companies.

By 1965 they had increased their facilities to include several new buildings as well as construction of the now (in)famous F.E.A.R. Corporation tower. The original building became primarily the front offices and "public" labs and research areas. Places that visitors could be taken through and shown on tours. They had branched into working on a lot of medical contracts as well as computer software and hardware and even had a stake in the space program, helping design software for launch and guidance systems.

The government came to F & E Research in '66 offering them contracts for military software and hardware, as well as medical innovations. The company's stock soared and investors were happy. New jobs opened up and the new buildings were commissioned to house newer projects. An automotive/aeronautic lab complete with track and wind tunnel were commissioned in '67.

It is known that up until this point, the company's *shadow* projects were merely government projects that Simon Franklin managed to procure using his

connections, and most of them were not really as shadowy as one might think, composing of stealth technologies, internet architectures for military software communication, and performance enhancers for soldiers.

Franklin and Edwards still ran the corporation as a team, acting like brothers more than anything else. Indeed each was the benefactor of the other's half of the company. The two could often be found working the floors of their company along side their employees, lending a hand whenever they thought it necessary, Edwards in the labs and Franklin in the business areas. The company seemed destined for great things.

In 1969 Edwards began to distance himself from the rest of the company. He had a luxury apartment built into the top floor of the main tower and seemed to spend most of this time there. Concerned over his friend's strange moods, Franklin went to see him one afternoon.

Nether men were seen for close to a week. No communication came from the upper floor. The building security had strict orders to let no one up. Suddenly in the early afternoon of a sunny Friday, the elevator doors opened and both men came walking out, clean, fresh shaven and laughing and joking. It was as if no time had passed and the week wasn't even discussed. They both told their respective divisions that they were taking some time to tour the world and gain some fresh new insight into things.

For the most part of 1970 the two toured the world, traveling at times on the finest liners, planes and railroads, and at others walking from town to town or aboard the grungiest of tramp freighters. In the later part of October, 1970 the two charted a large twin engine seaplane and headed out into the tropics with enough supplies to last them a few months. They returned in late December 1970 in time to celebrate the New Year, ecstatic with their time touring the world.

For the next two years the F & E Research complex took on a more sinister, harsher and militant atmosphere. Guards began to appear everywhere, doing spot checks on ID badges. Cameras were put up at critical spots. ID readers, coded door locks, and even pass locked gates appeared across the compound. New projects were started in almost every building, the great majority of them highly guarded and secretive. Shipments of artifacts started arriving from various points across the world as well as government facilities. An announcement that offices were planned to open



across the world was also made as well as an announcement that a whole new business plan was due along with a change in the name for the company.

On May 5th, 1972 the company officially became the Franklin & Edwards Analytical Research Corporation. A large sign with the company name was put on the roadside and the road itself was renamed to F.E.A.R. Drive, the acronym of the company. This of course suddenly raised quite a few eyebrows. The two owners laughed about it and merely said they hadn't even realized that it was the acronym, to them it would always be F & E.

By 1980 the F.E.A.R. Corporation had opened a total of eight offices outside the country as well of a couple dozen subsidiaries US wide. Of note was their helping re-found an almost ghost town in Washington. Renamed Solstice, the F.E.A.R. Corporation opened a massive R&D center there designed for aeronautical and automotive purposes.

Close to eight hundred jobs were created at the plant itself, from clerical workers to tradesmen to cleaning staff. This of course created a need for all the support jobs in the town, such as hospital, police, and fire-rescue. This then created the need for homes, which created a need for builders, which created a need for restaurants, fast food, malls, and so on, effectively re-energizing the town, from 300 people to 10,000 within a couple months of the plant opening.

As the years have passed the F.E.A.R. Corporation

has grown in size and power almost exponentially.

As the '90s began the company branched into advanced medical research including cloning, stem cell research, viral research and biological warfare agents. They also began to research artificial intelligence in their computer division.

The biggest notation though, more off the books than on, was the construction of a luxury resort-retreat on an island the company evidently purchased in 1981, located in the tropics. This retreat was for company personnel and their families only, giving them a place to vacation in comfort.

As the new millennium approached the F.E.A.R. Corporation broadened themselves again, this time in more secretive ways. Several of the various R&D locations began to deal with various projects, such as Nova, Equinox, and Solstice. These shadow projects were whispered of here and there among the employees when they gathered at water coolers.

Strange nighttime shipments to the offices, strange power fluctuations from the High Energy Research building, as well as monies arriving from sources that were somewhat untraceable have all been noted over the years.

As the later part of the 1st decade of the 21st century slowly comes about, the F.E.A.R. Corporation has become both a well known name in the public eye as a philanthropist company and in the shadows as a company to go to when you need something done without worrying about legalities.



The Leaders

Simon Carstairs Franklin III

Born in 1933 to old money. His father, Simon Franklin II was the son of a Simon Franklin, one the founders of Franklin Steel Inc., a massive manufacturing company that still exists today, with Simon III as a majority shareholder.

The family owns numerous houses, chalets, and cabins across the country as well as in several countries abroad. During WWI and WWII, Franklin Steel made immense amounts of money building cars, trucks, planes, ships, and pretty much anything else for the war for the allies. The majority of the contracts carried over after the war, allowing them to become the massive manufacturing company they are today, with plants in New York, Miami, LA, Mexico, South America, South Korea, Japan and even a new one in Russia.

Simon was a prodigy right from birth, showing intense intelligence and keen insight as a youngster. He excelled in his studies, showing an innate grasp for business and commerce. His tutors all marveled at his business theories and predicted great things for his future.

He was sent to Harvard at the age of 18, the school both his father and grandfather graduated from. He was immediately welcomed as a legacy by one of the fraternities there and set about working for his Masters in business.

He met Michael at a fraternity mixer, as the frat attempted to get Michael, at that point a known highly intelligent scientist working on his doctorate, to join them.

He and Michael spent an evening talking business, science, philosophy and theology. They met several times over the next week, continuing their discussions and soon found they shared many common things. Simon respected Michael's work ethic and determination to be known as something more than his upbringing or background. He held even greater respect for the man's intelligence and incredible ideas. After getting his Masters in Business, he and Michael brainstormed the idea for F & E Research.

Simon has been the business brain behind the company, pushing through radical ideas and strategies that have managed to give the company an edge that keeps it on the forefront of business.

Through carefully plotted and planned strategies he has managed to make sure he and Michael have retained full control over the company from the start.

Simon is an intense man who appears in his mid 50s, though he should be in his 70s. He attributes he and his partner's health to clean living, good doctors and a healthy outlook at life, enjoying each day to its fullest. He has gray hair, touched with silver, along with a rich gray beard. Intense blue eyes, full of life and intelligence are always what most people remark about after meeting him.

Simon lives in a luxury penthouse apartment situated at the top of the primary F.E.A.R. Corporation tower in their Silicon Valley complex.

Of the two partners he is the only one who travels on a regular basis, making trips to the various offices to double check how operations are going.

Dr. Michael Edwards

Born in one of Los Angeles's low income areas in 1931, Michael was raised by his parents to value what he owned and could do. He strived for excellence, winning several awards including a scholarship to Harvard by the time he graduated from high school. He attended the prestigious school's science department, diligently applying himself till he graduated with his BSc. He then went after his Masters, and finally began his doctorate in Mathematics and Physics.

After meeting Simon at a fraternity mixer, they spent time talking business, science, philosophy and theology, meeting several times. Simon initially was leery of Michael's interest in having a friendship with him, worried that he would become the butt of some high-society joke, but in time he realized that he and Simon were truly the best of friends, seeing Michael's respect for his work ethic. Michael in turn saw past the background of his friend, finding a man who simply wanted a friend who shared his outlooks and ideals about the world, regardless of family.

When he received his Doctorate, Simon approached him with an idea for a company. The two brainstormed for a couple weeks and arrived at the concept of F & E Research.

Michael is a scientific genius. He has an innate understanding of scientific principles and the

application of them. When computers first broke onto the scene he began to learn how they worked, fascinated with the concept of a machine that would think for itself. Michael's dream is to create AI.

Michael is a tall, thin man with white hair. He looks like what one would expect of an elderly professor. He walks with a cane, though he doesn't really seem to need it, and like Simon, seems to be a lot younger than he should be. Michael should be 75 yet like Simon he seems to be in his mid 50s.

Like Simon, he lives in a luxury penthouse apartment situated at the top of the primary F.E.A.R. Corporation tower in their Silicon Valley complex, but unlike his partner, Michael spends most of his time in the labs of the main complex.



The Minions

Dr. Heather LeClair

Born in 1964, Heather LeClair was, for a lack of a better term, a spoiled brat. She was a single child, born to two over caring parents who doted on her in everyway possible. They gave her everything she wanted, be it clothes, candy, pets, etc, nothing was too good for their precious little girl. When she was in school she was a royal pain, picking on those less fortunate, playing people off of each other, manipulating people into doing things for her on promises she never kept. When she discovered that being physically attractive would only add to her ability to manipulate people she threw herself into athletics: dancing, gymnastics, swimming, running and even martial arts. She excelled, becoming slim, well built and quite attractive. She also realized that her looks got her things, and used them to manipulate men to do things for her.

One must not think her stupid by any degree, being just another bimbo who knew her looks would get her through the world. Heather was quite intelligent, which only made things worse for those around her. She could spin any situation to her advantage, including her first foray into sex, loosing her virginity to the captain of the football team and homecoming king, to get her a recommendation from the boy's father into MIT. She soon realized she'd found another way to control people.

At MIT she entered the world of science, a place where she knew her looks, dominating attitude and intelligence would get her everything she ever wanted. She virtually ruled the science wing. The concept of a beautiful woman with a slight French accent who was a "science geek" cause quite a stir in the usually socially inept science students. Many fell into her grip, becoming her faithful servants; eager for the attention she showed them. She even slept with a few to further her control of them.

She gained her Doctorate a year early in high energy physics and was immediately employed by MIT as a professor in the science department and if she hadn't "befriended" a certain fellow student, would have lived out her life in a comfortable tenured job for life, without much to

do but tell a department how to do things, take all the credit and blame the mistakes on others and get away with it.

The father of one of her fellow classmates worked for the F.E.A.R. Corporation and he himself had been recruited. When he spoke of her capabilities they came looking. They watched her for a bit, checked her credentials, then offered her a lucrative job doing research into theoretical high-energy physics. Not one to pass an opportunity for power, money and glory, she took the job.

Heather worked for the F.E.A.R. Corporation as an assistant researcher for ten years before being given her own team, lab and project in 2001. She was to apply her theories and research to develop a clean high-energy power source.

Working her team ragged around the clock, she was finally able to make a breakthrough into finding an energy source that was technically clean, a quantum energy source. Heather was tasked with researching this source into a working viable commodity, when the Theoretical Science Laboratories and their Decision Echo Analysis Department were brought into the F.E.A.R. Corporation family because of their breakthrough in a similar type of research. Her entire department was incorporated into the Decision Echo Analysis Department and she was put in a cooperative lead position with Dr. Edward Johnson. For the first time in her life, Heather encountered something she wasn't prepared for: a man who didn't want to have anything to do with her.

She tried subtle things at first, playing the aloof hard nosed scientist with little time for social lives, then when he didn't respond in the way she expected (most scientists felt sorry for her and would ask her out on dates in order to let her know she wasn't alone), she tried a direct approach, asking him out one night (which was turned down) and even attempted to seduce him late one night in a lab, which also failed.

So she turned her attention to his work, learning what he was doing, then applied her own research and theories to it and making a breakthrough of her own.

She developed the high-energy dimensional shifter, which would shift through quantum fluctuations of the different quantum states of the universe to pull power.

The side effect of the unit though was discovered when some of Dr. Edwards "sensors" got too close to it.



The entire Decision Echo Analysis Department is now under Heather's control, following the unfortunate death of Dr. Johnson. Project Binary, as it is now known, is all hers.

Dr. Edward Johnson (RIP)

Edward Johnson was born in 1958 in Dallas, Texas. He grew up interested in science at an early age, excelling in the science fields from public school through high school. In university he dealt with more abstract scientific fields, such as super string theory, dark matter, high-energy particle physics, etc, and earned several awards.

When the Theoretical Science Laboratories hired him, he was put in charge of the lab that dealt with all these projects. He applied his knowledge and started research and development into more abstract scientific fields such as metaphysics, the study of the powers of the mind.

Edward was a driven man, living alone for much of his life. His first and only love was the pursuit of scientific knowledge, and it was this that drove him to his insights and to make the discoveries he did, the most amazing of which was the Echoes.

When the F.E.A.R. Corporation took over the Decision Echo Analysis Department and the Echo Project, they assigned Dr. LeClair to it as a co-department head. Edward took this as a personal attack to his skills, seeing the younger scientist as a stone on his otherwise smooth road.

He tried to work with her briefly, but after seeing that all she was concerned with was controlling people, he vowed to make sure she failed and was removed from the Echo Project.

Sadly before Edward could bring his findings to those in charge he was killed in a freak elevator accident.

Security Chief John Smith. D.E.A. Department

One of the more secretive but public figures for the F.E.A.R. Corporation, Chief Smith is a tall dark skinned man, with broad shoulders, a deep gravelly voice and a face that seems to be in a perpetual scowl.

John grew up in the midland US, fourth son of a large family of farmers. He spent his youth hauling in crops, running the tractors, and making sure the livestock was cared for. His parents' farm was a major contributor to the local produce markets and he actually looked forward

to being a part of that industry when he hit manhood. Things changed when Desert Storm came about.

Wanting to serve his country, he packed up his gear and enlisted. When he returned he was a changed man. Gone was the laughing young man who saw his future as a farmer. In its place was a bitter, war ravaged veteran who'd been exposed to things that he shouldn't have. John went about his farm chores and jobs listlessly. When things seemed to go wrong he became violent and angry. Eventually he left home, seeking a job where he could put his army skills to use. He joined the F.E.A.R. Corporation Pulsar teams.

He spent several years as a base grunt before his skills as a leader were recognized. He was promoted to a lead position and allowed to run a team. Over a year's time he increased his team efficiency by close to 100%.

Seen as a man with a future in the security division of the Pulsar Project, the F.E.A.R. Corporation sent him to the Island for training. Six months later he returned and assumed the chief position for Decision Echo Analysis Department security.

To date he has personally made sure the Decision Echo Analysis Department is kept ultra secure. He was personally responsible for forcing back the minor incursion of the creatures from DE-A007/Nightmare as well as leading several recon teams into Echoes to take samples.

Chief Smith is an asset to the company and the security group knows it, despite the problems he seems to be having with the current Decision Echo Analysis Department head scientist.

Specialist Sydney Connors

Sydney Connors is a psychic who works for the F.E.A.R. Corporation's Project Pulsar security team.

His job is to spy on employees, shifting through their minds as they work, to locate security leaks, moles and other possible problems.

Sydney grew up in a small town in Vermont, the son of a local storeowner. He spent his rather plain youth playing baseball, football, fishing, as well as going to school. He was a B average student, and went off to the local state college using money he'd saved from working at his parents' store.

He started off with a general arts selection but found that psychology really appealed to him. He set up to study it as his major and found he had a knack for it.

During various classes dealing with the human mind and its nuances he discovered a true ability to understand his fellow classmates. It was during one of the mock sessions that he experienced his first telepathic occurrence. While asking a fellow classmate some questions he heard her thinking about another

classmate. At first he figured it to be a psychosis, but soon he found he could hear everyone around him, like a constant dull whisper. Over months he learned to control this talent, focus it, and use it. He found out secrets, planted suggestions, and got answers to tests and so on.

He passed all his grades with A's and was set to work for his doctorate in psychology when the F.E.A.R. Corporation found him. They seemed to know what he was and offered to teach him how to hone his abilities.

The F.E.A.R. Corporation sent him to the Island where he was inducted into the company's Pulsar Project. With his talents he was trained to be a spy for the company, with the cover of a company psychologist.

Sydney moves from office to office, conducting interviews and scanning employees for possible anti-corporate sentiment (the type that leads to espionage, blackmail, etc). Those with just working blues are recommended to go to the Island for a vacation on the company's dime, (after all, a happy employee is a good employee).

Sydney is aware of a strange intelligence on the Island, but the sheer power of that intelligence scares him. He's not yet tried scanning it, nor does he really want to.

Kincaid

The name Kincaid usually inspires a level of fear and trepidation in those that seek to harm the company. Whispers of this enigmatic figure abound in the corporate espionage fields as well as the criminal underworld.

No one is really sure what Kincaid looks like, or even if he is a he or a she. Most agree that it's a male, but in this day and age, the ability to mask one's gender isn't that hard to accomplish. What most survivors of visits from Kincaid say is that "He" is close to six feet in height with a slight build. Kincaid always seems to be dressed in non-descript clothes that hide most of "his" body from sight, as well as dark glasses and hat. Kincaid always wears gloves and to date has never left fingerprints or indeed anything with which to run a viable DNA test with.

While most of the criminal underworld see "him" as a mercenary, Kincaid sees a lot of employment from the F.E.A.R. Corporation more than any other company. The F.E.A.R.

Corporation has on occasion tried to discover Kincaid's real identity but have yet to get anywhere.

"He" always seems to vanish, leaving no trail and only shows under specific circumstances when a job is there for "him", meeting in random places.

Kincaid seems to never use the same tactic twice, having no signature weapons or MO to his methods, making "him" even harder to track. Kincaid is every modern day ninja's wet dream. A completely untraceable, unknown assassin/saboteur.

Of note is that in the one attempt to discover Kincaid's identity, a telepath from Project Eclipse was used. Though unstable, the telepath was quite powerful, but reported that Kincaid had no signature. To try to scan him was like staring into black obsidian.



The Public Projects

The Foundation for Law and Home Security

The Foundation for Law and Home Security is a government-backed agency that the F.E.A.R. Corporation created to help protect the US from threats, external or internal.

The FLHS helps with screening incoming foreign nationals, going over suspicious letters and documents, and provides valuable administrative workers for the government. This frees up their own agents to apprehend those who seek to do the country and its citizens' harm.

This relatively new project, begun three months after the horrific events of 9/11, has to date assisted in the capture of several terrorists prior to them being able to carry out their plans. The most well known of these, being the River of Blood incident (See case file F.E.A.R. P3-37E1). Members of the FLHS managed to isolate and find eight members of a radical Taliban cell who were planning on dumping a volatile chemical mix into the reservoir above Hoover Dam. This would have turned the waters red as blood and polluted them with a radioactive isotope which would have made the water undrinkable for easily a century.

The Erickson House for the Homeless

The Erickson House for the Homeless is a string of large homeless shelters situated in most major cities across both the US and Canada. The Homeless, battered women, runaways, and others who need a place to seek refuge are welcome at Erickson House, where they are promised a hot meal, hot/cold drink and a bed to sleep in for a night or two. Most people who come through the shelter are interviewed, a name taken and then sent to see the facility counselor for a brief talk. The goal of course is to try to help the person, to get them to return home, get them to the police or even maybe set them up in the city with a new life.

The F.E.A.R. Corporation started the Erickson Houses in 1972 after Michael Edwards ran into a group of homeless children one day near his old family home. Disappointed with the way the city

wasn't taking care of the homeless situation, he bought up all the land around his old family home and turn it and the land into the first Erickson House, named after his mother's maiden name. The actual legal name is the Althea Erickson House for the Homeless and Downtrodden, but most people just call it Erickson House these days.

Most major cities that have these sites are happy for them, as they do a lot of good for the community. Run by local churches and other volunteer groups their doors are always open to those that need their help and there is always someone there to talk to.

The Vigil Foundation

Ecological activists seeking to ensure that the rainforests of the world weren't totally destroyed in the name of progress began the Vigil Foundation in 1972. The founders, young men and women of the time, soon realized that they had little political power to gain anything close to their goals and so sought funding to help them in their quest to save the forests. Sadly they met too many closed doors, with people seeing them as just a bad Greenpeace rip-off or worse, a bad scam for money. Foundering and desperate to make a difference most of the members had to get full time jobs to sustain the Foundation and keep it from going defunct. A couple of the founders landed jobs working for a Franklin & Edwards Analytical Research Corporation office in Dallas, Texas and within a couple of months had actually managed to bring at least half the office over to their group as contributing members. After a couple of fund raisers held at the company office, the founders were happy to see some money going to the Foundation. They were starting to look into hiring a lobbyist when the Franklin & Edwards Analytical Research Corporation management stepped in and ordered the two founders to report to the main complex in California. Figuring they were looking at termination of their jobs and possibly even charges and jail time, they went anyway; ready to stand up for their ideals. What they got was an afternoon at a country club playing golf and having drinks with Mr. Franklin and Mr. Edwards themselves. The two explained that they were very concerned about the environment and that while they support many of the environmentalist groups, Greenpeace included, having one allied directly with them would be a major boon.

Leery of corporate trickery the two Vigil members told the corporation founders that they didn't just want to be front men, saying one thing while the company clear cut forests. Mr. Edwards outlined to them that the Vigil Foundation would be reborn as a proper, corporate backed environmental lobbyist group. Their goal would be to assess and monitor all environmental factors for the Franklin & Edwards Analytical Research Corporation projects as well as monitor, report and expose any rival corporation's disregard for the world environmental laws. The two Vigil members agreed then and there.

Today the Vigil Foundation, run from Dallas, Texas, employs over two thousand people world wide, doing spot checks on Franklin & Edwards Analytical Research Corporation sites, as well as monitoring other companies who are working in the hot spots of rainforest clearing. They have managed through political lobbying, to actually have two companies closed and a half dozen charged with breaking world environmental laws.

The Grace Mueller Academy

Named after Simon Franklin's dead grandmother, the Grace Mueller Academy originally was a finishing/prep school for women during the mid 50s to late '80s. During the '90s it underwent a facelift to catch up with modern times, becoming more of a women's only college, offering courses ranging from bio-chemistry to advanced physics to the culinary arts. Many of the graduates of its programs have gone on to MIT, the Cordon Bleu Schools, as well as gone for their doctorates in various fields.

The school still has a reputation as an elitist school, only allowing the rich and famous to attend. Celebrities, the rich and the powerful will often send their daughters there to try to let them learn something about the world, hoping they will make something of themselves. Some have gone on to better things, while others never seem to go anywhere other than back to the pool, the shops and bars. It's this unfortunate elitist frontage that seems to hamper the academy from gaining any grants and backing from local school boards, governments and such, even though they do have a good academic track record.

Of late the Academy's board members have started a program for scholarships to all the local schools to try to attract people from other walks of life, hopeful to try to cleanse the view of the school.

The Leviathan Society

Though its name seems to imply something sinister, it is nothing of the sort. Named for the mythic whale like sea creature, the Leviathan Society is an oceanic research group, who, through the use of several ships of varying sizes as well as two sub-surface labs, search the seas of the planet for clues about our past, alternate energy sources, new species, as well as looking at the global warming/cooling situation.

The Society's biggest assets are the two research ships Midgard and Asgard, and Benthic Odyssey, a large domed research lab that rests at the bottom of a converted oil platform, as well as Leviathan, an old British sub converted to research.

The Society's big project right now is the exploration of the Mariana Trench and the life forms that are down there.

The Summervale Hospital's Franklin and Edwards Wing

Summervale Hospital is located in south LA, and is known for its cancer treatment center, donated to it by the Franklin & Edwards Analytical Research Corporation in 1986. The center was and still is today, an ultra modern facility dedicated to treating and finding a cure for cancer, receiving thousands of dollars in donations every month from various corporations and private individuals in order for it to continue the job it started.

Perhaps the most widely know facet of the center is its willingness to treat anyone diagnosed with cancer for the same amount of money, considerably low due of the amount of donations made monthly, and with the same level of care given to everyone regardless of how rich, poor, powerful or unknown they are. It is not uncommon for a housewife to find she is partnered with someone important for mutual support as they are in the center getting treatment.

The UCLA Franklin Research Complex

Setup during the '90s by the Franklin & Edwards Analytical Research Corporation, the complex is a massive six floor and three subterranean leveled building dedicated to hard scientific research.

The facility is mainly used by research assistants, professors, doctors in training, etc to explore any number of scientific theories. The Franklin & Edwards Analytical Research Corporation reasons that all good ideas need a place to start and are willing to let everyone have their crack at it, so to speak.



Many breakthroughs have come out of the UCLA Research Complex in the last few years, with the corporation backing most of them and hiring the researchers right into the company with healthy incentives and benefits. Most up and coming scientists see the UCLA Research Complex as one of the best stepping-stones into the competitive science fields of today's markets.



The Shadow Projects

Project Nova

There are areas of the brain in all humans that are not developed according to medical research. Some hypothesize that if we could somehow activate those centers, we would develop strange and wonderful powers.

Project Nova is one of the human evolutionary development projects that the F.E.A.R. Corporation is using to try to spark these areas of the brain to develop. To date they have had some success, though many say that success is an understatement.

In 1965, Project Nova scientists spent a year screening potential test subjects. They examined family trees, genetics, and history of disease and so on with each person. In total one hundred couples (between the ages of 20 and 25) were chosen from across the US, with an additional fifty single women and fifty single men also chosen, (between the ages of 18 and 25). All participants were given a series of injections over the course of a three-month period, and monitored heavily.

Of the one hundred couples eight were rendered barren/infertile, and three died from a reaction to the injection. Forty-two men and forty-seven women survived from the singles group. These couples and singles were then paid for their contribution and sent on their way. Secretly monitors were assigned to watch them and to detail all children that they had.

The first occurrence of genetic mutation in an offspring was a young man named William Hennessy almost four decades later. In the middle of a football game with a small group of friends, he suddenly found himself across the field in a blink of an eye. Within minutes, as his friends looked on in stunned wonder, the capture team descended, drugged and carted off William.

After a long examination the found that a gland had formed between the frontal lobes that seemed to act as the catalyst for the young man's powers.

Further examination showed that William was tapping into a quantum level of energy via this growth. Called the Mazarin-Rashoud Node after the two F.E.A.R. Corporation scientists that did

the full work up on William, this gland was noted as growing in size, almost tumor like, as William slowly learned to control and amplify his power.

Over the next two years the scientists brought in several of the still-charted and watched offspring of those couples and singles who had had the injections.

Sadly due to lax records, the fact that it had been almost four decades between the initial injections and William's *activation*, and the loss of funds for the program, only 5% of the injection group was still being monitored, their offspring included.

Of these remaining children, three others were found to have the M-R Node, but had yet to exhibit any super-human abilities. Using data gathered from the four total subjects, now dubbed *Novas* after the project's title, the two doctors found something rather startling. A complete cat scan revealed the M-R Node had grown in size to that of an apple, spread out almost cancer like in its appearance through the frontal lobe.

A concentrated effort is now being made to discover the original couples and singles in order to try to track down their offspring, but the reality of the situation is that any time they may have engaged in sexual relations they have had the chance of passing the Nova Pathogen to their partner. This could result in any number of people possibly having an M-R Node occur in their brain.

All the F.E.A.R. Corporation securities personal are trained to be aware of these potential super-humans. All known occurrences of them have been swiftly followed up by the security division when they are able to, but sadly Novas will start slipping through their grasp and the public may soon know of their existence.

Project Equinox

Project Equinox is perhaps the longest running project that the F.E.A.R. Corporation has. Begun in the early '60s by one of the low end researchers for the corporation, the initial study had to do with the examination of what seemed to be *super heroes* of the '20s, '30s, and '40s. The researcher, along with two others, studied these *Stalwarts*, as they nicknamed them, for close to five years before finally managing to acquire one for research. They couldn't find anything different medically with the subject from a normal human. Extensive psychological tests were run as well,

but most were inconclusive. Still, factual evidence was compiled on the incredible super human abilities that these people seemed to possess, from the ability to invoke admiration in a crowd, to moving faster than one could track, to clouding minds, to seemingly able to defy death itself. Each recorded Stalwart had a single unique ability.

According to current research into the old records, most over five decades old, the powers manifested by these people might have been related to their ability to unconsciously control quantum forces. The early medical research into this possibility was later taken and used in Project Nova. Modern researchers found that the records of these "Stalwarts" slacked off as of the mid 60s, with most of the people noted as possessing these powers having died off or vanished. Subsequent attempts to locate these people or their descendants have proved futile.

Modern researchers encountered something rather interesting in their pursuit of these people. While they could not locate the Stalwarts themselves, they did start collecting data on what could possibly be a modern offshoot of them.

Labeled *Lethals* by the main team and *Street Fighters* by one of the young researchers, they were first encountered in 1992 by two agents who managed, after spending a rather large amount of company assets, to gain entrance to an underground fighting match. While not seemingly out of the ordinary, it wasn't till the headline event occurred that the two realized they'd struck pay dirt. The headliner was a match between a Japanese man and a Jamaican man.

Initially it seemed quite straight forward, a hard-core full contact match between two extremely skilled opponents. It wasn't till the Japanese man back flipped some 20 feet that they knew the fighters were different. The energy discharge by the Japanese man a moment later that arced across the ring and into the Jamaican, causing him to be knocked flying, finalized their initial perceptions. Watching intently they saw the two unleash incredible displays of strength and agility, taking and giving blows that would fell a normal man. The display of energy shown by the Japanese man was seen several times, as well as a display of what the agent could only call *hyper-speed* on one of the Jamaican's upper cut techniques.

When the match was over, the agent approached the Japanese man in an attempt to talk to him,

but was brushed off by the man, who gathered his winnings and gear and wandered off out of the arena building. The Jamaican on the other hand approached the agents and informed them not to worry, it wasn't a slight, and it was just the way Ryu was. The Jamaican, who called himself DJ, commented briefly that their abilities were merely extensions of their inner strength, their Chi or Ki. All members of their underground fighting circuit possessed such abilities to some degree, though only a few were as highly developed as what were known as the World Warriors. DJ wouldn't name names, but it seemed that an entire underworld of these people exists, each possessing these remarkable abilities. When a background check was run against the two competitors, limited information was found.

Project Equinox currently has two objectives in its outline. The Spring Group is responsible for collecting, collating and getting tangible results from the data on the so-called "Stalwarts" and these new "Lethals". The Fall group is responsible for taking the medical information that the Spring Group has and applying it to the creation of genetically engineered soldiers, something the military has wanted them to do for a while.

To date Equinox has not produced any super soldiers but they have managed to catalogue some 8 Lethals and 15 Stalwarts.

Project Solstice

The idea was straightforward. Rebuild a town from the ground up, controlling its every facet, from the schools to the courts, so that in the end everyone in the town would be working for the F.E.A.R. Corporation in some capacity. The concept worked in real life, as the town took shape and became reality. Solstice, Washington became fact instead of a project outline.

Each day the director for the Project, whose office is on the top floor of the Aeronautics & Automotive complex, looks out across the town and smiles. He then has his morning breakfast and coffee and reviews a new day's tasks.

Each day the Project sets a new agenda for certain members of the town. They will cause someone to lose their job or get a promotion. Shift things so that two people who might never meet, do or perhaps are split apart. It is all a massive experiment in the social dynamics of man, to better understand them.

There are a few x-factors in Solstice though, which are throwing a wrinkle into the whole plan. To start with there is a violence/lust spirit that is tooling around, possessing people briefly and then leaving before its' discovered. Most of its victims are lower class, or un-employed, and so aren't really taken

seriously. The spirit has its eyes on some more prominent people though, but is biding its time to make a move. There are a couple people it is currently very much interested in and it uses on a regular basis to satisfy its appetites. As well, a small pack of werewolves are also in the area alone with three vampires and a couple mages. The werewolves have been careful to date, only doing what's needed to guard the material world from the spiritual, and the F.E.A.R. Corporation isn't really aware of their presence. The three vampires, all unaligned, are known to the Project leader, and are being monitored. The mages, like the werewolves are unknowns, not on the F.E.A.R. Corporation's "radar".

At this point Solstice hasn't been used for any major experimentation, but the F.E.A.R. Corporation does know eventually the populace will be the subjects it needs for the other Projects.

Project Binary

Project Binary is perhaps one of the most secret and yet controversial of the F.E.A.R. Corporation's projects to date. Housed in a sub-basement of Theoretical Science Laboratories Inc., the project leader, Dr. Heather LeClair heads up a team of researchers, recon experts and psychics in the search, study, classification, and documentation of the anomalies known as Decision Echoes.

A Decision Echo is a point in history where something changed. A world leader took a right instead of a left, and thus avoided the assassin's bullet. Hitler didn't invade Poland. All major critical points in history have an alternate to them. According to quantum theory all decisions have an alternate and thus a quantum universe is created whenever such a decision is done. This of course would mean each individual person has several million possible quantum realities or "echoes" they are responsible for creating.

Project Binary has met with incredible success in the last year, having charted over 12 echoes to date. These echoes have ranged from eerily near duplicates to apocalyptic places when man is a dying species.

This Project is heavily guarded and tightly monitored. Any breach in security involving it is usually met with swift containment.

Project Nebula

Dr. Fredrique Sandoval runs this project, based out of a psychology lab in Washington DC. Its original purpose was the quest to prove/disprove the existence of the divine through past life/hypnotic regression.

Dr. Sandoval had reasoned that if the right people could be found, put into a hypnotic state and then regressed far enough, they would reach a point in time where all were part of the greater consciousness. She started out by doing four sessions a day, five days a week for a four-month period. The end results weren't what she expected. During the third month she had a young man deep into regression state, one of her most promising cases so far, and had regressed him through several lifetimes already, each with a common theme.

The person was always male; always the second child of the family, the family was always middle class, and a tragedy always struck when the subject was eighteen. Each time the person's memories of their life would end. There were no more memories after eighteen. The current subject was due to turn eighteen in a matter of weeks and Dr. Sandoval was eagerly awaiting that point in time to see what would happen. Part of her wondered if perhaps the tragedy was that he just died, and that this was one of those poor unfortunate souls to be fated never to grow old. In the last session, a mere week before the subject's birthday she regressed him past the fabled *first life* and something unusual occurred. Sandoval reported the subject opened his eyes and that they were aglow with a golden light. He spoke in a deep voice beyond his range, stating that the doctor's foolish attempts to muddle with things that she couldn't hope to understand would end only in destruction. It warned her to stay clear of the events that were unfolding. The report went on to say that at that point the subject awoke with no recollection of anything. Further attempts to regress the subject proved futile. At the end of the week the subject was in a car accident. While officially he was declared dead, his body vanished from the morgue some two days later. F.E.A.R. Corporation is hunting for him as are the FBI.

At this point Dr. Sandoval is not sure what it was she encountered, but she has managed to correlate some info given to her from Project Binary with her encounter. One of the subjects brought back came from an Echo with entities akin to the one she briefly spoke of. She is not sure what this means for our world, as in the Echo they came from, these people nearly destroyed the entire world. The name they were known by was Anathema.

Project Eclipse

Minor grade psychics, *homo sub-mentis*, have been noted in history, legend and myth way back into the dawn of time, accounting for the various users of magic, seers, truth-sayers, and such. These people have been at one point lauded as gifted by the gods to being persecuted that they are the spawn of whatever dark pits of damnation the culture believed in. In the modern day most are seen as mere stage shows, comedy acts and corner store psychics.

Project Eclipse is run by Dr. Jayanta Das, who has managed to document many low powered instances of psychic phenomenon, and with records garnered from Project Equinox, managed to ascertain that from the mid 30s to the mid 60s there were examples of fairly proficient and powerful psychics, classified as Stalwarts by Project Equinox.

To date, the Project has been experimenting with taking low-level psychics and boosting their abilities via various means to create a *homo super-mentis*.

The psychic Dr. Das encountered possessed rather startling abilities and was quite prepared to use them to keep herself hidden. If it hadn't been for the recorders keeping a transcript of the conversation with the two, Dr. Das would never had been able to figure out why he spent the better half of a day doing nothing.

The woman was named Rebecca Bue Li, and she informed Dr. Das that she was but one of a small group of powerful psychics that were now starting to appear. She wasn't sure what the focal point or reason was behind the sudden breakthroughs of man gaining said abilities, but it was happening. Her one supposition was that perhaps the world was balancing an already existing playing field. If that was true, what was it balancing man against? Ms. Bue Li then blanked Dr. Das 's memory and left him sitting in a car.

Dr. Das managed to require the last known location of Bue Li, but the subject had already moved on, and anyone asked couldn't remember when or even really what she looked like.

Dr. Das has continued the research, study and search for *homo super-mentis*, but has yet to locate any members of this rare breed, though several close calls have occurred. Cybernetics, drugs, hypnosis, genetic re-sequencing and even radiation exposure to certain points of the brain have all been tried with limited results. Of late a new scientist has joined Project Eclipse's ranks,

bringing new ideas to the table, one Dr, S. K. Bhurano.

Project Dusk

Orpheus and Eurydice. The story is a Greek myth, about how the love struck Orpheus, journeyed into the underworld to bring back his dead wife. He played his lyre for Hades and Persephone, who let him lead his wife back to life, under the condition that he doesn't look back to see if she is there. Unable to resist temptation, he does so anyway, near the surface losing his wife forever.

Orpheus's tale of his journey has been retold many times by storytellers over the centuries. His name has sometimes been linked with people who see and talk with the dead, but never more than a small company that started up in 1994.

Known as the Orpheus Group, it made its money in closed circles, with rich and powerful people who didn't want their names known, but who were seeking closure in various matters. What little information was gleaned from the recovered records indicate that the group purported to be able to send their agents into the lands of dead to gain information for their clients.

They offered the ultimate in clandestine intelligence gathering; a ghost who could go anywhere and gather intel without being seen. Of course the F.E.A.R. Corporation, upon hearing of what the Orpheus Group was possibly doing, attempted to acquire them, but was thwarted by the owners.

Most of what Orpheus Group evidently did was seen as highly circumspect by the F.E.A.R. Corporation research teams, and even though with the evidence of magic, spirits, and other supernaturals proven, the ability to *cruise the world of the dead* was seen as a little too far fetched. What small records Project Dusk has, has led them to various dead people, who died in the last couple of years of various natural causes. No living member of the Orpheus *projection* team has been found to date as the company went under in the later part of 2003, when the US government seized its assets after a rash of deaths claimed most of the employees and management. The FBI and NSA have both come forward noting that the people working for Orpheus were possibly terrorists and that anyone with information on them was to report it immediately to the FBI.

Other records show that possibly two other companies dealt with the same services that the Orpheus Group were selling. Terrel & Squib Pharmaceuticals and NextWorld Inc. Both these companies have also gone under, their assets and property seized by the government and most of their employees who were

involved with the “projector” service, arrested under the terrorist act.

Project Dusk has the fewest resources assigned to it at this point, something its Project head, Dr. Danielle Sykes, is not very happy about, but until she is able to bring more factual evidence to the review committee she will stay at the low end of financing.

Project Luna

Project Luna was started to try to track some of the more remarkable substances on the market for people to buy. This would not normally have been a factor if not for the rather startling supernatural aspects of the substances. Under the leadership of Dr. Rachel Lassiter they had managed to obtain samples of several of these substances for analysis.

Pigment, also known as black heroin, is a street drug that has seen a lot of recent press. Highly addictive it causes incredibly life-like hallucinations in its victims. The reason it has come to the attention of Project Luna is the high number of victims who recount seeing dead people or ghosts, when high on the substance. Initial research into the substance shows high levels of cocaine and peyote, as well as a third substance that has yet to be identified.

Supernatural blood. Research has found two types of supernatural blood that is being marketed to the underworld as a drug. Vampire blood: which is known for its healing properties and euphoric quality, as well as ability to grant the drinker with physical boosts. Werewolf blood: highly rare, a single dose can go for several thousand dollars. Werewolf blood seems to induce a rage in its drinker that is unlike any seen. The user can ignore any wounds, becoming an unstoppable killing machine, hell-bent on physically ripping someone apart. This blood seems to boost the user's physical abilities as well. The sad part about both the bloods is that they are both highly addictive, causing the drinker to crave the rush the blood causes.

Ash. No one is quite sure where this substance is coming from, but it has appeared on the streets in the last three years. Analysis of the substance has not revealed much at this point but what is known is the effect it has on those that inhale it. They become hyperactive and gain almost preternatural swiftness to their actions. Sadly they also become overwhelmed with the need to taste blood, and for some reason their own blood

is just as good as any. Many habitual Dust users have bloody fingers as they have literally chewed off their fingernails and licked them clean for the blood. Project Luna is desperate to locate the source of this substance.

Project Dawn

There are groups, organizations, shadow governments and other political, religious and supernatural bodies in existence. These groups are usually so far hidden in the shadows of the world that little more than rumors or stories exist about them. Project Dawn was commissioned to try to shed some light on these mysteries. The head researcher, Dr. Pei Ling, is confident that with the resources allowed her and her project, they will be able to ascertain if these groups, places and such are fact or fiction. To date her department is researching.

The Aeon Group, aka The Aeon Society for Gentlemen, aka the Aeon Foundation. This is perhaps one of the more well known of the groups being researched. Started in 1924 by one Maxwell Anderson Mercer (note on file indicates that Mercer's date of birth and date of death are unknown, but no sightings of him have occurred since 1947), the Aeon Group evidently started as merely a gathering of friends with like minded ideas, much like most secret societies of that time, though today the Aeon Foundation is merely a large philanthropic group, run by a board of directors. Any research into connections with Mercer and his friends' activities during the 20s and 30s has revealed nothing, but it is known that Mercer's friends were among the Stalwarts of that time. Project Dawn and Equinox groups are co-operating on files at this point.

Branch 9. The only information able to be gleaned about this group was that it was started in the early 1800s and that it is an internal intelligence service for the US. Its agents are evidently all licensed to kill and are non-existent in any database. The names of agents and those that are aware of who these agents are, is unknown still.

The Directorate. Project Dawn has ascertained that when the KGB dissolved along with a majority of the intelligence sub groups in Soviet controlled areas, the remnants of a few of them banded together and formed the Directorate. Limited information on the Directorate indicates that they are perhaps a tenth the size, but have immense control of the former assets.

Project Utopia and Project Proteus. Utopia and Proteus are the grail of Project Dawn. Little other than their names are known, that they have something to do with each other and are somehow linked to the Aeon





Group. Project Dawn hopes to have more info as they investigate into the Aeon Group.

Vampires, Homo Sanguineous. These creatures truly exist, moving quietly within the shadows of the world. The F.E.A.R. Corporation is aware of their existence as well as that there are what looks like three distinct social groups of them; A primary power group called the Invictus, a religious group called the Sanctum and a second power group called Carthians. What little information has been gleaned is that they are constantly bickering with each other, largely concerned with their own plots and plans. While they are seemingly long lived, they seem to be more concerned with politically fighting each other for control of territory. Further research is of course being conducted but most vampires are leery to reveal their secrets, and the species seems to have set rules and regulations against such things, with harsh penalties for those that break them.

Research shows that they are capable of rather startling supernatural abilities, such as preternatural strength, speed and stamina, not to mention mesmerism and other mystical abilities.

What little history that has been gathered about *homo sanguineous* shows that they have been around for centuries, with records of their potential existence stretching back to ancient Egypt and even before that. As researchers dug even farther back to pre-history they started to uncover clues about other ages. Eventually the research team managed to uncover a name of what could be the origin of the vampire species. Nosgoth.

Werewolves, Homo Lupus. Like vampires, the werewolves exist. They are split into a myriad of tribes according to researchers, each one run by an alpha member, and everyone of them consistently fighting against each other for territory. They are not really a danger to anyone except others of their own species.

Research into their history shows that they believe they were created at the time of Pangea.

Unless scientific history is wrong, there were no mammals or even anything close at that time in history, just the reptiles. Perhaps their origins are linked to some supernatural event and the name Pangea is a reference to that. Like the vampires, werewolves are not very forthcoming with information as to their history, so most comes from old texts, hearsay and other rumors. Efforts

to bribe a member of the species into telling all have yet to bear fruit.

Mages, Homo Arcanus. Mages. People who seem to be able to harness the forces of magic, manipulating them to meet their own needs. These rare and somewhat powerful people have been noted here and there.

What very little information there has been found indicates that they are few and far between and are possibly split into several groups with like-minded goals. Little else is known. Researchers have managed to discover that the term Atlantis has come up in reference with these people but other than the all too well known link to a sunken city from a mythic civilization, little else is known as to why this is so.

Other Supernaturals. Other types of supernatural are believed to exist in this world, and indeed the researchers at the F.E.A.R. Corporation have managed to note several possible occurrences of these other supernaturals. In Tangiers three Project Dawn agents came across reports of a person who seemed to be feared and hated wherever he went in the city. Investigation revealed a man with no background who had an almost unearthly beauty about him that had seemingly caused all the people around him to slowly fear him. At points interviewed neighbors reported he almost seemed fake in some way, like a statue given life. No trace of the man was found as he'd fled the city already. It is unsure exactly what he was, but human he wasn't. This part of Project Dawn usually finds itself traveling all over the world collecting information on possible sightings, trying to separate fact from fiction. To date they have managed to identify some twenty-three separate unidentified supernatural "sightings" that do not classify as vampire, werewolf, mage or anything one of the other Projects are dealing with.

Shadoloo. This word crops up every once in a while when dealing with some of crime organizations of the world. Little is known, other than it seems to be a powerful, well armed, well informed, and highly secretive crime organization that runs, oversees and even destroys the various crime organizations of the world. Attempts to infiltrate this organization have been unsuccessful to date, with limited data coming back from lost agents. One name has been noted at least five times. M.Bison.

Red Division. This is a clandestine and powerful group of people in Canada who seek to protect their country from threats inside and out. They are government backed and evidently pick their agents from the best the RCMP (Royal Canadian Mounted Police), military, OPP (Ontario Provincial Police) and SQ (Sûreté du Québec) have to offer.

Hunter Groups. Since its inception, the F.E.A.R. Corporation has been aware of various mortal groups that actively and clandestinely hunt supernaturals. Little to no contact is made with these radical groups, though Project Pulsar teams do sometimes clash with them, having standing orders to eliminate them if they engage in hostile activities.

The Cheiron Group. This large conglomerate is seen both as an enigma and as a rival in the upper echelons of F.E.A.R. Most interaction with TCG is done via lawyers, though a few clashes in the covert medium have occurred in the recent years when dealing with the capture of supernaturals.

Task Force Valkryie. This covert governmental agency has clashed with Project Pulsar groups every once in a while, but largely never seems to appear on the radar. All information about TFV is immediately sent to Project Dawn as it comes in.

Network Zero. This group has managed to display several vids of Pulsar teams capturing supernaturals, and even once had a fifteen minute digital movie of someone wandering Quiet Dale. F.E.A.R. has put out a broad edict stating that anyone involved with this group is a threat to security.

Project Pulsar

Comprised of ex-military personnel from across the globe, Project Pulsar is the F.E.A.R. Corporation's elite para-military incident reaction force as well as the corporation's security group. They are trained on the Island to be able to handle most situations, are equipped with the latest in military hardware, and given the latest in stealth technology transport to enable them to get into spots. A total of eleven teams along with their support groups (medical, administration, transportation, etc) and the two HQ units make up Pulsar.

To date the F.E.A.R. Corporation has only ever had one instance where more than one team had to be deployed to the same location, the infamous Galanete Island incident, and generally each team is responsible for a different area that the F.E.A.R. Corporation is located within. Generally the

teams are only called in if the situation is quite dire, though with the various supernaturals in the world, this could happen more than one thinks.

Project Singularity

While on the surface (pardon the pun) the Leviathan Society means well and is devoted to scientific research, Project Singularity is devoted to discovering those things the ocean hides that perhaps we shouldn't be trying to discover.

There are ruins down there deep in the depths, ruins for places that at one time sat on the surface of the water. Creatures exist deep into the trenches that man has not seen and probably wouldn't want to see. These animals would make useful test subjects as well as experiments for new technology.

There are also indications of something actually living in the depths. Project Singularity has come across evidence of actual habitation in shoreline areas, near wrecks. What is actually living there is not known at this point in time, but investigation is continuing.



Holdings

North America

United States

The US offices are spread out across the entire country. Apart from several actual corporation sites, they own and run several smaller companies as well as having controlling interest in several other companies both large and small. The most publicly owned locations are the F.E.A.R. Corporation complex in Silicon Valley and the city of Solstice, Washington.

Canada

Canada has few corporate locations within it. The F.E.A.R. Corporation Administration accredits this to Red Division, a secretive intelligence group that operates behind the scenes to protect Canada's best interests. Of course these interests may not always be seen as best for the country to start with, but Red Division has long, long-range goals and right now, only a few include the F.E.A.R. Corporation.

Mexico

Mexico has several large corporate owned plants where various things are made and researched. Labor is cheap and as this is the World of Darkness, so is life. Many homeless and destitute in Mexico vanish, only to become test subjects in a F.E.A.R. Corporation lab.

Central America

The F.E.A.R. Corporation has a few satellite offices and plants in the nations of Central America, the most prominent in Panama City, Panama, where they watch over and deal with imports and exports through the Panama Canal. Most dealings that the F.E.A.R. Corporation has with the other nations of Central America are merely for sales of goods or purchase of materials. The few factories that exist in Central America are usually affiliates or subsidiaries owned by the F.E.A.R. Corporation.

South America

One might presume that the F.E.A.R. Corporation is involved in clear cutting and other

ecological nastiness in the South American area. This is quite far from the truth, (see the Vigil Foundation entry for more details). The F.E.A.R. Corporation wants the great rain forests to survive. Inside them are many herbs, plants and animal species which have uses, and a stable environment is needed to keep them alive, healthy and prosperous.

This doesn't mean that the F.E.A.R. Corporation is benign here. They still do a lot of rather nefarious stuff in the South American area. While not wanting the forests clear-cut, they do want to control, harvest and cultivate the various plants, herbs and animals for their own reasons, and they are not happy when people try to stop them.

Europe

As with the States, the F.E.A.R. Corporation has several offices located here, though they are usually small scale over all, such as R&D centers or sales offices as they have not really expanded heavily into Europe at this point.

Africa

Like Europe, Africa is largely untouched by the F.E.A.R. Corporation with only a couple offices in the entire country, located in the South African area.

Middle East

The Middle East is a hot bed of political activity. Wars over territory, politics, and religion are running rampant there, and the F.E.A.R. Corporation is keeping itself as far from it possible. They have to date pulled out almost all their employees except for native employees. The Israeli, Egyptian, and Arab Emirate offices are still in operation. Most are currently dedicated to helping the UN, good PR and all. They still do have some teams searching the Mid-east for ruins, artifacts and other things.

Pacific Rim

The F.E.A.R. Corporation has a few offices in the Pacific Rim. A couple in Australia, a sole office in Malaysia, but not much else

Asia

China has three offices located in it, at least public ones. There is a hidden facility deep in the interior as well, where research is done on the bird flu.

Most of the other Asian countries have no offices except Japan where two exist, one in Tokyo and another in Osaka.

The F.E.A.R. Corporation's involvement is limited in the Asian areas all in all, with them not really here other than as branch offices to promote their wares.

Russia

As far as the public is concerned the office in Russia is located in Moscow and does little else but employ twenty people for general sales, information requests and some administrative tasks.

In the shadows between things, the F.E.A.R. Corporation has a large underground research facility under the office, the entrances hidden in various warehouses, private dwellings and public malls on the ground level surrounding it.

This research lab employs some two hundred scientists and researchers in ultra top secrecy, working on projects that if they go wrong, will not affect the company's native homelands.

The Poles

The North Pole usually has a single research ship sitting at it, studying the icecap and the flora and fauna that grows and lives at it.

The South Pole has two research facilities at it, one situated on the coast near the tip of South America, the other deep into the continent near a set of mountains. According to public information these two research facilities are doing core samples, studying climate changes and other polar research.

The Oceans

The oceans are one of the last unexplored frontiers on the planet. Many research labs, ships, and such ply the oceans looking for insight into the world's vast depths and the F.E.A.R. Corporation is no different.

No less than five oceanic research vessels under their employ ply the waters of world, and there are two sub-surface labs as well. One is a drilling rig, designed to withstand massive depths to do

deep drilling, the other is based off an old oilrig, with the above part serving as a transfer point and Benthic Odyssey, the lab itself, arranged around the rig's feet.

Space

The final frontier as some would say. The F.E.A.R. corporation has several satellites in orbit, some legitimately theirs, a couple hijacked and a couple which can become theirs when needed.

The F.E.A.R. Corporation has ties with NASA, ESA and the Russian Space Program, providing trained personnel and materials.

The F.E.A.R. Corporation Complex

Situated in the southern area of Silicon Valley, the F.E.A.R. Corporation is a large eight building walled complex. Standing in the middle of the complex is a large thirty floor office complex, with "F.E.A.R." emblazoned down its side in large blue-black letters. It is this office tower that houses all the principle administration, financial, and clerical offices and facilities. At the top of the tower are two luxury two floor apartments, where the two company founders live. Arranged around the main office building are the various research and laboratories buildings, each dedicated to different type of R&D.

Security is tight, with armed guards patrolling the grounds at all hours, random security sweeps of employees to make sure they have their ID cards, card readers on every access point, cameras at all points as well as motion detectors and heat sensors. All facilities around the world follow a similar vein for security and layout, with a primary tower and subsidiary buildings around it, walled compound, armed guards etc.

The other seven buildings range between 2-4 floors above ground and 3-5 under ground. There is an aeronautics building with a small wind tunnel and a small airstrip/helicopter pad, the vehicular engineering building, whose main floor is actually an indoor track for the testing of new designs. An exterior track also exists, but is not used much these days. The medical building actually sits within its own secondary wall and is complete isolatable, having CDC grade airlocks on all the inner labs as well as triple paned security glass windows and air sealed triple doors in and out of the building. The physics building is know as the tank building, because of all the buildings it is the smallest, being a short, squat gray thing with few windows. The stellar sciences building is the newest building to be built, and is dedicated R& D for space exploration. Labs within it are dedicated to planetology, stellar physics, asteroid tracking, as well as a couple labs that





do cooperative ventures with NASA and the ESA. The power facility is easily recognizable with its large silo shaped reactor, an experiment in high energy/low waste fusion power. Finally the weapons building, one of the more controversial buildings on the site, where new types of weapon systems, from non-lethal to lethal are developed and tested. At least eight military contracts are currently underway in the weapons building at this point.

The Island

Situated in an isolated island chain in the south Pacific, the island is five kilometers long and roughly two wide at its northern end, (it looks like a large spike in rough shape when viewed from above), and is home to the F.E.A.R. Corporation's corporate retreat.

Owned by the company and considered private land, the island is lush, green, with jungle, sandy beaches, a couple rivers and a large lake that almost separates the lower end of the island into two parts in the center. The lake serves as a docking area for seaplanes and boats, and a small airfield in the lower tip allows for small planes, jets and helicopters to land and take off.

On the shores of the lake sits a palatial 5 star resort, with pools, cabins, casino and a massive hotel facility. The resort caters to the employees who need time away from the corporation, spending their days swimming, drinking, eating and partying in order to unwind. All employees are sent to the island for 2 weeks each year as part of the company de-stress initiative. The jungle beyond the resort is filled with many different species of animals, birds and plants. Vacationers can follow a series of several trails but other than that, the entire upper part of the island is off limits. A single road leads from the airfield, around the lake to the cargo part of the docks, then past the resort and into the jungle. It terminates at a large three-floor facility that sits deep in the jungle almost at the end of the upper part of the island. A wall, with cameras, lights, armed guards and dogs, surrounds the facility. Most of the upper part is offices and quarters for the people who work the facility. Fifteen sub floors exist below the ground, each one dedicated to various experiments in genetic engineering, viral testing, cybernetic design, research and testing, psychic research for combat psychics (telekinetics, pyrokinetics, etc), research in super string theory, alternate power sources, as well as

supernatural research (research on vampires, werewolves and other things).

Solstice City, Washington

Solstice City wasn't always the large city it is today. Before its takeover by the F.E.A.R. Corporation, Solstice City was known as Twin Mountains. The small town of five to six thousand suffered from a rather bad reputation after a violent murder occurred in 1989. Several FBI agents were sent to the town to help the investigation. Over the course of a two year investigation which cost a few more lives and the sanity of the primary FBI agent involved, the town lost much of its tourist trade, as well as a fair number of locals moving away. By 1992 the entire town was almost a ghost town.

The F.E.A.R. Corporation began by buying a massive tract of land off farmers and others who had long left the town, and started construction of the F.E.A.R. Corporation's Aeronautics and Automotive Research & Development Complex.

This massive complex would eventually supply over eight hundred jobs, but in the beginning, the corporation pulled out all the stops to get the plant done in a year. Hundreds of workers arrived in town needing homes, food, and entertainment. The town grew quickly, easily surpassing its old numbers. As sections of the complex were brought online, and the scientists and their families arrived, even more jobs were created as the need for schools, a hospital, police and rescue services and so on became a reality. These people brought their families, which created the need for markets, shops, and other merchant industries. By the time the complex went online fully the town was at close to ten thousand people and still growing.

By the new millennium the town had reached over twenty thousand people, with jobs, sub research companies, and good tourist trade going through the city's large hotel that overlooked a massive waterfall. The surrounding area's farms were doing well, backed by the F.E.A.R. Corporation subsidiaries, and several small, environmentally friendly logging groups were operating as well.

Solstice continued to grow as it became a shipping point for produce and material coming and going from Canada. This helped supply even more jobs into the city as a small commerce airport as well as rail depot was constructed to complement the already existing truck freight depot.

As of 2006 Solstice's population has hit over fifty thousand and is considered a model city. The lust spirit has been working slowly trying to re-establish itself and to find a new feeding ground since its escape

into an owl and has already picked out a likely subject to possess.

Unbeknownst to the population though the F.E.A.R. Corporation has done several things to the town for its own benefit. Buried under the ground encircling the town is a wall that can be raised into position. This wall when raised would be close to fifty feet in height and some ten feet thick. Made of a high strength polymer with the tensile strength of steel and concrete, it will enable the corporation to effectively contain the entire town if need be. One might wonder why such a measure would be needed, but the corporation has another secret or two in Solstice, such as the massive viral, genetic engineering and bio-mechanical R&D center located beneath the town. The walls would be raised in an emergency if the R&D center was breached or containment was loosened into the city itself. The F.E.A.R. Corporation has rather tight security about the center, and unlike a certain movie/video game company, aren't about to let any nasty virus get out.

The F.E.A.R. Corporation controls the city like a puppet master, with links to almost every major business in the city, not to mention the sway they have over the police and local government.

Interestingly they do not lean very often, using subtle nudges to steer the town in the direction they want. See Project Solstice for more details.

The Decision Echoes Analysis Department

Started in the late seventies by a group of theoretical physicists, mathematicians, and scientists, the Decision Echoes Analysis Department was originally a small part of a company called the Theoretical Science Labs. They dealt with research into fields of dark matter, super string theory, big bang theory, alternate energy creation sources, and other sometimes radical and strange fields. One of the radical fields was that of meta-psychic theory. This field dealt with practical research into psychic phenomena, such as Telepathy, Remote Sensing, Astral Projection, Psychokinetics, and so forth.

At one point during a Remote Sensing session, one of the psychics accidentally looked into a room where a project based on quantum signatures, was being conducted. The psychic triggered some type of feedback and suddenly a portal opened, showing a different world. As the

clamor died down, the lead scientists asked the other psychics to scan the rift that had been created. Dozens of what could only be termed as quantum realities were noted, some distant and other close but each resonating like an echo of the quantum reality that the lab was in. Dubbed Echoes by the lead scientist, Dr. Edward Johnson, the team began devoting themselves to scanning these echoes. Other projects were dropped in favor of the Echo project and soon some information was gleaned. Each lab converted to supporting the Echo project. For two long months they plied the echoes, restructured their support services, hired and enacted new security measures and started recruiting psychics. Secondary research into other psychic fields began in earnest to explore ways to apply those fields to the Echo project. After the two months of research the project finally had a successful portal open, for two minutes. Ecstatic, the leads scientists, CEO and board of directors conferred and decided on a path. The Decision Echoes Analysis Department was officially formed and Dr. Johnson put in charge. A new wing was built in the basement levels of the company and massive security features enacted. Armed guards in the labs, special bio-metric pass cards for access, as well as cameras, and other measures were put in place. A large medical lab was built as well as living facilities in order to house people for long sessions. Finally the science labs were expanded, including divisions to deal with applied research into the more abstract meta-psychic fields, such as prognostication, post-nosticasting, psychometry, and the fable "creativity" ability.

For another three months, the lab researched and explored the echoes and then a break-through. A piece of one of the echoes came through. A journal of a man's journey to freedom. This galvanized research and exploration, but also caused another company to take notice of department's parent company.

Since its take over by the Franklin & Edwards Analytical Research Corporation, T.S.L and the D.E.A. Department have moved into newer and stranger fields. They have explored deep into the echoes, including sending teams of people through and bringing back artifacts as well as prisoners.

At this point the D.E.A. Department is run by Dr H. LeClair, an ambitious woman who believes that psychics are not the way of the future, but science, pure hard science, is. According to early research by Dr. Johnson, LeClair's machine should never have worked, but it does, and only because of its internal and integral components, cyborged human psychics.

The D.E.A. Department is a highly secretive lab



complex located in the basement of the Theoretical Science Labs building, itself located outside Oklahoma City, Oklahoma.

The Theoretical Science Labs complex consists of three structures, a large main office, an attached research building, and a large field coil unit. The field coil is used as a particle smasher for research into particle makeup. The D.E.A. Department itself is a four floor underground complex situated some 100 feet beneath the second basement of the Theoretical Science Labs research building. It is complete with living quarters for employees, a cafeteria, rec-lounge, a small gym and pool, labs for both psychic and high energy physics research, training areas, a set of detention cells, even a full medical lab with surgery is present.

The living quarters and rec-facilities are all on the lowest level, reachable by an elevator that only connects that floor with the upper building. The

three floors above are reachable only by stairs up from the employee level.

Cameras sit at all junctions and corners, as well as in the stairwells and elevator. An airlock like security station sits where the elevator exits into the complex, controlling access. At any time, several dozen people can be found in the complex, from guards, to scientists, to psychics, going about their research and jobs. There are always eight active guards at any time, two per floor.

When Dr Johnson ran the lab, the Tank, as it was known (a large auditorium-like room), housed the sensors, clairvoyant psychics, (people capable of sensing places with their minds). It was here they scanned the echoes as well as opened the portals. Since Dr. LeClair's take over, the Tank has largely been taken over by her portal machine. Centered around a large metal gateway, this is now the place in which the portals open through a combination of high-energy physics and cyborged psychic energies.



Strange Locations, People and Things

Galanete Island

This small island lies some three hours by boat north east of the Island. It is a small tropical island with lush forests, streams of fresh water, birds, animals and abundant fish around it. Exploration of Galanete showed evidence of habitation at one point by natives and possibly later by pirates during the times of the tall ships.

An old crumbling village sits in a deep cove of the island, evidence of the later habitation. Several buildings, a couple warehouses and what was once most definitely a tavern or inn of some kind sit mutely on the shore. Three long docks, half collapsed into the sea still jut outwards, seemingly awaiting arrivals.

If that were it, Galanete would have been much like most islands that people sometimes explore. Sadly Galanete is home to a darkness that plagues it every full moon.

As the moon's light illuminates the island the buildings become new and the small village stands new and empty, its torches ablaze. Within an hour a massive pirate ship arrives at the dock, the name *Manta* emblazoned on back. Sailors lug cargo down the dock to the warehouses and then retire to the tavern to drink, sing and cavort.

Any ships in the area around Galanete, which lies close to several resort areas, are targets of this ship during full moons, the women and men carried back to Galanete for sport.

At one point Project Pulsar sent three full teams into Galanete in order to rescue the people of the *SS Sparrow*, a pleasure yacht from the Island. See F.E.A.R. Case File P1-3S22/P2-7Q74/P3-9M21 for details on that operation.

As of this time Project Pulsar sends out several patrol boats every full moon to warn off people to try to prevent any deaths. Sadly every solstice a ship or two falls prey to the *Manta*, the hapless victims never seen again.

Quiet Dale

See F.E.A.R. Case File FEAR PC-9U99

The Triangle

The Triangle is well known to all. Its covers a vast distance and has been blamed for hundreds of disappearances of ships, people, planes and other things. The F.E.A.R. Corporation has four research vessels stationed in the Triangle at all times, one at each "side" and one in the center. Crews are ferried in and out by chopper or boat depending on the ship. Each of the vessels continually monitors radar, sonar, spectrograph, magnetic, audio and visual spectrums for any abnormal activity.

Interestingly not one of the ships has managed to spot an anomaly that swallows ships. They have managed to catch the last bits of transmissions from people that have gone missing.

The Tunnels

This abnormality was discovered by one of corporate satellites over North Africa. A routine scan detected a heat signature several meters below ground level. Further scans of the area found the area riddled with a massive network of tunnels, interconnecting several dozen large chambers. No discernible entrance could be located for these tunnels. Heat signatures have been noted within the tunnels, analogous to human sized targets. Several larger heat sources were also noted as well as major heat plumes in the large chambers. Further scans have located a single water source linked to a vast underground lake with has underground entries that stretch kilometers in several directions.

Pulsar Five has been tasked with trying to locate an entrance but to date no way in has been located.

Addendum: Three other tunnel sites have been found in the last four years. One in Egypt, one in northern Russia, one in the US and a final one off the coast of Australia.

Dinosaur Swamp

Rumors of this place abound in local legend and myth of the Louisiana state, especially in Baton Rouge and Lafayette. It is said, and Project Dawn has yet to confirm this through their agents, that reptiles from the Cretaceous period still walk. Local fishermen talk about the deeper swamps in whispers over rotgut whiskey and bad cigars, and will even take people into the swamp on fishing trips for a few promising sights they never expected. It's true that some of the alligators and even a few species of fish look like something out Jurassic Park, but no one actually notes seeing any big reptiles.

The only hard evidence that exists is a letter from a reporter named Sarah Gettel about her experiences with a local named Paul Robichaux (the Robichaux family is an old family from the area, having history stretching back easily over two hundred years). Attempts at locating Ms. Gettel or her descendants have so far proved impossible.

Chiquibul Caves

Reports of sightings of cave men or Neanderthal man have cropped up here and there across the globe. Bigfoot, yeti, and several other legends and myths have been noted as possibly being sightings of Neanderthal man.

In the late 90s a research group in Siberia evidently discovered a small tribe of near-Neanderthals living off the lands. The group was somewhat nomadic, a trait not normal for the Neanderthal and was later lost.

The Chiquibul Caves in Belize are another example of these lost tribes. Once again the writings of Sarah Gettel are the only hard evidence of an encounter with these Neanderthals, but the descriptions matched close enough for a team from Pulsar 3 to be sent with her directions to try to locate them. Little was found, some scraps and evidence of previous inhabitation, but no remains.

The team did manage to locate some of the glowing red crystal noted by Gettel. The crystal has been sent to the Island for analysis.

The Lair of The Tyrant of the Skies

At first one might think they had stumbled upon the graveyard from a World War 2 era testing field for aircraft. Upon more detailed examination one will note that most of the designs are more modern

than what was used in World War 2, and some are even of fantastical nature.

The hulk of an aerial aircraft carrier sits at the end of the main runway, listing to one side and slowly rusting away. A half dozen jet fighters of baroque 50s era design yet possessing engines easily equal to the jets of the 1990s are lined up next to one hanger, cockpits open and home to birds and a colony of howler monkeys.

Eight massive hangers, three large barracks and control tower building, covered in vines and overgrowth sit at the one end of the triple runway complex. A large shell of a massive airship, half complete sits next to the main hanger.

Located in the depths of Madagascar, the complex was evidently once home to Doctor Manfred von Zorba, who called himself the Tyrant of the Skies. Zorba felt that humanity should take to the skies, letting the earth slowly heal. He built an armada of zeppelins and evidently attempted to use it to destroy several cities. Research into these events have pulled little data though interestingly enough a couple interviews with still living people from that era indicate that such events did occur.

This old airfield and research lab is currently under the control of Hammond and Tesla Enterprises. Their techs and security personnel have a permanent presence on the site, much to F.E.A.R. Corporation's annoyance. Several attempts to remove H&TE from the site have been met with little success.

The 5th Reich

Conspiracy theorists have been running the whole hollow earth and underground empire theories for close to fifty years. The world is hollow with entrances at the poles. The Nazi's fled into the center of the earth and there rule the world secretly through puppets. Many theories have come forth, and in the end part of 1987 Pulsar Seven ran into one of the theories.

Investigating the sudden increase in shipments of weapons through a local warehouse with ties to WA Robotics, the Pulsar recon teams managed to observe a transaction between the WA Robotics liaison and a member of what could only be described as a Nazi straight out of WWII, right down to jackboots, great coat and cap.

A heated exchange between the two was noted ending with several soldiers in black and dark grey uniforms wielding late model Steyr AUG assault rifles. The soldiers loaded several dozen crates into a soviet alpha class submarine then left.

Further investigation was conducted, including tagging the sub with a homing transmitter. The sub was tracked into the mid pacific and was noted as heading south before the signal was lost. Two stops were tracked by the satellites, both in ports of loose law enforcement. Pulsar infiltrators were dispatched to gather more information.

After two years of investigation Pulsar teams managed to locate a base of these 5th Reich Nazis, located on a small island just north of Antarctica in the Pacific Ocean. The base was home to a small airfield as well as a sub pen. When raided by Pulsar 10, two soviet alpha class submarines were there, and seized. A total of two hundred odd people were taken prisoner, none of them had any ID nor were any of them in any databases. All were of Germanic Aryan descent. Nazi icons were all through the location, from flags to letterhead.

Maps that were recovered before being destroyed by the 5th Reich revealed several other bases as well as a possible entry point into the "Unterwald" or "under forest" near the South Pole. All other bases were wreckage by the time Pulsar arrived.

All information on the 5th Reich is being contained within Pulsar Command at this point.

The Daniel Collins

The Daniel Collins is perhaps one of the most mysterious freighters on the planet. It will transport any non-human cargo anywhere at anytime for the right amount, no questions asked and guaranteed to be delivered

No one is sure of its port of origin, though New York is noted under the name on its stern. The only reference to the Collins in US Maritime is a WWII era freighter that went down evidently in 1946.

The Collins when it appears in port is always at the most distant dock. The crew never seems to disembark; only the Captain seems to leave to talk with the clients. The cargo is loaded by the crew who are seen going about their duties in a quiet manner.

To date the few people who have managed to board the ship have reported back a feeling of unease and fear. They become paranoid about every shadow. The crew seems to be watching and frowning at all times. There are sounds from below that are not human in the remotest sense. Most usually leave quickly. The rare two or three that stayed on board, usually stowaways were found at

the next port, completely catatonic and listless to the world around them

The F.E.A.R. Corporation uses the Daniel Collins on a regular basis to ship materials to the Island, knowing that they will arrive safe and sound. To date they have attempted once to try to ferret out the secrets of the Collins, but were met with more questions than answers.



Rival Corporations and Organizations

Daniels, Edmonds, Akins & Trask Horticulture PLC

This company has vested interests in the overall environment of the planet. Their main research thrusts are in preservation and reintroduction of endangered species as well as governing the proper harvesting of lumber across the world. A true globally positioned company Daniels, Edmonds, Akins & Trask Horticulture PLC is based out of London, England with offices spread across the world. While nowhere near the overall size of the F.E.A.R. Corporation, Daniels, Edmonds, Akins & Trask Horticulture PLC is nonetheless very well positioned politically, with two of its leading board members, Siegfried Daniels and Gustav Trask holding governmental offices as well.

The usual contention point between the two companies is over how the Vigil Foundation goes about its business. To date three of Daniels, Edmonds, Akins & Trask Horticulture PLC's operations in the South American rainforests have been shut down by Vigil on accusations of environmental abuse, something of course Daniels, Edmonds, Akins & Trask Horticulture PLC is most adamantly against.

Hammond and Tesla Enterprises

Hammond and Tesla Enterprises was originally started in 1973 by Charmaine Tesla, a descendant of the famous Nikola Tesla. The company's original purpose was alternate energy sources but they foundered and nearly collapsed within their first two years. In stepped Richard Hammond, complete with vast riches and idle time and a dream of flight. H&T Enterprises was born.

Located in New York City, the company is one of the nation's leading aeronautical research, design and engineering corporations, with dozens of contracts in the military, private and public sectors.

They have several plants in the US and a couple in Mexico, but their primary plant and lab is located just outside New York.

The primary focus for H&T Enterprises is anything dealing with flight and space. They are one of the four companies (including F.E.A.R.) in the race to produce the next generation of space shuttles, as well as having been part of the design team for the US Air Forces' stealth fighters and bombers.

Most of H&T Enterprise's clashes with the F.E.A.R. Corporation come in the field of aeronautics as each attempts to outdo the other with more innovative designs. H&T Enterprises' ownership of the Tyrant of the Skies old lab and airfield is also a point of contention between the two corporations as well.

Powell & Eckart Research

The field of human genetics and application of techniques to improve, heal, and even correct them has been in the forefront of medical research for many years now. Few companies concentrate almost solely on the aspects of genetic research and its applications as much as P&E Research.

When the arguments for cloning were being presented P & E was there. When stem cell research was being done, P & E was there. When Dolly was born, P & E was there.

At each major turn of genetic research P & E has been there, either as an active participant or a silent partner, eager to reap the benefits of the research for their own goals into the human genome.

Most research and development by P & E is never really seen by the public, contained within the halls of science and medicine, but the public feels the effect as P & E's research is put in to motion in the very hospitals that the public uses.

Most of the F.E.A.R. Corporation's contention with P & E comes from the rival genetics groups trying to cite abuses against humanity against each other. P & E at one point managed to galvanize an entire city against the FEAR Corporation's local lab, causing it to be shut

down and the company to be fined several hundred thousand dollars in the process.

Horace Neuberger & Osborne Research

There are few companies that specialize in aquanautics, the science of sea based vehicles, engineering and so forth. HN&O Research is one of the few and justifiably one of the most diverse and accomplished. While the F.E.A.R. Corporation's own aquanautical research does hold some marks in the field, most of Project Leviathan and Singularity's goals are scientifically based, centered on research and development of the resources the ocean provides.

HN&O Research has some of the most advanced commercial submarine designs, having pioneered technologies in hydro propulsion and depth/pressure resistant hulls. Their pride and joy is the Poseidon, a large submarine that rivals if not surpasses most military models for speed, depth ability and duration at sea.

HN&O Research frequently clashes with Project Leviathan and Singularity, usually over the use of their equipment and over the fact that HN&O Research has been attempting to buy into Benthic Odyssey.

Ingersoll Computer Engineering

Ingersoll Computer Engineering was started about five years after Apple Computers was, and has spent most of its time developing advanced high end applications for math and science based firms in various languages. During the mid '80s they began the quest for AI, devoting nearly half their resources to the research and development of smart machines. Working heavily with W&A Robotics, Ingersoll Computer Engineering made leaps and bounds in the complexity and sophistication of their programs and operating systems, advancing them quickly.

For a brief time they linked in with the F.E.A.R. Corporation in the development of a possible AI for military applications, but the venture fell apart after the lead researchers on each side discovered they couldn't stand each other.

At this date ICE and F.E.A.R. do not really cross paths, but with the revealing of the AI Tank ICE has been noted as now attempting to sue F.E.A.R. for infringement of copyrights.

Watanabe & Arai Robotics

W&A Robotics is one of Japan's leading robotics companies, delving into advanced research of the subject. Artificial limbs, automated construction units, automated crop harvesters, powered walkers, and fully functioning robots are W&A Robotics' forte.

W&A Robotics are also involved in military applications, producing light arms as well as mass producing light armored vehicles for other countries.

In many countries the W&AR Dragon LAV is used by police and security forces for easy transport and the W&AR Ghost is the automatic pistol of choice.

Many of the F.E.A.R. Corporation's contentions with W&A Robotics comes from their rather loose selling practices and that sometimes the weapons being used by insurgents and some of the underground elements of the world are W&AR items. There has been many times that W&AR has been cited by world nations as being nothing more than a global arms dealer, but each time it has been shown to be after market sales of product W&AR sold to legitimate organizations.

Desmond, Osaka & Abrams, Litigation

The law firm of Desmond, Osaka and Abrams has been the thorn in the side of many corporations since the late '60s. They specialize in making sure that corporations are prosecuted and held responsible for their actions, good or ill, towards the government and the public.

Desmond, Osaka and Abrams will always represent a client who can pay, and have no problems in both representing and attacking the same client through their lawyers in their firm. Their results often speak for themselves, and is what keeps clients coming back to use their services over and over.

To date F.E.A.R. has yet to have the firm represent them, but they have been in many courtrooms, facing lawyers from this firm.

Calahan Ortez Rapid Paramed Services

Calahan Ortez Rapid Paramed Services was an idea given form by its founder, Sheila Callahan. A medical doctor studying human physiology, she and her husband Martin Ortez traveled the globe trying to see what it was that was needed by mankind the most in the medical sciences and services. She and Ortez discovered the need for fast rapid response of medical services to places in need and hard to reach was what was needed.

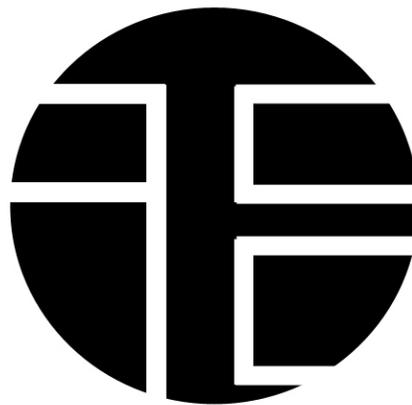
They formed the Calahan Ortez Rapid Paramed Services in order to bring global rapid paramedical response teams to the fore front of rescue operations.



Break your leg on Everest? No problems. Stranded on an ice flow in the Arctic Circle? No worries. Lost in the desert and dying of dehydration? You're covered.

Like the old sci-fi television program, Thunderbirds, the teams of Calahan Ortez Rapid Paramed Services will be there in a flash to help and assist you.

The F.E.A.R. Corporation usually runs into difficulty with this company because they offer their services to people who buy contracts with them, and certain contracts guarantee extraction when the contract holder is in medical need. At certain times this means the group that comes is usually heavily armed, armored and ready for trouble. Several times Pulsar members have been driven away from a quarry because they have a Rapid Paramed Extraction Contract.



F.E.A.R. ©

F.E.A.R. Corporation

Subsidiaries

Franklin Steel

This company was founded just before World War One, working with the US government on building ships, planes, trains and automobiles. During WWI they were one of the larger contributors of war materials, and even managed to hold onto most of their employees during the depression that followed. When WWII occurred, they were there again, providing raw materials for the war effort.

Following WWII they continued to provide parts for trains, planes, cars, ships and buildings, becoming one of the more successful of the steel foundries. This company started the Franklin family's fortune and remains a key component in the F.E.A.R. Corporation's portfolio.

Theoretical Science Labs

This is a small research group based in Seattle that deals with research into fields of dark matter, super string theory, big bang theory, alternate energy creation sources, and other sometimes radical and strange fields.

They are home to the Decision Echoes Analysis Department and Project Binary.

Humanadyne Labs

A medical technologies firm that caters to the big hospitals and research centers, building medical equipment. They are one of the US and Canada's leading suppliers of medical equipment, vending their wares through a dozen or more groups to the various HMOs, Hospitals, care centers, assisted living centers, etc, around the world.

Asuka & Hammond Financial

Working from a high rise complex in downtown Manhattan, Asuka and Hammond are among New York's finest stock brokers and financial wizards.

Asuka and Hammond are used by dozens of large corporations and individuals to handle their money and investments, and have been used exclusively by the F.E.A.R. Corporation since 1986 when they took over the group.

Harkness Center for Psychological Research and Treatment

This mental health center was acquired by the F.E.A.R. Corporation in the late 1970s and has been funded by them ever since, they conduct research into the various psychoses of the World of Darkness as well as serving as the place where anyone in the company who needs serious mental health treatment is sent.

Fox Litigations

The lawyers of Fox Litigations will never win any awards for being nice people, but then they aren't being paid to be nice. They are paid to get the job done to best of their ability and that's what the firm prides itself on.

For the seventy years that the firm has been in business it has represented corporate CEO's, politicians, even the president of the United States had a conference with them once. They are lean, mean and very very good at the legal game.



Pulsar Team rule number three is never get attached to the quarry. If you do you immediately pull out and get yourself as far away from the quarry as possible till you forget all about them.

We were asked to tail this one vampire chick. The picture they gave us didn't do her justice, let me tell you. She was ethereal and all I wanted to do was just watch her all night long as she entertained at the local clubs and restaurants.

I found myself taking more and more of the watch assignments and when we were told we had to put someone in close to watch and monitor what she was saying and to whom, I was all over it like a fat kid on a smartie.

It was heaven and I knew I was enraptured, but I didn't care. I just stood, recorded her conversations and desperately wanted to tell her how beautiful she was. Each night I would just follow her around, taking the pics, recording her voice, and when we had to go over them for information I would listen to them over and over, her voice music to me.

I would lie in bed during the day, staring at the walls till I drifted off to visions of her and I with each other, her lustrously dark hair draped across my chest as she moved her alabaster pale body up my tanned one till our lips touched and her fangs sunk in.

I was hooked.

So I did the right thing. I backed off. I requested reassignment with R&R and flew to the opposite side of the country. I got a room, ordered room service and then ordered a girl to keep me warm for the night when I knew all I wanted was to warm a certain pale cold body with mine.

I took a good hot shower, figuring it would clear my mind and ready me for the food and the woman who was on her way.

I strode out into the main room, towel around my waist and then heard her voice.

"You spent so much time watching, yet never told me how you felt, Samuel... I too dreamt of you."

She stood there, leaning on the glass, her gown slipping off her, eyes full of desire.

"I am cold, Samuel, very cold." She whispered.

God help me, I thought as I walked towards her and took her cold pale now naked body into my arms.

Section Two

The Shadows

The F.E.A.R. Corporation is not Pentex, nor is it Umbrella, though it has elements of both, more Umbrella, than Pentex though. The company is a massive global conglomerate and most times acts like one. It does though, have ulterior motives, most delegated out by the founders to their underlings. This company usually will not pay attention to the small groups, and so unless a group of PCs really cause the company a crap load of grief, they will largely ignore them. Different plot hooks exist all through the document, but most would be from the Projects themselves.

This section will have the behind the scenes look at several of the projects from the Storytellers point of view as well as some secrets and tidbits.

The Truth behind the Lie

The truth behind the machinations of the F.E.A.R. Corporation can be explained by examining the history of its founders. In the early part of 1969 Michael managed to get a hold of an artifact, which had arcane writing all across it. He became engrossed in trying to discover what the language was, seeing in it an almost mathematical precision.

He became consumed with a need to get the translation and when Simon came to see what had caused his best friend reclusive behavior, he discovered his friend, malnourished sitting amid maps, language texts, and papers, all centered around the artifact. Michael explained to Simon that the artifact when translated created a map to a place where something was hidden. Simon, intrigued, got his friend fed and cleaned up, then helped him to translate the artifact.

When finally translated in full, they had a map to a location in Europe that promised the next clue in the journey. Using a world tour as an excuse, they went from location to location, gathering pieces of ancient history here and there, all linked to the original artifact till finally they took off over the south Pacific to locate a set of coordinates that the last fragment had. They found an island, some 5 kilometers long.

They landed their seaplane, moored it on the beach, then setup camp. They spent a couple days exploring but found nothing except birds, animals and bugs. Wondering if perhaps they had run an ancient wild goose chase they settled in for their final night on the island, breaking out the whisky to toast their wild adventure.

It was Simon, completely drunk, who wandered out into the jungle to relieve himself, who saw it first. A slight glow from the northern most end of the island. He shook Michael awake and the two drunkenly worked their way across the island, slowly sobering up as they went, till at last they reached an overgrown area where a ruin stood. The ruin had no indication of age or civilization, and was made of stone, looking cleanly cut and put together, and it seemed that under all the plants that the structure might actually still be complete. They moved camp and started to clear the ruin. After four days of clearing they managed to uncover the majority of the structure, revealing a temple of sorts. They entered and slowly explored the structure. After several outer rooms, full of old artifacts and aged tapestries, they found a central main chamber, and within that a set of stairs down.

They proceeded down several hundred feet before arriving in a large chamber in which stood a large ovoid piece of ebon stone, suspended slightly about a three-foot pillar of similar stone. The two examined the writings on the wall managing to decipher something about a sleeping power, but not much else. Simon was the first to touch the stone and he stood for a moment, eyes staring into the distance. Michael then reached out and touched the stone and similarly stood still.

For a brief period of time the two found themselves in the darkness, a cold enveloping darkness with only the knowledge of the other being there. Slowly a third presence became known, moving towards them. They attempted to move away but couldn't. When the presence arrived it examined the two humans. It saw things that both pleased it and angered it. It had been gone from the world for a long, long time, sleeping in its egg awaiting the right

people to come find it. The two friends, through luck, destiny or something else, became those people.

The entity changed them, gifting them with longer lives, increased intelligence and a high level of resilience. It gave them a mission. To gather information, explore the shadows of the world and to bring what was found to it. The two friends agreed and returned to the world. Upon their return they started to work with more secure government agencies, such as the FBI, NSA, DEA and others.

As the years went by the company grew quickly, as more and more contracts were taken, most of them things that the public were better off not knowing of such as psychic manipulation, genetic tinkering, supernatural experimentation, viral research and development, and many others. Most people didn't say much as most weren't actually involved in the

corporation's nastier projects. In fact most people if asked, would claim complete and justifiable ignorance about the shadow projects done by their company.

The building of the facility overtop of the old temple was done to preserve the site as well as make sure it could be studied extensively. The room with the egg-stone is kept under tight lock and key, with only Simon, Michael and two other researchers allowed in on any regular basis.

The one thing that is of note is that the stone doesn't control Michael or Simon. They have entered into an agreement with the entity and work with it, sometimes for it, and even at times against it, depending on the situation. The changes the entity invoked have caused them to become more analytical and cold about their fellow human beings, seeing everything more as tools and pawns than anything else.



The Leaders

Simon and Michael are basically immortal at this point, gifted with a life span that spans centuries now, thanks to the entity in the stone. They have also been gifted with several other useful abilities, such as eidetic memories, total recall, lightning reflexes, perfect eye sight, perfect health (Simon's cane is for show), and the ability to see things with a clear and concisely logical outlook.

They both can see supernaturals for what they are. Vampire's fangs always show and their eyes are always blood red, werewolves always seem to have wolf's teeth and eyes, mage's eyes seem to permanently radiate light, and they can always see Prometheans as they truly are. They have also run into a few other things, and seen through the mimicry and facades. On one occasion a ridden employee gained access to the medical building and only because of Simon being there that day was it spotted and stopped before it could steal and harvest several strains of Ebola.

What others see...

Many supernaturals have gifted sight with the ability to see things for what they truly are, so one may ask what the founders look like when viewed through that gifted sight. Both appear to be overshadowed with an almost double image of themselves that seems to radiate power. If you have decided to use the Atlantis/Last Dragon arc (See the section on the Island) then the double image will have a distinctly draconic cast to it.

I was standing at the back door to the parking garage with my arms full of toner cartridges and paper packs and no one was helping me when I slipped. All of a sudden there was Mr. Edwards, his arms holding me from falling. He smiled and I swear I felt a heat rush unlike anything, and this guy could be my grandfather. He picked up all the packages himself and even held the door open for me. He called me by my first name, asked how I was doing, how my mother was feeling after her surgery, I still don't know how or even why he knew that, and then proceeded to carry all that toner and paper into the printing room like he was some sort of stock boy. He smiled again and then he took my hand and kissed it. Don't tell anyone but I actually came when he did that. I had to go home at lunch and change. He is such a perfect man.... And being that old isn't all that bad.

Janice Miles, Administrative Assistant, F.E.A.R. Corporation Main Office

Many employees view the founders with an almost awe. They act like perfect gentlemen and treat everyone with respect. They seem to know everyone's first name as well as what is going on in their lives and any conversation with them makes you feel like you are the center of their attention and part of their most inner lives. This is a benefit of their empowerment from the entity in the stone, one that was to be honest, accidental. The two men were perfect gentlemen to start with and this aura now emanates from them, giving them an aura of perfect "maleness" that will cause many women, and some men, to literally swoon in their presence. This has proven complicated when a few women over the years have become stalkers, waiting and trying to seduce the founders to be with them. In each case they have been let down gently and carefully. Only once has one woman caught Simon's eye enough for him to actively pursue her. She vanished some weeks later and hasn't been seen since. Rumors sometimes pop up that she is living in a mansion somewhere in the world, completely catered to.

The Minions

Dr. Heather LeClair

Heather is a lonely woman who only wants acceptance, but the problem is she cannot accept such acceptance unless it comes from someone more capable than her, which unfortunately brings out the competitor in her and drives her to be better than that person thus rendering their acceptance moot.

In one of the early Echo trips a type of spirit gained access to the D.E.A. Department and locked onto Heather. It has remained with her, but not urging her, merely using her as a place to hide. It comes out occasionally, like a second personality, but only in extreme cases. The reason neither founder has noticed this in her is because the spirit is a shadow spirit, the remnants of a person wiped out in the holocaust that affected the Echo it came from. In this case the reason the shadow came was because it felt a kinship to Heather. This is because it is her Echo self's shadow spirit. This marked the first time, but not the last, that Heather would meet with an Echo version of herself.

At this point the shadow spirit is content to hide and bide its time, learning of the world it is now in. Eventually it will take over Heather, driving her to re-open the aperture to DE-A001 and allow more of its kind to come through so they can live again.

Mirror, Mirror on the Wall

In the last few weeks, ever since discovering DE-A011 and encountering her Nazi equivalent the shadow has been exerting more and more force of will over Heather. On a semi regular basis she finds herself in her office or in the cafeteria or a lab without remembering how she got there. A couple of employees have remarked on her rather predatorial looks and comments in reference

to a couple of male employees as well.

Of note is also her use of a DNL to help her in her work with the Echo Project. The Direct Neural Link allows her to cybernetically link her mind to the mainframe to issue commands and get information. She does this usually late at night in seclusion, as the technology that is letting her do this is technically illegal, even for the F.E.A.R. Corporation.

Dr. Edward Johnson (RIP)

Though dead, Edward is still at the Lab. His ghost walks the corridors, screaming endlessly and mutely at anyone who he sees. Some days he just sits, watches and weeps, others he tries to affect things around him, with almost no success. He has not really learned to harness any powers to allow him to manifest a telekinetic push in the real world yet, but he is close.

Sadly Edward is a step away from becoming what is termed a Spectre. At this point he will manifest a battery of supernatural powers that will allow him to interact with the real world and do some real damage. Edward is aware he is slipping closer and closer to point of no return and so is desperate to try to make contact with the real world to allow him to try to point out the evil that is happening.

When Edward finally slips into Spectre-dom, his first target will be Heather, followed by the other members of the Binary Project.

Security Chief John Smith. DEAD

Labs

John saw things in the Gulf War he wasn't supposed to. Chosen to be part of one of the US Military's elite force recon teams, he was often sent into the deadliest of missions, ones where the fatality rate was often 50 to 75%. He beat the odds every time, but often wishes he hadn't. There were things in the gulf war that were drawn there because of the violence and destruction that was happening. Spirits of destruction, violence, death, vengeance and so on gathered in great numbers in the Middle East, and still do to this day, feeding on the wars there. Worse, they were taking people and using them to further their own goals. Several mages and werewolf packs in the area were in active combat trying to quell and stop these spirits, and a few times the Force Recon Team of John's got caught in the crossfire between the factions.

After the war, John was discharged honorably but the images of what he saw stayed with him, night and day. He began to see the nightmares in everything he looked at, almost coming to blows with family one evening.

John has seen werewolves in action, mages changing reality and duguthim and hithimu battling it out against them. He has faced off against a manifested spirit of carnage at one point and lived. None of this has driven him insane. He seems immune to that facet of the psyche.

Working for the F.E.A.R. Corporation has been one of the stabilizing factors for John and he plans on staying with them for a long time. He has already impressed many in his division and knows he has potential to go places in the corporation. He is not impressed with Dr. LeClair's work or attitude and is aware that something is amiss with her.

Specialist Sydney Connors

Sydney is a Psion, he just doesn't know it yet. His power is untapped but the initial steps to using it have already been taken. His telepathy is merely the tip of his powers and he is aware that he can do more than what people think. He hasn't told anyone of his burgeoning empathic or mind controlling abilities and is afraid that if he does, then he may just end up never leaving a Project Eclipse laboratory.

Kincaid

Kincaid remembers sitting in a meditative position and watching the sun rise on the Himalayan mountains, in 235 BCE. He remembers seeing the Roman Empire march across Europe. The crusades. The Dark ages and the Renaissance. The exploration of the new world. The American Revolution. He remembers it all and he doesn't know why. If someone were to ask him, he could tell them exactly what color and type of suit Lincoln was wearing at Gettysburg. He could tell someone the exact words that were said at the signing of the Magna Carta. He just doesn't know why or how.

When it comes to physical skills he is a savant, able to exactly perform any hand to hand combat move he's seen, work any gun or melee weapon. He is the ultimate man, a pinnacle of evolution. He is in perfect health, with superior eyesight, hearing, smell, taste and sense of touch. He is an Olympic class athlete when it comes to lifting, running, sprinting, and gymnastics. He is, in every sense of the word, perfect. If someone were to take a picture of him and put it in an advertisement, everyone would trust the product he was selling, as he has just the right look to make people want to like him, trust him and follow him. He could lead nations, unite the world's opposing factions and spearhead the world to a glorious golden age.

Children of the Sun in Darkness

What if he is Exalted? He would be perhaps the first or maybe he is the last of his kind from a failed attempt by the world to counter the darkness. Kincaid is a pure enigma and should be treated as such. If you plan on possibly using Exalted in your World of Darkness, anyone of them will instantly recognize Kincaid as a member of the Dawn Caste.

All this and he hides himself everyday. He works only when needed and always asks a massive amount for his services and the right to refuse a job if he feels it isn't his thing. He uses the money to keep himself alive in a comfortable set of hidden

apartments, condos, houses and cabins across the world.

Kincaid is afraid to show his face to the world. Afraid to speak to people. He is afraid that he will be looked upon to lead them, counsel them, show them the proper way, and he knows that he is not that person. He is afraid of the responsibility, of the fame that will come with it. He has remained hidden and an unknown for so long it is a science to him now.

What is he? An immortal? A genetic throw-forward? No one knows.





The Public Projects

This section will detail the Storyteller information on the various projects. The truth between many of these is ultimately up to the storyteller.

The Foundation for Law and Home Security

The idea behind the Foundation was simple, and to an extent its operation is as well. It was to track and find supernaturals under the cover of being an agency working to locate terrorists and other people who were a threat to national security. The Project Director, John A. Phillips, spends most of his time in Washington DC, overseeing affairs and acting as liaison between the NSA, FBI, CIA and the emplaced government oversight committee.

Mr. Phillips's endeavors to track supernaturals for the Project are severely hampered because of the various governmental groups consistently interrupting and interfering with the Foundation's goals.

Most of the time the Foundation merely watches, and while they do take prisoners for testing purposes (twenty-two combined supernaturals over the years, mostly vampires), they are more concerned in trying to accumulate a master list of known supernaturals for later use.

Mr. Phillips' largest obstacle right now is that the NSA has begun to notice that some of the people the Foundation has tagged and researched have vanished in the last year or two and they are starting to add two and two together. If they manage to figure out the who and the why, the F.E.A.R. Corporation's Board of Directors and Mr. Phillips may have some rather serious problems on their hands.

Matters of Safety

An informer in the FLHS has noted to the players a small cabal of mages that are seeking to take out a rival faction. These

magicians are seen as possible terrorists in the eyes of the government and Homeland Security is planning on apprehending them for questioning.

Perhaps the players, as members of F.E.A.R. Corporation, are tasked in finding these mages and possibly snagging them before they are taken by the government.

Perhaps the players are a rival or friendly cabal to the targeted cabal. Would they assist the government? Or help their rivals to preserve the secrecy of the mages to the world?

The Erickson House for the Homeless

To the greater public, the Erickson House is one of the most generous and benign projects that the F.E.A.R. Corporation invests. It is also one of the few projects run by someone who is not an employee of the F.E.A.R. Corporation.

Overseen by Father Sean O'Reilly, the Erickson house is one of the best places to be for those on the run or just needing a place for night because they have no place. This is the public line. It is true... to an extent. While Father O'Reilly and the other priests and sisters who run the various homes are all exactly what they seem, not all those in them are.

Behind the scenes, hidden among the homeless sitting drinking their hot coffee or soup, are usually two to four F.E.A.R. Corporation agents working with Project Dawn, as well as usually at least one

Foundation for Law watcher. Both groups are looking for supernatural indications among the people using the facility. The F.E.A.R. Corporation is aware that the Erickson House attracts predators, usually vampires. When such an entity enters one of the Houses, the local security team (always posing as homeless) will move in and try to isolate the predator for capture. This isn't very easy as revealing

the existence of the predator will always cause a backlash from the public and make the projects' objectives moot.

It should be noted that other supernaturals also find the downtrodden of the Erickson House as prey, such as Shartha, misery spirits, sometimes even Seer's of the Throne looking for malleable followers.



Most of these are missed by the security teams sadly, scoring their "kills" without being noticed. All captured supernatural are handed over to Project Dawn if possible.

The Vigil Foundation

Indeed the Vigil Foundation actually does what it purports to do, one of the rare few projects that the F.E.A.R. Corporation actually has that does so. Sadly, as with many of their projects, there is a hidden objective deep within its function.

It is in its name that the Vigil Foundation finds its shadow meaning. Certain members are stationed in small research stations at locations of major untamed forests around the world watching the deep dark depths for some reason. They spend their days taking readings on magnetic signatures, wind flow, and even some of the more esoteric things, such as ley-lines and such. They seem concerned about something that is hidden deep in these forests. The only note is what ever it is has only recently returned and it's both lonely and hungry.

Lost and Found

The characters are assigned by the corporation in order to watch one of the Erickson Houses where a high number of homeless seem to be vanishing from.

Investigation leads to the discovery of a seemingly abandoned building where it is said some of the missing people have last been seen. Records show that the building should have been condemned ages ago, but it still stands. This mystery only deepens when the missing people are seen here and there, seemingly alive yet somewhat zombie like. Investigation of the building reveals that it is overgrown inside with fungus. The entire building home to a Grei'zul colony, a Spore Host. The homeless people are its slaves and servants, a part of its' hive mind complex. The characters are presented with a unique situation. F.E.A.R. Corporation records show that a Grei'zul host tends to possess immense stored knowledge, acting as living libraries. The characters could use it to gain useful information, in exchange for more hosts for it to feed on and use. Of course it is a parasite and predator, killing harmless and helpless homeless people.

The Grace Mueller Academy

On the surface it is exactly what most people think it is. An elitist finishing school for the daughters of the rich, famous and powerful. Beneath the surface it is something more. The capable students always seem to go on to better things, the academy having done its job in making sure that they are prepared for the hardships of modern life. There are always a few, though, that seem to fall between the cracks and they are the ones that the F.E.A.R. Corporation comes after, or at least members of Project Pulsar do. The untamable, un-teachable and completely rebellious daughters often find themselves secreted off in the night to a Project Pulsar training camp where they are put through one of the most dangerous, lethal boot camp training processes on the planet. About a quarter do not make it, but those that survive become the spies of Project Pulsar, sent out in the modern world to gather intelligence for the F.E.A.R. Corporation. The parents of those women who are taken to Project Pulsar are provided with facts

concerning their daughter's death of various accidents, like drunk driving or OD-ing on something and while tearful and sad, the parents always note that it is what they unfortunately expected to happen to their daughters.



A side note to all this is that two spirits and a wraith also use the Academy for their own purposes as well. Grace Mueller was a society daughter, and was married off for the proper political, and family reasons. She was the proper housewife, providing her husband with love, sex, children, a clean home and fresh-cooked meals. She entertained his friends, organized the family events, smiled at all the happy occasions and cried at all the sad ones. She was perhaps one of the most miserable women to live.

Her husband cheated on her whenever a new younger attractive woman came into his presence, but she had been taught that the wife would always love her husband no matter what. She was of the old school. When the academy was built she outwardly applauded its creation, for it would provide properly reared women for the men of the world, but inwardly she cursed its very presence each day of her life for she knew that the women who graduated from it would become just like her.

When she died she was interred in a memorial in front of the Academy, over which a massive fountain was built with a lush garden surrounding it. Her ghost now haunts the entire academy and with it came two other spirits, one of obedience and one of

lust.

The two spirits and their offspring are constantly at odds with each other not to mention Grace's ghost, who will at one point side with one spirit and at the next moment side with other.

The Obedience spirit sends its offspring into potential targets to help create more loving, dutiful and happy future wives, like Grace was outwardly. They urge the more malleable women into this mold and will even follow those women into their lives as dutiful happy wives. A few will become spirit ridden later in life.

The Lust spirit on the other hand urges its targets to shed any respect for that type of life and to live life to the fullest. Many young daughters of many of the rich, famous and powerful are known for there partying ways, drinking, doing drugs, sleeping around, and so on, in fact even television programs have been done following some of these rather, vapid women. These urged women are merely doing what Grace wanted to do herself, but couldn't because of her loyalty to the duty and sanctity of marriage. These women rarely amount to anything except news for all the society papers. Much like the obedience spirit, the lust spirit's offspring often follow their subjects into the world, some even possessing them later in life.

The Leviathan Society

Project Singularity is the shadow of the Leviathan Society. They take the notes, research and surveys that the Society has and put them to good use in their own research. See Project Singularity for more information on them.

The Summervale Hospital's Franklin and Edwards Wing

The Summervale Cancer research wing is a magnet for hope spirits. The place is simply awash with them. A werewolf once remarked that the building was hard to see due to the sheer number of these manta-ray shaped creatures that were clustered all across its surface, their wings fluttering with the hope that flows from the building and their pale yellow glow illuminating the entire area.

The Summervale center is exactly what it seems, no more, no less.

The UCLA Franklin Research Complex

The F.E.A.R. Corporation uses the UCLA complex as a recruitment center for close to 10% of its scientists and researchers. It will actively watch all the fringe theorists, funding them to see if their work has merit, then snatching them up into their own labs and research centers if they do.



The Shadow Projects

Project Nova

Nova has yet to generate a viable “superhuman” other than William, and he is more of a test subject than anything else. Project Nova, while still being funded, is at a possible dead end in the corporation’s eyes. While it has at least one tangible fact of the existence of a Nova, it has yet to produce another, either through its own experimentation or through investigation into the original test subjects.

The fact that most of the original files were also lost doesn’t impress the corporation’s board either.

The project leads are currently busy delving through record after record, sending out agents to try to locate the people in the files, hoping that somewhere they will find an emerging Nova again and prove the project’s worth. So far none of the people they have located test positive for the M-R Node.

It’s a bird! It’s a plane...

A possible nova emerges in a small town and the characters are sent to investigate and seize the nova for the corporation. How they do this is up to them, but if the nova is real, he or she is to be brought back, alive.

Project Equinox

Equinox has been running for close to five decades and is probably the longest running shadow project they have. It has close to a three hundred people tasked to it, including researchers, administration and field agents, and is kept well funded in order for it to do its job.

It has to date managed to classify approximately thirty-two “Stalwarts” and “Daredevils” from back in the thirties through the fifties. Most are now dead, having lived long adventurous lives and finally died of old age. Some survived due to either being born

late into the period (1950s) or because their rather unique ability was long life.

The newer Street Fighters are still mainly an enigma, having only recently been found, though some research does show that they may have existed for centuries in one form or another.

Project Equinox’s mandate is merely to gather data and possibly recruit some of these extraordinary people into the company, something that has yet to happen, but the project lead is optimistic.

Project Solstice

The Solstice Project is perhaps the most ambitious of all the projects that the F.E.A.R. Corporation has done and maintains. The complete control of an entire modern city. Combined with the ability to seal the city off from the rest of the world with large walls that are hidden beneath the ground surrounding the town, the place is a massive experiment in social dynamics and culture.

Interestingly enough this doesn’t actually take the number of people one might think. The project lead along with roughly two hundred other personnel, monitor the city and the little tests they create. Field agents watch and record events and could easily be anyone in the city, from a neighbor to the grocery store clerk to the person’s boss. They note events as they see them, and file them to the main project location in order to try to make sure all data is recorded. Sometime the various experiments in social dynamics are repeated over and over in order to see how different people react to the same thing and some times to the same person multiple times to see if they manage to cope and push past the difficulties. Not all the projects are bad. Some are quite nice, consisting of promotions, local contest wins, meeting that someone special. Of course what the company gives, it can easily take away as well.

Didn't you live over there yesterday?

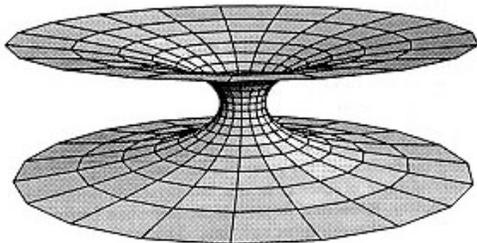
The characters have just moved to Solstice as part of a nice new job. At first they don't really notice anything different, but then little things catch their notice. People shifting jobs for strange reasons. Strings of really bad or good luck that make no sense. After a little bit these strange things start happening to them as well. Can they figure out where in the chess board they are before becoming a permanent playing piece?

Shadows over Solstice

Solstice's shadow is something few want to deal with. On the other side it is a labyrinth of towering buildings, mazelike streets, metal fences and the feeling that you are being watched from above at all time. Strange shadowy dogs and guards patrol here and there, watching and occasionally one will see a man in a lab coat with massively thick glasses watching and taking notes.

Project Binary

This project is all about exploring the quantum realities that exist beside our own. These realities are possibly futures, pasts and presents, where something changed and thus caused the world to change from what we are used to knowing. In some cases the changes are subtle, but others they are massive and world shaking.



Over eleven echoes have been found and connected to since the project began and they are always looking for more. The science in locating one isn't exact though, and involves a cyborged psychic with clairsentient abilities to scan through an aperture made in the quantum wall, looking for those unique echoes that indicate a quantum reality.

When one is found, the aperture is steered towards it till it finally makes contact and links in. The aperture connection is tenuous and usually not permanent. Rumors from the labs persist of possible permanent holes to these realities existing somewhere, allowing the things from that reality to crossover.

The following are a list of the eleven echoes discovered so far.

DEA001 World of Future Darkness

In the late 90s the Carthian covenant managed to gain control of several key government officials in several world governments. Intent on finally ridding themselves of the Invictus and Lancea once and for all, they managed to have their puppets declare war on those countries where other two covenants held major sway. As open warfare ensued, the covenants responded, first through their mortal and ghoulish agents in high places, who cause sabotage, both industrial as well as information based, till everything finally came to break point. So a break occurred. Kindred openly started aiding their agents. Warfare became civil war, as entire countries were consumed with strife. The other supernaturals were caught off guard. For a while the shapeshifters attempted to hold areas against the encroaching vampires, but since the Kindred were social animals that used mortal agents on a regular basis and the wolves were more a separate pack mentality based social structure that largely didn't deal with mortals as such, they were ill prepared to defend themselves. To make matters worse, the Pure took this as their great sign and openly attacked the Forsaken. States, regions, countries and nations broke down. Cities became states unto themselves. The mages, dumbfounded by the actions of the "lesser" supernaturals attempted to restore order in the cities they had major presences in. The Seers attempted to bring entire states and small countries under their dominion, seeing this as a chance to take control from those of the council. All in all, the world went to hell in a hand basket faster than a fat kid after a smartie.

Limited nuclear exchange along with conventional warfare lasted ten years before everything quieted





down. Gone were the nations of old. Gone were the allies of old. Emerging victorious from the war were the Kindred, masters of manipulation and of the night. They alone of the three types of supernaturals could use their powers openly in front of the mortals without worry about disastrous results. Mages had to worry about paradox and the wolves had to worry about lunacy, which made dealing directly with mortals difficult.

The Kindred slowly established city-states across the ruined world, with the covenants ruling entire cities. Smaller towns allied with the larger cities for protection till the entire world seemed to be made up of kingdoms and city-states like the times of old.

DEA002 *The Source*

The world in this echo is a primal, untouched world that suffered from an apocalyptic climate shift, creating southern furnace lands and northern ice lands. The equatorial strip in-between is the only habitable locations. Flora and fauna abound but strangely there is no sign of an advanced civilization.

Anyone who steps onto the world will feel themselves being watched. At some point they may see small frightened faces regarding them from the rocks, but no sign of anyone else. Deeper exploration in person will eventually reveal small isolated communities of humans living in a primitive, dark ages-esque setting. Most are as healthy as one would expect for such a culture. In the hills in caves that run under the mountains are another race of humans who have gone feral, living in small roving communities. They are simple hunter-gatherers and have a tenable and quiet peaceful relation with the towns.

Anyone who stays in the area for long soon feels a presence. Something that watches, probes and oozes into one's mind. After a while the desire to stay and work is greater than the desire to leave. Only strong minds can resist the siren like song that keeps the people in the towns. Those of strong will roam the lands in small bands, raiding for food and resources.

The thing beyond the mountains is vampiric in nature, sitting deep an aging edifice festooned to the volcanic thermal stacks that sit upon the volcanic plane. Those that go to it become its food in one way or another, completely used from head to toe in some function or another. Whispers of being kept a slave in the edifice always come back, and it is best left to the Storyteller to explain what exactly it is that sits in that crumbling edifice, luring victims to it.

DEA003 *Pangea Reborn*



Imagine a world where the werewolves succeeded. Pangea once again exists, and all is one massive primal jungle, forest and plains. The shattered ruins of man are vine covered and overgrown, with man now living in small villages that dot the feral landscape fearful to walk at night or alone because the rulers of this world are the wolves and their brothers, the Forgiven; the werewolves.

In this world, in the later part of the 1700s, the Pure amassed themselves for a final war on the Forsaken. The Forsaken were systematically wiped out one by one, their cries for help going unheard. Finally, from the survivors a small pack gathered and traveled the world and *hisil*, the spirit world, forging alliances with spirits and then while the Pure assaulted the last of the Forsaken defenses across the world, they perform a great rite.

Pangea was reborn.

The Pure immediately declared themselves the leaders of the new Pangea and continued their assault, threatening to tear asunder the newly create paradise. All was lost were it not for the reappearance of the very spirit of Father Wolf above the battlefield. As the gathered werewolves looked on, the spirit forgave his children, citing that all were to live in peace and harmony in this new world they had created. As the leaders of the two groups looked at each other, Luna and the rest of the powerful spirits also appeared, all in agreement with Father Wolf. Weapons were dropped, heads bowed and the masses found themselves as one, the Forgiven.

DEA004 *Ocean*

This echo is a vast ocean world dotted with islands and only the Antarctic continent un-flooded. Upon this southern continent sits a range of tall mountains and at the base of those mountains lies a set of ruins of an ancient culture that defies all logic. The ruins are not right, and the caves beyond them

into the mountains echo with whispers that aren't quite right either. No indications exist as to when the Echo suffered its cataclysm, and there are no indications of any human life left on the world, though it is full of birds, fish and other oceanic entities.

A couple of the scanners noted several large masses in the ocean that were far larger than any whales of comparison, but were at such a deep depth that little was done to assay what they were. One scanner did note that at night there was a luminosity at certain points in the ocean, possibly large shoals of bio-luminescent plankton or possibly something on the floor of the ocean.

DEA005 Echo of Darkness

This is the Old World of Darkness with all the evil and nastiness it brings, right at that point of the End Times. Will the end times occur? Who knows. That's a Storyteller's decision.

Gehenna no more

As noted some of these portals have been stuck open in various places around the world, something the F.E.A.R. Corporation hasn't realized yet. What happens when vampires or werewolves from that echo pass over and arrive here in this world?

The characters are perhaps part of the Project Pulsar or maybe they are members of a local pack or coterie or cabal. They are called to investigate the happenings in a small town where the supernatural occurrences have shot up.

How does a pack of Forsaken or Pure contend with a wyrm-ridden pack of Black Spiral Dancers? Or a small coterie of vampires run into a Sabbat pack? A Technocracy HIT-Mark strays into this world and runs afoul of the local mage cabal as it seeks to delete the reality deviants.

DEA006 Exaltation

This echo was initially a world where Atlantis did not fall. The war never happened. The wisdom of

the mages stretched out across the world and it was peaceful. The world grew powerful, and a golden age arrived heralded by humans gifted with powers beyond mere mortals. The 1st age occurred. This world is that of Exalted (be it 1st or 2nd edition).

DEA007 Nightmare

This world is not a happy place. This world long ago fell, when the gates of Arcadia flooded the world with the stuff of Dreams. The lands changed, and the people with them. The various members of a hidden race, the fae, were seen as they truly were and war rained across the globe as two factions of the race fought. The Courts of the Light and the Courts of the Night.

The Court of Night won and the stuff of Dreams became the stuff of nightmares.

This is a world of nightmares given form. A place where the humans huddle in small communities, observing every possible old myth, legend or rumor that might keep the fae at bay. Garlic hangs from windows, salt lines door ways, milk is left out on saucers in the barns, and all manner of things to appease them. The changelings that walk here walk openly, and the Court of Night rules the world. The Light Court fights a losing guerrilla battle with the Court of Night and its Houses, trying to keep areas free of their ravages of soul and dream, but as time passes, more and more of the world slowly falls to the nightmares.

DEA008 Deadlands

This echo did not survive its Second World War Nazi Germany spread out like a plague as Hitler followed his book and plans carefully. He used leverage, charisma and money to buy and gain the loyalty of other countries. Europe became his, then all of Russia. The Japanese Imperial forces went to war with them in the northern reaches of China, India, and other pan-Asian areas. The US and Canada forged themselves into a single entity, and linked with central and south America, places that also did not fit into Hitler's perfect society that he envisioned, creating the United Americas, and the Western hemisphere prepared to war on the Eastern.





The United Americas versus Imperial Japan versus The Nazi Empire.

It took little time for the US to dominate all of United America and begin the build up of one of the largest naval fleets in existence. Then the Nazi Empire dropped a nuke on China, then India, then Japan. United America had already developed their own nukes, and so when the Nazis nuked Hawaii, the UA nuked Europe. The end result was a nuclear war using bombs like those used on Hiroshima.

After the smoke cleared the world was in ruins. Pockets of civilization had managed to survive in isolated areas in the UA and in the northern Nazi states of Russia. Most of the Pacific Asian area was rendered un-livable.

As humanity tried to survive and re-establish itself a new threat came. In the ruined cities scavengers started reporting seeing things. People long dead, going about their daily activities. Shopping, walking, talking, eating, etc. Some groups reported entire ruined towns were suddenly there again, the people acting like nothing ever happened to them. In the larger cities, towers were noted having appeared, made of what looked like black steel.

Initial attempts at contact with these reborn towns resulted in nothing. Actual attempts at physical contact then revealed that the people were, for the lack of a better term, ghosts. As time slowly past, the world seemed to grow cold, the skies dark. Storms seem to slowly build and never go away offshore. Communication between the hemispheres was cut off. No one heard from those that ventured into the storm wracked seas again. The skies darkened to a perpetual grim overcast state and crops failed everywhere.

At this point those few pockets of life subsist off hydroponics, hardly ever venturing into the dead wilds of the world. No vegetation grows; the cities are skeletal ruins, in which massive strange citadel like structures seem to have been erected by the ghosts that populate them. Limited contact occurs

between the ghosts and the living. Most of the time the ghosts seem to ignore the living, but a few have brought warnings to the still-warm.

Don't die near the cities. The Hierarchy will take you.

DEA009 Inferno

Hell on earth. Many wonder about the creation myths. Did God create the world? Is there a heaven and hell? Does the devil exist and demons as well? What about angels?

This echo may know the truth. It seems here that the entire world was somehow super heated. The volcanoes all belched magma and ash into the sky and world burned. The end result is a place where the sky burns, the rivers are of lava, the air smells of ash, and humanity is an endangered species.

Strange cities of stone, spikes and wire have appeared here and there where strange creatures that one could call angels or demons seem to reside. The human race itself has become feral, tribal and savage. The top predator is a pack mentality creature that seems to combine the savage ferocity of a raptor with a humanoid shape. They live in small packs of five to ten family groups and hunt anything that moves, including other packs occasionally. These strange predators are actually a human mutation, adapting to this new world, capable of surviving in the new fiery planet. They hunt the remaining feral human tribes as well as the denizens of the stone cities.

DEA010 Echo Z

No one is sure how the plague began. In Russia they spoke of a meteor that was unearthed that expelled a strange alien microbe. In South America there was talk of a disease from deep in the jungle. In China it was said that the military experimented with technology they should not have. In the U.S. whispers of a secret organization developing a virus abound. The Vatican Protectorate claimed it was a plague from God on those that were not worthy and first sign of the Apocalypse. The stories, rumors and blame were legion, but one thing was the same across the world.

The dead walked and they were hungry.

Humanity lives in small communities here and there. Fortress like cities where everyone who enters is checked and re-checked for bites, scratches, sores or anything else that might indicate they have been infected. Those that have been are killed, their bodies burned.

The world outside the cities is lush and green, with the ruins of the cities overgrown with vegetation. Zombies are everywhere. Some wander aimlessly between the ruins, some act out the same thing they did during their lives, some sit waiting for something living to wander past them so they can chase after it and kill it.

Of note is whatever it is that causes humans to become zombies doesn't affect anything else but humans. No zombie cats, dogs or anything else. This means the world's wildlife has grown abundant in the years since the outbreak claimed some 70% of the world population.

The pathogen that seems to cause the plague is known as the Sundowner Pathogen, named after the town where the first official case was documented medically.

DEA011 The Dark Reich

Imagine a world where Hitler won because he was backed by his undead masters. He and his mad staff are all ghouls, immortal and power mad puppets of the vampires who rule all of Europe. The term dog-solider is now seen as a curse, as the werewolf legions of the Nazi move with the regular forces.

Ghouled secret police keep watch, run by their handlers, the mages. Psychics monitor the thoughts of the people for sedition, and report all to their undead masters.

The world hinges on disaster and apocalypse and the only thing that can save it are the Created, and all of mankind fears and hates them.

Project Nebula

Past lives have been an interest of people for ages. Who were you before you were you. Perhaps you were royalty in a former life, perhaps a soldier in some distant land and time. Most past life theories are just that, theory, though in the World of Darkness it is entirely possible for it to be more than just a theory. People may have been other people in past times and it is possible to learn of history by talking with these so-called past lives. One theory followed by the head of the Nebula Project is that at one point we were all one with the creator. If you move back far enough in time, through past life after past life, you will eventually reach that point in the world. What were we at the beginning? Part of a vast whole? Part of the universal consciousness? Perhaps nothing. Perhaps something. Nebula intends to find out.

Of note was Nebula's only major success, which resulted in the awakening of some sort of ancestral

spirit within the test subject. Researchers in the project have yet to be able to identify the entity that manifested itself, but they did have some possibilities based on information gathered from Project Binary.

Could they have touched what they were hunting for? The cosmic consciousness? Or perhaps they reached a point where the subject was something else. One possibility is that the subject is something like the Solars from Exalted, being reborn over and over till the time comes when they will awaken and become Solars once more.

Project Eclipse

Eclipse has been around for a bit, with its researchers delving into the depths of the mind in order to try explain or at least harness to some degree, psychic powers. From telepathy to clairsentience, to object reading to pre-cognitive abilities, Eclipse also tries to deal with what they are now calling high-end psychic abilities, where the abilities seem to surpass all that have been recorded at this date.



To date project Eclipse has recruited just over two dozen psychics into the corporation, who are employed in various positions world wide. Some are active spies, looking for corporate saboteurs and such, some are therapists, and some work with Project Pulsar.

F.E.A.R. Corporation's policy on psychics in public is one of disdain and aloofness, but underneath they hunger for the talents that these people can bring into any situation. Telepaths during business negotiations, empaths during speeches to boost morale, telekinetics working with security teams, and so on. The role of the psychic is much valued beneath the surface of the corporate image.

No high grade psychics have been recruited though Dr. Das and Dr. Bhurano are hopeful to find some soon to bring into the corporation. Dr. Bhurano has mentioned that some of her research into quantum forces and how it reacts with psychics might yield results.

New Aeon

The psychics of Aeon Trinity were very powerful and as such haven't yet to surface except maybe in some minor cases. Some possible people for this are Divis Mal, M.Bison, even perhaps Mercer. The proxies could exist though in this world and timeline, but are low powered, as there are no Droyen to empower and teach them.

Project Dusk

The Orpheus Group is defunct, their assets seized by the government and its rivals, Terrel & Squib and NextWorld, in the same boat with the government seizing all their assets and arresting their employees.

The F.E.A.R. Corporation hasn't managed to get any projectors working for them, and most have disappeared into the shadows, trying to get as far away from their previous "occupation" as possible. Most former Orpheus employees, not to mention the rival corporations, do not want to go skimming again, as there are things on the other side that do not like them and hunger for them.

Rumors run that the owners and operators of the website known as "The Truth is Out There" are projectors, gathering their intelligence on the F.E.A.R. Corporation's D.E.A. Department's Project Binary through skimming. Whether or not this is true is unknown, but the F.E.A.R. Corporation would very much like to get a hold of them to find out.



Of note should be that all ghost, wraith and similar otherworldly incidents that are reported by company employees as well as related people, are

investigated to a degree by Project Dusk. Under the guise of legitimate debunking groups, they look into the incidents in order see if there is any grain of truth to them. Project Luna operatives will sometime cooperate with Project Dusk agents when investigating supposed Pigment overdose hauntings.

Dead Rising

It is possible that some of the projectors survived in hiding and are now using their talents to make money again. Many groups would enjoy having one of these unique talents working with them or at least not able to work for anyone else. Perhaps the characters are tasked in locating a possible projector or maybe they are survivors themselves.

Project Luna

Pigment, Black Heroin. When Orpheus was running they handed a drug to their people to allow them to enter into the land of the dead. Pigment is a street form of that drug cut with crack and peyote to induce both a high addiction and one hell of a trip. With Orpheus and its rivals gone, and the government holding their assets, the secret for the recipe of the drug has basically been lost, at least in piles of paperwork and research tucked away in some room in some government building somewhere. Who makes the street version is unknown. It just started appearing one day. This off course is a good plot hook. Maybe it was released by a rival company to damage Orpheus. Maybe someone from Orpheus sold the recipe for money.

The problem with Pigment, other than its high addiction rate, is its side effects. For one, the viewer can see the dead. Not all the time, but with a high enough dose they can pierce the walls between worlds and see the dead. This of course is not a pleasant situation. The other problem is that if a person overdoses on Pigment, they will die and become a type of ghost known as a Hue. These hues have a greater chance of becoming the horrors known as specters than any other type of ghost.

Supernatural blood. Vampire and Werewolf blood is a commodity on the black market, often selling for hundreds to thousands of dollars per vial. Vampire

blood must be drunk and the older the vampire it came from, the more potent it is. Werewolf blood on the other hand must be injected for it to work

Vampire blood automatically gives its drinker increased physical stats for an hour, as well as heightening their senses. Werewolf blood when injected causes the person to slowly become more and more angry. When they snap and enter their berserker rage, they become immune to damage penalties till they run out of health. They also gain an increase to their physical stats. Afterwards, they will suffer all the after effects of the damage taken, which can kill the person with shock alone.



Ash. Yes, this is the stuff from the Blade TV series and it's not nice. It is the ash from a vampire who is either exposed to sunlight or burned to death. This ash is then mixed with a small amount of crack cocaine then sold in small 1gram bags. These bags sell for about 100 dollars apiece. Ash has a combination of effects on someone who inhales it.

First off it will cause some minor physical enhancements, making the inhaler feel tougher, stronger and faster. It also seems to give them an enhanced or heightened sense of things. It also causes the inhaler to suffer from violent masochistic tendencies. They will pick at scabs and scars, chew their nails and even chew their fingers in some strange desire to produce blood they can lick and suck at. Heavy Ash users can be spotted by scars across the end of their fingers.

Of note is that certain undercover agents in the Erickson house are employed through Project Luna to keep an eye on the users and abusers of the various supernatural drugs. They will attempt to befriend and get information from the user to try and ascertain the supplier of the drug, so that they can close in and find the source. In the last three years they have managed to locate several suppliers, including the now infamous Blood Pit incident in Miami. (See case file F.E.A.R. P2-1K77)

Ashes ashes, we all fall down

The players stumble upon an ash deal going down and manage to snag the dealer.

Search of the dealer's van reveals a massive amount of the substance.

It looks like the PCs have hit the jackpot as they manage use the dealer's personal information to locate his residence which yields a basement with several concrete cells and a simple room with a skylight in it. A single vampire, almost in torpor sits in one of the cells able to supply the information that she's been there for perhaps two weeks or more and has heard the sounds of dying vampires several times.

Shortly afterwards several cars and vans arrive and a dozen odd gang-bangers enter the house with guns and shotguns, in an attempt to take the vampire as well as destroy all evidence.

Project Dawn

The Aeon Group, aka The Aeon Society for Gentlemen, aka the Aeon Foundation.

The Aeon group is still alive and functioning, though it's more of a philanthropic organization for various charities than anything else these days. The board of directors runs the group efficiently, showing the proper profit and loss one would expect.

Beneath the scenes and unbeknownst to the F.E.A.R. Corporation, the Aeon Group is still under the control of its founding member, Mercer. Gifted with the unique ability to traverse eddies of time, Mercer found himself tied to three very specific spots in history, (the 1920s through 1940s, the 1990s through the early 2000s, and the later part of the 2100s). As well as a long life, Mercer secretly pulled the strings of his group in an effort to try to help humanity. The future was mutable, and the various possible futures that Mercer saw changed each time he changed something in the past. Mercer wants a perfect future, where mankind is free from the predators of the past. Free to explore their minds and space as they should. In one of the possible futures he saw this, but that future was gone when he next moved forward.

Working from within the past and present he is trying to make sure the future is what it should be, or at least what he thinks it should be.

Of Mercer's old friends, companions and enemies, all but one are dead, though many are survived by descendants, some who have inherited their ancestors abilities, something that Project Equinox would love to discover and exploit.

Mercer tracks all the descendants that have become empowered, providing them with assistance when he can through various false companies, hidden funds, and resources.

Mercer is aware of the F.E.A.R. Corporations rather rabid fascination with all things supernatural and hidden, and is dead set on not letting them exploit such things. He will occasionally thwart F.E.A.R. Corporation efforts through various shell companies and has even enlisted his friends' descendants in clandestine operations against F.E.A.R. Corporation operations.

Branch 9

Branch 9 was started in 1805 by Jefferson as a secret police force to help monitor rebellious elements. As time passed it became more and more secretive till finally the only people who knew it existed other than the President, were the Chief of Staff and each state's senator. Membership is select and exclusive, given only when an agent is killed and needs to be replaced. The agents lead dual lives, often portraying completely mundane lives.

They are all licensed to kill, and are given security ratings equal to the US Chief of Staff. If they are ever arrested then they are one their own, as the government will avow any knowledge of their existence.

Usually an agent of Branch 9 will never get arrested. They are inventive, highly intelligent, resourceful, not to mention backed with access to an unlimited slush fund from an unmarked off shore account. If they ever need to, a Branch 9 agent can dial a memorized number and say a specific phrase to the person on the other end. This is an indication that they need to be removed and given a new life and start. In this case they are "arrested" by the FBI and hauled off and never seen again, at least in that area. Some agents retire this way on very large retirement packages in sunny places.

Branch 9 is purely internal to the US. They never venture outside US borders, even in the course of a pursuit. Then again most people they are investigating or dealing with tend not to realize

that the agent is onto them till it is too late. Some Branch 9 agents are aware of other members of their organization, especially when multiple agents are in one city. Specific code phrases and hand signals will identify a Branch 9 agent to another Branch 9 agent, allowing them to identify each other.

The Directorate

The Iron Curtain fell and the intelligence groups of those areas slowly fractured and fell apart. The KGB, GRU and several others broke down at the seams from infighting. Certain members joined other intelligence groups, some joined criminal organizations, some defected, and some struck out as freelancers. A few gathered together and created a new intelligence service, dedicated to their own agendas. The Directorate.

The Directorate's goal is simple. Money and power. They gain this by gathering secrets, weapons, technology and other resources, keeping what is useful to them and selling the rest to the highest bidder.

Most major governments know of the Directorate's existence, and actively seek to stop their mechanizations and plots. Sadly they are not as successful as they wish. The Directorate is known to make use of supernaturals to get its ends done, a fact that only a couple government agencies know.

To date at least ten of their agents are known to be vampires, and Project Dawn is sure they have psychics on the payroll as well.

The F.E.A.R. Corporation has run up against the Directorate on several occasions as they expand in the old Soviet Union. The Directorate's use of supernatural agents concerns the corporation as it means that they could be under the influence of some of the creatures, indicating a possibility of the entire Directorate slowly becoming a puppet of a powerful supernatural in the future. To date, all Directorate activity is reported to Project Pulsar for later investigation and if necessary, elimination and clean up.

Project Utopia and Project Proteus.

In the '70s after the Watergate incident the names Proteus and Utopia started to crop up in higher end government circles and in various offices in the Pentagon. At first many considered them to be part of the plans for the various star wars space defense programs and even the rumored Fortress America plan. But as time passed those plans and ideas came and went, yet Proteus and Utopia were still whispered in behind those closed doors.

Project Dawn has done its best to try to get information on both the projects, but to date has found almost nothing other than a few references to some dead German scientists and to hidden bunkers across the world. Vague references linked Utopia to rumors of massive underground cavern complexes that were to be used in case of nuclear armageddon (none of which could be located), but also linked to several key figures in the Vatican who are no longer in the public eye nor accessible to F.E.A.R. Corporation agents.

At this point Project Dawn will pay handsomely for any information or leads on Utopia and Proteus, but would exact a rather nasty vengeance against those that might use false info to extort money from the corporation.

Vampires, Homo Sanguineous.

The F.E.A.R. Corporation knows almost nothing about the vampires' political setup to the point on thinking that they are divided into only three political groups (Invictus, Carthians, and Sanctum) and that's it. They are not aware of the clans or the bloodlines or of the Ordo and Circle because those two groups really don't show up on their radar. Most dealings with the kindred population are done through intermediaries. The F.E.A.R. Corporation's overall view is that for now some have their uses but in the future they will eventually have to be removed.

Project Dawn has several agents who are assigned to watch and even work with the vampires in order to gain information on them.

Most research into vampire legends, myth and stories reveals little, as the vampires seem bereft of records as far as the F.E.A.R. Corporation can tell. What little they found mentions the name Nosgoth a couple times.

A couple possibilities for the Storytellers to consider: Since the vampires have little recollection of their origins it could be a reference to their legendary place of birth, or maybe a person or culture. A Storyteller is best left to his own devices to create answers. Many stories could revolve around uncovering evidence of such a place in ancient tablets and writings. Such artifacts would fetch a high price among vampire scholars, and yes I "borrowed" the name from Soul Reaver because the games were neat and idea of a city of vampires, while being a part of the original V:tM game, appealed. Nosgoth as a city might have been a place of knowledge and pursuit of vampiric dominance, something the Ordo and Invictus would have

enjoyed. Later it became this decadent, twisted crumbling edifice to a dead idea and world. Imagine someone discovering the ruins of Nosgoth in present day and what it would mean to the vampires of the world.

Nosgoth could also be the name of the original vampire perhaps, or maybe merely the name given to the species in the beginning of time. It is left to the Storyteller if they wish to use the term or not, and what it ultimately means.

The corporation currently has two vampires in custody on the island for research and testing. The rumor that they feed those that don't do their jobs right to them is unfounded, at least right now.

Werewolves, Homo Lupus.

The F.E.A.R. Corporation really knows little if anything about the werewolves other than they group in lots of tribes and like to defend their territory from each other as well as attack each other for more territory.

The F.E.A.R. Corporation has almost no contact with the werewolves except in those unlikely cases where security teams have had to clear them from locales. Some agents for Project Dawn do actively seek out the werewolves to try to ask them for information, but this is rare as most of those people don't return.

Those dead werewolves that the corporation has "acquired" for examination have revealed little to the scientist and biologists. The F.E.A.R. Corporation would very much like to take a few werewolves as live specimens but to date all attempts resulted in the werewolf vanishing shortly after it wakes. No one is sure how this is being done.

Mages, Homo Arcanus.

The F.E.A.R. Corporation knows even less about mages than about the werewolves. Their only information is that the mages are split into many groups and that they can produce many strange effects through the conscious employment of their will. No attempts at contact with the mages has been successful to date, though several were captured once at the cost of several Project Pulsar lives and the death of all the mages involved.

Subsequent post mortem examination of the corpse revealed nothing.

Other Supernaturals

The F.E.A.R. Corporation has seen several types of supernaturals, including Prometheans, changelings, spirit ridden and urged, as well as other things that



they have yet to classify. Mostly they just log in the incidents and file them into whichever project other than Dawn that it fits into.

Red Division.

The F.E.A.R. Corporation ran into Red Division during the mid 1970s and was unsure exactly what they had found. Initial probes revealed a powerful, well connected and backed, highly efficient intelligence organization, dedicated to protecting Canada from threats both present and future.

Further investigation seemed to indicate that it had links to the British Secret Service, but had distanced itself after Canada became its own country. To date the F.E.A.R. Corporation knows little about the overall structure of Red Division but are aware that their reach touches everything that Canada is involved in, both at home and overseas. Their agents are rumored to possess training equal to Branch 9. A member of Pulsar managed to relay information that unlike Branch 9, the Canadian government will acknowledge a Red Division agent if they get into trouble.

Shadoloo.

Shadoloo is a vast criminal shadow empire that spans the globe. It is run by tyrannical dictator who goes by the name of Bison. An intelligent, evil egomaniacal overlord, he rules with an iron fist, unafraid to kill his subordinates if they fail to prove a point. It is rumored he possesses psychic powers that allow him to suck the life out of people either killing them or turning them into soulless slaves who will do his bidding at the drop of a hat.

Bison is rarely seen, but when he appears he is always in a red uniform reminiscent of a Russian general, with a row of medals. Many attempts to find out his past have been tried. None succeed.

For those familiar with the Street Fighter video game and RPG, Bison is one of the world's most powerful Street Fighters, easily capable of killing anyone he chooses. Only a few people have ever stopped him, and only one actually causes anything that might be called fear, in him.

If you own a copy of the Street Fighter RPG then by all means use his stats, and check the game rules section for the conversion rules, but if you do not, just consider him to be one those high-end powerful antagonists with nasty psychic powers.

Hunter Groups

Officially the F.E.A.R. Corporation disavows all that these radical groups do. Unofficially they

lend aid to several of them in order to gather intelligence.

The Cheiron Group

F.E.A.R. Corporation policy is to treat all assets of TCG as rivals.

Task Force Valkryie

Unbeknownst to the F.E.A.R. Corporation, small teams of TFV operatives now operate within the FLHS, literally using the corporations own trackers to its own means.

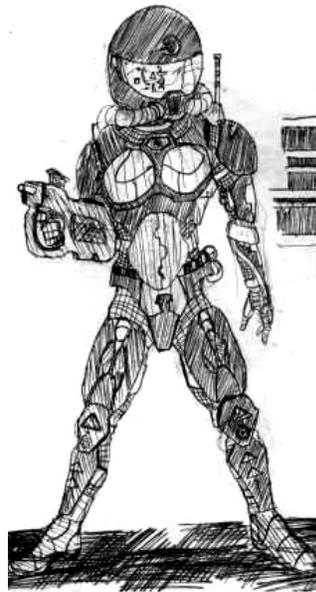
Network Zero.

It is believed that Radio Free Death is actually part of Network Zero. All Pulsar groups are on a shoot and capture order pertaining to anything to do with this group.

Project Pulsar

Pulsar is one of the world's best-equipped private army groups. In some cases they are better equipped than some standing world armies. They have stealth helicopters, high-end weaponry, advanced medicine, satellite tracking systems and so on.

If a Pulsar group has to be put into the fray then it's always a bad sign as they are the ultimate response team for the F.E.A.R. Corporation.



The Pulsar teams number eleven in total, spread out across the world, with three of them covering the U.S. at all times, though the actually project is run from two locations, the Island and the primary F.E.A.R.

Corporation headquarters in California. The head of the Project is a retired military man from the US army, and several of the key high end members of the Project are all ex military from the army, air force and navy. Many of the members are ex-military and intelligence.

Each Pulsar team is comprised of roughly one hundred members, split into a command squad,

heavy/special weapons squad, and tactical squads. Most also have a logistics squad and a special ops team attached to them as well.

Each of the eleven teams are housed in a high end complex that serves as barracks, training facility, hangar, motor pool, firing range and medical among other things.

Pulsar One is stationed in California, out of the F.E.A.R. Corporation headquarters.

Pulsar Two is stationed in New York City, based out of a corporate tower in midtown Manhattan that has a helipad on the roof and their hidden garage in the basement.

Pulsar Three is stationed in Dallas, Texas, based out of a massive private cattle ranch which they also maintain as part of their daily chores.

Pulsar Four is stationed in London England, operating out of a corporate tower.

Pulsar Five is stationed in Johannesburg, South Africa, operating out of a corporate tower.

Pulsar Six is stationed in Tokyo, Japan, operating out of a corporate tower.

Pulsar Seven is stationed in Rome, Italy, operating out of a large vineyard business which they also maintain. Pulsar Eight is stationed in Rio de Janeiro, Brazil, operating out of a corporate tower.

Pulsar Nine is stationed in Cairo, Egypt, operating out of a corporate tower.

Pulsar Ten is stationed in Moscow, Russia, operating out of a corporate tower.

Pulsar Eleven is responsible for the containment of Quiet Dale, a small town in the mid-west on the shores of a land locked lake. Pulsar team members have motions sensors, heat sensors, and other means of tracking people who enter the area surrounding the town. Quiet Dale is comprised of a central town on the south side of the lake, an amusement park on the west side and a large hotel/resort on the north side. The entire place is a ghost town. No one knows why. All that is known is that anyone who enters tells that the place they go into is shrouded in mist and fog and that things prowl the mist and fog. Most who enter never leave, and those few who do come out are whisked off to the Island ASAP.

Pulsar Project Command is stationed on the Island and at the main F.E.A.R. Complex in California.

Two new Pulsar groups are in current consideration; Pulsar Twelve would be assigned to assist the Vigil Watcher Project locations acting as a rapid response and guard team, while Pulsar Thirteen would be created to work with Project Singularity.

Have you seen this girl?

One of the families of one of the girls taken by Project Pulsar isn't convinced that she has died. The family has connections to Kindred, Forsaken or Awakened groups and pleads with the characters who are members of one of those groups to find their wayward daughter or at least the real truth.

Project Singularity

There are things living deep in the trenches of the world. They cannot leave because of the planes of water between the volcanic warmed trench bottom and the surface are so cold they would kill anything that moved up or down into them.

Albino megalodons, crustaceans, and species from the ancient ages still live here, feeding and breeding. Singularity has charted them, and even taken a few samples.

There are also ruins of ancient civilizations, sunken ships, islands, and so on that they are searching through. The most interesting thing is that they have found evidence that there is something in the depths. This could just be the aquatic bloodline of Gangrel rumored to exist (See the Mara in the **Circle of the Crone Covenant** book of the **Vampire the Requiem** RPG) or maybe it's Tha'hon (see the **Predators** book of the **Werewolf the Forsaken** RPG).

There are couple places of note that Singularity keeps tabs on. The first is a large set of ruins of an ancient Greek city. Many wonder if perhaps it is the remnants of the Atlantis that Homer talks of. What Project Singularity knows for a fact is that the ruins echo with power and that except for an abundance of cephalopods, the entire area is almost devoid of aquatic species.

The second place is known as The Liner and is perhaps one of the more eerie places that Project Singularity is watching. Sitting on a massive cliff shelf is the almost intact hulk of a large ocean liner.

The outside of the wreck is covered in moss, seaweed, barnacles and other bottom dwellers. The





funnels are sealed closed. All entries into the liner are likewise sealed, all from within, all airtight. Soundings show that apart from a large gash in the one side, which probably caused the ship to sink, the rest of the ship is completely air filled.

This ship would probably not be too much of a concern if it weren't that when the third recon patrol scouted it looking for the best place to burn through the hull and lock in an airlock so that they could pressurize and air filter the ship, they saw light coming from several portholes. Investigation at that time didn't show anyone in the areas the portholes were on, showing merely cabins with the wall lights burning.

Over the next week, different areas would light up and then darken. Some of the divers swore they could hear music on a couple of the radio channels.

Finally the airlock was put into position, then locked into place and activated. For the next two days the air filtration system slowly purged the carbon monoxide from the air, scrubbing it clean to breathable air.

The first explorers into the Liner commented on how it had settled with less than a 2% incline and that the interior was in almost mint condition.

Dust covered, cobwebbed and with a few indications of the sinking here and there, but otherwise in mint condition.

Researchers and explorers at first could find little reason to why the ship sank, though they managed to get its name. SS Alexandria.

Limited records show that the Alexandria was built at the end of the great ocean liner period, a 3 stack liner of the Cunard Lines. She was lost in 1935 on a cruise from New York to South Africa. Her wreck had never been found, till now.

No trace of crew or passengers has ever been found in the time since the liner was found. A class one sensitive was brought in at one point to scan the ship, but all she could say was that she was being watched, that there were eyes everywhere, always watching. The psychic was found four days later in her cabin, dead after gouging out her own eyes. Most researchers who spend any time on the liner always comment on strange things happening. From seeing people standing, watching them out of the corner of their eye, to hearing the sounds of voices or snippets of music, to the lights in certain rooms turning on then off at random. That the ship is haunted is a fact, but the cause and reason still remains a mystery.

Help please

While on the ship doing a rotation, the characters start actually seeing people wandering the halls, and even catch sight of a dance in full swing in the main hall. Through all these encounters a small child is always visible, watching the characters. At night at one point the child approaches the characters and asks for help. He needs to find his parents and the wants the characters to help him

The Liner - SS Alexandria

The Alexandria set sail from New York on a sunny May 5th 1935, destined for Johannesburg, South Africa. The last reported communication with the liner came when she was just passing the mid point in the Atlantic Ocean. The communication stated a storm front had run up on them from the north and was creating incredibly bad weather. They were making best speed, but were unsure if they could potentially outrun the storm, much less weather it. When no further communication was heard and she didn't report in at port, a rescue ship was dispatched, but no survivors were found. The ship was counted as lost at sea.

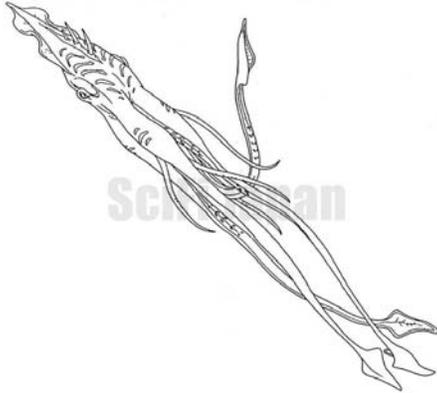
In the years following there were a couple incidents where sailors reported seeing the Alexandria as a ghost ship, but none were sustained. When she was found by Project Singularity they also found no evidence of her crew or passengers. Indeed the entire ship was in mint pristine condition for some reason, sealed against the sea so that it was perfectly preserved in the depths. How this was done or by whom is still a mystery to Singularity members who are still slowly, slowly exploring the Alexandria.

The Mariana Trench

The deepest spot in the ocean yet recorded at over 10,000 meters, this trench is home to some of the most diverse life forms on the planet. Flatfish, shrimp and other bottom dwellers are noted there, but more dangerous is that as one goes towards the center of the trench they find thermal planes of warm water created by several small black smokers. Around these thermal planes live ancient and prehistoric creatures, the most fearsome being the

carcharodon megalodon, a massive shark. Singularity has taken care to remove a single megalodon from the trench for research and currently has it contained in a small research dome at *Benthic Odyssey*.

Man-o-War



Man-o-War is the nickname given to an Architeuthis, a giant squid that seems to patrol an area of the ocean some one hundred nautical miles north east of Australia. Singularity is aware that this constitutes the only known sighted and documented living specimen of the species at this point, and are not sure they wish to inform the scientific community for two reasons.

One, the scientific community would descend on the location like a hawk, exposing vital Singularity research and their presence. Two, the creature is not acting normal. It is patrolling and protecting something. At this point all attempts to discover what it is protecting have failed.

The Graveyard

This is rare place, sitting in the Caribbean waters, where dozens of ships lie, sunken and wrecked. While a sunken ship graveyard is not all that uncommon, many do exist, this graveyard is different because the ships in it are from different eras. A WW2 battleship sits rusting next to an old tall ship. A small schooner from the steam age kisses hulls with a modern yacht. No one is sure why it is there. Singularity does a monthly assay of the graveyard noting any new arrival. When a new arrival appears Singularity checks the listings to see if they can find a match. To date it is noted that most wrecks are of ships that have vanished in the so-called triangles of the world's oceans.

The Real Leviathan

Deep beneath the ocean their swims a creature so large the term leviathan is the only word that even comes close to classifying it. It is similar in shape to a whale, but it has tentacles around its mouth. Its body glows with strange patterns and it only appears in the worst of storms and usually only to destroy whaling ships and fishing trawlers. The creature is the size of a US aircraft carrier and it still amazes Singularity how such a creature is able to hide from detection.

New High Priest

The songs that Leviathan listened to in the ancient past were telepathic songs sung to it by the priests of the temples. They would amplify and send the mass devotion of the people in the form of songs, sung like whale songs in the mind, to the spirit-god.

In the last few months Brady has been hearing the songs of the Leviathan when it enters our world, singing its rage and its loneliness. But now Leviathan has heard the telepathic songs of Brady's mind as well. Brady is a direct descendant of the high priests, whose people left the islands in times past. Brady is technically a throwback, though some would say he is an evolutionary step up because of his elemental attunement gifts. At night when he sleeps his mind sings, and those songs are the same as those Leviathan once treasured.

Leviathan has heard the songs and now cruising for *Benthic Odyssey*, happy for the first time in a thousand years. What will happen when the ancient spirit god finds his new high priest within a thing of metal, a thing he hates and blames for the destruction of his people?

The Sleeping Fortress

There are ruins in the ocean that predate us. Singularity has found two such locations.

The Sleeping Fortress as its known is a set of ruins from the Greek period of history, outwardly looking ruined and destroyed. Underneath the façade is a remarkable well presevered, though water filled fortress that predates the Greeks by several thousand years. This submerged fortress is home to only cephalopods, hundred of small squid, octopi, and nautiloids.

The few Singularity teams that have explored it have reported that they are left alone by the cephalopods but do report that unlike normal where the creatures would flee, these just sit and watch them.

City of the Ancients

These ruins are kept under constant watch now by Singularity probes. After the loss of three dive teams at the ruins (see case file FEAR PS-1T22) the probes are purely mechanical in nature as to not attract the attention of the ruins current inhabitants. A large collection of aquatic vampires uses the ruins as their home and it is thought that they are guarding something buried deep inside the place. All attempts to gain entrance have been thwarted for now.

Projects within Projects within Projects The Lattice

Many shadow projects exist and work in conjunction with the public projects, such as Pulsar,

Singularity and Dawn. But beneath those, wormed into the cracks beneath everything is a project known only to a few select individuals.

This project, known only by the name Lattice in reference to how it seemingly connects to everything, evidently works within all the shadow projects, its agents working in cell like structures to send information back to their controllers. These controllers then relay the information to a central nexus that correlates the data for analysis. What little is known about Lattice is that its agents aren't all human. It will freely employ, coerce and use supernaturals to meet its ends.

Lattice has been responsible for most of the half-truths, red-herrings and even factual information that the various projects it works within have managed to accumulate. Indeed at times Lattice agents seem almost working against the corporation, hiding and destroying evidence and information so that the projects do not reach the answers they are looking for.

The little known but still infamous Hanover incident (see case file F.E.A.R. P3-2P21) was created by Lattice agents. Though series of false clues and half-truths, they managed to lure a Promethean into the town, where it was subsequently trapped and then the project agents monitored the town for the next few months, detailing and recording the events that transpired.

No one is sure who actually controls Lattice, but some say it is run a group of the majority stockholders in order to keep tabs on the founders.



Holdings

Apart from the primary F.E.A.R. Corporation complex in Silicon Valley and Solstice, Washington, most of the F.E.A.R. Corporation sites are fairly low key as security goes, with merely a guard or two if that. Sometimes one of the office workers is actually a member of Pulsar, working undercover so that it appears there is no security at all.

Offices world wide tend to be almost exactly alike, with a large open air concept of cubicles surrounded by offices where managers work. When the office is quite large they tend to have several floors of a building under their control which they use for offices, labs and so on. Some locations are owned completely, like several of the corporate towers in which Pulsar teams are housed around the world. The buildings having been built by F.E.A.R. Corporation-run or owned subsidiaries, so that they conform to very specific designs.

The Poles

The two poles are of great interest to the F.E.A.R. Corporation scientists. Both locations are incredible research locations in rare flora and fauna and Antarctica has a plethora of history to it.

Under the guise of research, the research ship in the Arctic regions carries out recon missions for Project Singularity, searching vast Arctic Ocean caverns for elusive sightings of species long thought extinct, as well as exploring deep Arctic Ocean thermal vents for unique species for cultivation.



The Antarctic research base near the mountains made a discovery some two months back that brought it to a virtual stand still. Soundings located a set of ruins under the snow and permafrost that bear an uncanny resemblance to the ones that

Project Binary located in DE-A004/Ocean. Research continues, but the reports are coming in more and more infrequently something that concerns Project Dawn, as they are the ones funding that base. Of note as well is the sudden lack of communication from one of the research posts near the fresh water lake in Antarctica and the sudden influx of “strange eddies and currents of aether” as one of the sensitives put it.

A face in the cold

The research station that the F.E.A.R. Corporation runs is slowly becoming later and later with its reports. Most of the time it is being blamed on long schedules, bad storms and such. In reality two reasons are precipitating this. The Lodge of the Lake (see *Werewolf the Forsaken: Lodges the Splintered*) and the strange ruins.

The characters are members of one of the Projects (probably Pulsar or maybe Dawn) sent to investigate and report back their findings.

The Oceans

All the research vessels that the F.E.A.R. Corporation uses are part of the Leviathan Society as well as part of Project Singularity. The re-conditioned oil platform is the entry point to Project Singularity’s main base of operations. For more on what else the F.E.A.R. Corporation has found under the deep waters of the oceans, see Project Singularity entry.

Space

The F.E.A.R. Corporation, along with its communication and observation satellites also has an orbital telescope that they use for deep space research. The images it beams down are studied at the main corporation complex.





What many are not aware of is the F.E.A.R. Corporations' own deep space exploration attempts. To date no less than five probes/rovers have been deposited onto the moon. They roam the lunar surface looking at craters, taking samples and sending information to one of the various satellites that the corporation owns. The info is then sent down to the main facility.

Currently the F.E.A.R. Corporation is examining the possibility of joining in on the ISS in order to get a lab module for their own zero-g research. They are also examining a clandestine launch of a Mars rover.

The F.E.A.R. Corporation Complex

What isn't noted to the various employees is the one added layer of security that the founders put into place due to efforts of Project Eclipse. Well-trained clairsentients actively scan the complex at random intervals to locate intruders. This makes breaking into the main complex almost impossible, unless your name is Kincaid.

The Shadow of F.E.A.R.

Those few Forsaken that have stepped over in the area surrounding the corporations' main Silicon Valley site have reported a bleak and sterile place, where the images of the main buildings stand stark and bare. Nothing seems to move around the place except for a strange mist like cloud of shadows that seems to solidify and grow immaterial off and on as it swirls and curls about the buildings. Anyone who approaches will note that 2 sets of brilliant glowing eyes appear within the mass, eyes that look at the person and wait. Those few who venture closer find themselves under attack from the entity, a vast swirling 4 eyed draconic shadow.

The Island

What are the ruins that were found, and the entity in it? Well there are a couple possible answers. I will present a few differing ideas to work with and leave it to the Storyteller to choose the best one for their game.

Answer One: The entity in the egg is the last dragon egg in creation, left behind when the last pair of dragons left Atlantis. This of course means that the island is the remnant of Atlantis and that without knowing it, the F.E.A.R. Corporation has stumbled on and taken over that which the entire mage community has been hunting for, for ages. The Dragon wants to slowly find out everything that has happened since the last of its kind left and is merely gathering information so that when it is reborn it will be ready for the world.



Answer Two: The entity in the egg is a powerful spirit of Order, imprisoned untold ages ago by because it desired to create a perfectly ordered world was actually worse than world built with out the Order it wanted to impose. The spirit placed two of its offspring in the founders, making them Urged, but not Ridden (yet), and is using them to try to bring about the Order it wants.

Answer Three: The stone is the receptacle for man's combined drive and desire to move forward and in control of its own destiny. To reach out and touch the stars, and claim them as his own. The founders have been infected with this drive and it is what has changed them, to allow them to be the architects of this golden future of man, because when it comes down to it, man wants someone to show him the way.

Of course the storyteller is invited to create something of his own instead, perhaps the entity is some sort of chthonic deity from the past, or maybe a trapped Idigam.

Solstice City, Washington

Why is it that the F.E.A.R Corporation is so interested in creating this place to observe social interaction? Why build the underground complex there as well?

The answers to an extent are linked to the Stone Entity. Depending on which the storyteller has decided to us as his or her idea, the town can be the breeding ground for that idea. For the Dragon Egg it is how information on modern man is being gathered and sent back. For the Order spirit, it is how it is driving the founders to create the perfect society, which will then be spread out across the world. For the spirit of Man concept, the town represents the drive to push man to his limits to

make him succeed, thus making him that much better.

The Decision Echoes Analysis Department

The D.E.A. Department is not the happy place it seems. A ghost haunts it, ready to cross to the dark side and become a nightmare spectre that will ravage the labs. The apertures themselves, well sadly they don't actually close, instead because of them being connected for periods of time, they have drifted to other places in the world and become anchored there.

Where these now semi-permanent portals are is up to the storyteller, as is if they are two way or just one-way. Perhaps in one of the Echoes the aperture has also been found, and our world is now being looked at with envious eyes.



Strange Locations, People and Things

Galanete Island

Galanete is under a nasty curse for the lack of a better term. The pirates of the *Manta* and Devil's Point, as the small village was known, were ruthless and preyed on any ship they could find. While not the only ship to harbor at Devil's Point it was certainly one of the more infamous. Its crew was loud and destructive, frequently destroying their prey and looting the corpses instead of leaving live bodies. Those that were taken by the *Manta* were carried back to the island. Both men and women were subjected to horrific rape and abuse before being sold into slavery or tossed overboard to the sharks for sport.

On one trip the *Manta* overtook a small merchant vessel with a largely Caribbean crew. As per normal they gleefully raped, pillaged and destroyed their prey. One of the young sailors was the son of a powerful houguan from the local islands and father, upon hearing of his son's torture and slavery, called upon the Loa to enact a revenge unlike any other.

On the last night of the next full moon the *Manta* found itself trapped in a small cove some two days sail from Devil's Point by the guns of a British ship, the *HMS Defiant*. The *Defiant* ripped the *Manta* apart, sinking it the bottom. Those few that survived were brought aboard and hung from the yard arm. The *Defiant* itself sailed another twenty years before finally sinking off the coast of England, a victim of a bad maintenance.

One hundred years after the sinking of the *Manta* the second part of the houguan's curse took part. On the day of the summer solstice the *Manta* emerged from the fog to pillage again. Each time they return to Devil's Point the houguan stands on the dock awaiting them, ready to judge them, ready to see if this time they have learned their lesson. The pirates have to try to stop their ways and if they manage to completely do nothing evil for the period of one week, then they will finally rest. Sadly the bloodlust of the crew always gets them in the end and they end up with their victims at the tavern in Devil's Point, their destiny all but forgotten till on the final night

they find themselves in the cove again, the guns of a massive spectral ship hammering into them and for the "survivors", nooses of barbed wire.

Each summer solstice it is the same, each time they remember the feeling of dying and each time the reincarnated houguan hopes they will stop and thus end the curse's cycle.

Quiet Dale

Quiet Dale is a tribute to Silent Hill. It is a town located somewhere in the US that is enshrouded in mists and seems to beckon to people, seemingly as a place to resolve past problems and sins.

Some never leave the small town, trapped forever there in the town living their sins out over and over, others manage to come to terms with them and leave, but usually not for long. The town has long arms and frequently many of the people who escape return to the town for some reason or another.

It is unknown what controls the town or even if there is a central controlling power. Some thoughts are that it is what the werewolves call a *wound*, a place where all dark emotions have gathered. Others in the mage community note that it also bears the marks of a *Hallow*, extruding mass quantities of raw magic. Sadly those werewolves and mages that have ventured into this place have never returned.

Return to Insanity

The players are tasked with taking into custody a man or woman wanted by F.E.A.R. for various reasons, possible espionage or maybe rooking the books. After following several clues they discover that the target is holed up in a small town near Quiet Dale. Upon capture of the target they discover he/she is an ex-Pulsar recon op who was in Quiet Dale

briefly and is now attempting to get back there. After breaking free the target immediately heads into the strange town. Do the players now follow? Or do they report him lost without recovery?

The Triangle

To one degree the triangles are gates to the other side, massive verges that cover immense distances. Untold spirits move through these verges to our world and back and in ancient times these were the most protected areas of ancient Pangea. After its sundering and Atlantis's founding the mages used the triangles as teleport points, allowing ships and other modes of transport to teleport from the various verges across the globe to a central location then further on to Atlantis itself.

These days the triangle is a massive questions mark. The disappearances could easily be the ships and planes shifting into the Shadow, never to return.

The Tunnels

An idea given form from to many old stories and monster movies, the tunnels are strange extrusions from somewhere else into this world, home to strange species that worship chthonic gods beneath the surface of the world.

Dinosaur Swamp

This is a plot device from White Wolf's Adventure RPG. The swamp noted in the game is located in Louisiana but could easily be anywhere a massive swamp area exists. Deep in the Amazon perhaps? Maybe Africa, ala Sir Arthur Conan Doyle's Lost World.

What animals and reptiles truly live there is best left to the Storyteller.

Chiquibul Caves

Another of White Wolf's Adventure RPG fun plot devices. Adventure is full of good stuff. The caves though could be a source for a half dozen interesting things, such as explorations for Atlantean artifacts, perhaps lost ruins of a vampiric civilization, a powerful Idigam's prison or temple, maybe a place where Prometheans come or perhaps where the Pandorans gather.

The Lair of The Tyrant of the Skies

Giant Zeppelins, Rocketeers, the whole Sky Captain and World of Tomorrow all rolled into one, and once again I borrowed from White Wolf's great RPG Adventure.

For the storyteller this place is the graveyard for a lost idea and vision, the primary contention between H&TE and F.E.A.R. Zorba's old labs are full of wonderful ideas for the future of flight and some of the old serial ideas come to life through here. The flying wing, jet packs, true flying fortresses, and others.

The 5th Reich

The 5th Reich are a secretive force built by the Nazi inner command towards the end of the war. Realizing that Hitler was not following the logical, successful plans he'd first come up with, the inner command began an operation to create a colony of pure Aryan culture, in which the Nazi ideal would live on.

Moving in secret, engineers, volunteers, soldiers and command staff were moved from various locations to a secretive bunker in the Antarctic. Working at a feverish pace, they hollowed out a whole series of massive tunnels and bunkers in a cliff face, complete with a hidden harbor for ships and u-boats. Within two years the large underground city-base was fully operational. A total of three u-boats, two "Q" ships and three merchant trawlers were stationed into the base and then all evidence of it was erased from main records. People in the know were either brought to the base complete with families or eliminated. By the time the Allied forces stormed Berlin and brought the war to an end all records and information on the Antarctic city-base was gone.

The location grew slowly, with clandestine runs for supplies and fresh "volunteers" on a regular basis. Agents were secreted into several major cities to act as buyers and scouts for their hidden city.

In 1963 excavators from Unterwald, as the city was called now, broke through a wall into a vast underground cavern. There they not only discovered a vast underground lake of fresh water to use as well a large area to build within, they also discovered a massive set of ruins of chthonic and inhuman design. Similar to the ones noted on the surface by the F.E.A.R. Corporation's Antarctic



research group, these ruins were much larger and in almost perfect repair. No evidence of what once lived there was found but the people of Unterwald weren't ones to look a gift horse in the mouth and immediately expanded into the cave and ruins.

By the late 80s the colony was now at just over 40,000 people. It was more of a military base still than an actual community, with everyone a part of the armed forces, being navy, army or air force.

Deals with hold outs from World War 2 had given them advanced technology equal to most first world nations and indeed the whole place resembled a futuristic space base. The original colony is now purely a military post, for training, construction, and work. The vast cave is used for living, people fishing the lake for the blind albino fish that swim there as well as some hybrid species that they introduced over time. Fish farms range the shores of the lake itself. The extensive tunnels have been explored and put to use, with a small nuclear generator built deep into one of the farther caverns. Lights hang from all over, illuminating the vast place. One network of tunnels leads to a cavern where the top has been removed and solar panels installed with retractable covers in order to allow hydroponic labs to function.

It was in 2000 as the new millennium came to pass that the leader of Unterwald decided to start to try to bring their new world order to the real world again. Secretive meetings with sympathizers and supremacist groups began. Blackmail, bribes and slush funds were used to purchase arms, equipment and locations. Secret bases were built in several locations and plans were slowly put into motion. Plans were then put on hold after F.E.A.R. Corporation Pulsar Teams descended on one of their bases.

For now, Unterwald waits and watches.

The Daniel Collins

The *Collins* is a ship of mystery and of legend. Many sailors will refuse to even step on the same dock as her, much less go near her. Other sailors will cross themselves and whisper prayers to St. Christopher for protection against the darkness that travels with the ship.

In reality the *Collins* is as terrible and nightmarish as she is wondrous.

Put simply, the ship is crewed by Prometheans.

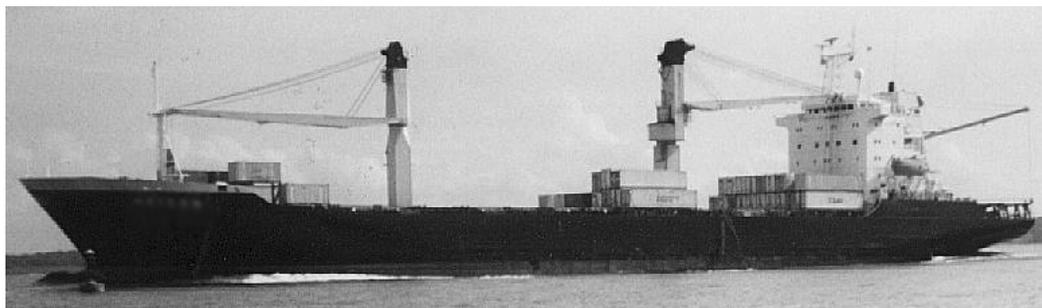
This accounts for why the ship never stays long in port, why the crew never leave, and why those that board the ship become afraid and paranoid, wanting to leave the ship as quickly as possible. It is also the reason why the ship will not transport human cargo, as they do not need someone stuck on the ship for an extended period of time being constantly exposed to Disquiet.

The history of the *Collins* is somewhat simple.

Built in the early '20s in New York she served as a freighter until World War 2, where she was pressed into service as a military transport. She served until 1946 when she struck a reef and had to be abandoned.

She was salvaged and taken to a small port where the damage was fixed, but the company who owned her couldn't pay for the repairs and the ship went into receivership and just sat there. Scheduled for the scrap yard she was sold late one night by the yard to a mysterious man. Later that year the *Daniel Collins* put into New York port as a tramp freighter.

The captain, engineer, first mate and the other fifteen people on board are all Prometheans, a massive throng drawn together by the captain, to have a place to be. The constant travel of the ship allows little Wasteland to occur.



Rival Corporations

And

Organizations

Daniels, Edmonds, Akins & Trask Horticulture PLC

D.E.A.T.H. PLC is a thorn in F.E.A.R. Corporation's side more than they let on. Consistently members of Pulsar 3 and the D.E.A.T.H. SA (Special Agents) interact in bitter hide and seek battles in the Amazon basin, both in the cities and deep in the jungles.

Lord Daniels is not very happy that F.E.A.R. Corporations Vigil Foundation has been awarded more contracts that they have and are desperate to take business away from the big multinational.

D.E.A.T.H. PLC's crowning achievements have been the exclusive rights to protection, cultivation and re-seeding of the UK's forests, though they are painfully aware of the couple of Vigil Watchers that are camped out deep in the Irish forests.

Hammond and Tesla Enterprises

H&TE are not as big as some companies but are on the fore front of avionics. They have contributed to many of the US Air Force's projects including the Stealth project. H&TE technicians were part of the design and engineering team for the B2 Spirit Stealth Bomber.

Most of the competition between H&TE and F.E.A.R. is done either on the test fields as the two companies' avionics and aeronautics teams go head to head for contracts or in the dark of night as industrial spies attempt to steal and sabotage each others' designs.

Of course H&TE's possession of the late Dr Zorba's airfield in Madagascar is whole different story.

The two companies raced for close to five years before H&TE beat them to the location and it was only done because the lead investigator for F.E.A.R. defected to H&TE two months before the discovery of the location.

Powell & Eckart Research

Genetics is where the future lies, or at least that is what P & E Research thinks and tries to work towards. They have invested millions into research projects involving the human genome such as cloning, stem cell research, genetic engineering, and even the re-sequencing of pre-natal tissue DNA to make sure a child is born perfect.

The company itself tries to stay under the radar of local media, rights groups and similar functions, and is all too happy to try to steer said groups towards a rival's research and projects.

They have used this tactic many times, causing the rival's project to go down the tubes (so to speak) and for them to then step in and pick up the pieces for their own projects.

F.E.A.R.'s biggest contention with them is that on no less than eight occasions P&E Research has caused a project of theirs to be curtailed by media scrutiny or activist groups.

Horace Neuberg & Osborne Research

HN&O Research lives up to its initials "HNOR" or "honor" in that they stand behind every product they make, guaranteeing it for life.

When in the business of keeping people alive in the hostile environment of the world's oceans, one has to be good and willing to back the rep of



being the best. They come through in every instance.

From their large aquarium and coastal port, the research ships and subs of HN&O Research roam the seas performing various research and exploration tasks while their development labs keep pushing the frontiers of aquatic science for habitation, propulsion and transportation.

Most of HN&O Research's products can be found all over the place, and even Benthic Odyssey was constructed from a number of materials that HN&O Research produces and sells. F.E.A.R.'s biggest beef with them is that some months after the aquatic base went online HN&O Research started a project to take over a number of the small firms that were part of Benthic Odyssey's makeup. By the time FEAR noted this, almost 43% of the smaller firms were owned by HN&O Research. After exhaustive talks between the two groups it was determined that a small group of HN&O Research personnel would be allowed into Benthic Odyssey for research and development.

Ingersoll Computer Engineering

Microsoft is one of the world's biggest public software firms, the key word being public. While various companies use the software giant's operating system on their units, the aspect of most being hackable or easily figured out by any kid with an attitude and computer makes some corporations incredibly leery of using the software. This is were ICE steps in. They are among the private sector's most "well-known" software designers, bringing innovative network defense protocols, "smart" programs for maintenance and upkeep and even mass network client architectures for big companies.

They also work with advanced military computer systems, designing targeting computers, IFF systems, navigation systems and auto-pilot systems.

F.E.A.R. Corporation and ICE cooperated at one point to try to solve the AI problem, but were unable to come to a firm conclusion when it was discovered that several all out brawls were occurring between the two lead researchers.

At this point ICE does most of it cooperative work with W&A Robotics, developing industrial systems.

Watanabe & Arai Robotics

Started five years after the end of WWII, Watanabe and Arai Robotics first began in heavy industrial machinery, taking the pieces of Ibe Heavy Works and reforging them into a new company. Ibe Heavy Works was a big supplier of the Imperial Japanese war machine during World War 2 and was also a supplier of arms and equipment to Nazi Germany. After the war they were bankrupted into near non-existence.

Over the years W & A Robotics became more of a robotics firm than an industry group, creating the robots used in most heavy industry today. They pioneered several arms developments for the Japanese Self Defense Force, most notably the Dragon LAV and the Ghost 9mm automatic.

The biggest problem W&A Robotics has is that Gen Ibe, the third partner, was a big time Nazi supporter and was one of the people who helped supply materials for the 5th Reich. While in his 90s now, his children, grandchildren and even great grandchild are all part of the 5th Reich's operations in Japan, supplying arms, equipment and machinery to the 5th Reich when needed.

Desmond, Osaka & Abrams, Litigation

This firm is known for getting the job done regardless of the cost. They will destroy lives, ruin people and companies and even indict government officials if it gets the job done.

They are hard nosed and usually incorruptible in their dealings, making sure everyone they deal with for good or ill is dealt with at the same level, be they a garbage man or a governor of the state.

DO & A Litigation is known to be willing to represent anyone who can pay their fees, and they rate those fees based on the case itself. They once represented a homeless man for 1 penny a day for a year while they sued the State of California for refusing him aid. In the end DO&A won the case, netting the man over 3 million dollars and all DO&A walked away with was 365 cents, one penny per day at a time.

DO&A has yet to represent FEAR, seeing the FEAR Corporation's legal subsidiaries Fox Litigations as a rival.

Calahan Ortez Rapid Paramed Services

Originally started as a way to get fast medical response to a customer, Calahan & Ortez Rapid Paramedical Services became a mercenary medical extraction team before anyone knew it.

Based out of dozens of offices world wide, the company offers four levels of contract to anyone willing to pay. Bronze, Silver, Gold and Platinum levels, each with their own level of response.

Bronze allows for a basic extraction to the nearest medical facility that can treat the problem and that is it. With Bronze the extraction unit will not enter a firefight area or even an area in

dire straights, such as a monsoon, fire, tornado, etc.

Silver gives the extraction, but includes hot spots of natural disasters as well. The extraction group will brave forest fires, earthquakes and even hurricanes to help.

Gold gives the extraction but also includes hot zones where combat is going on, but the team will not enter a place if their transport unit is threatened, usually trying to send in the extract team on the ground to get the contractee out.

Platinum conveys complete extract from any situation. The team usually arrives in a heavy duty CV-22 Osprey, complete with a fire team to help out. They will brave any situation to extract the contractee.



F.E.A.R. Corporation

Subsidiaries

Franklin Steel

Franklin Steel is run by Simon's grand nephew Ron. He oversees the day to day operations, as well as making sure regular reports are fed back to the main office in California.

Franklin Steel supplies much of the raw goods for the FEAR corporation world wide.

Theoretical Science Labs

These are the guys that started the whole decision echoes project that became Project Binary and caused them to be bought out by FEAR.

The TSL also deals with many other relatively fringe sciences, a number of them frowned on in mainstream circles, such as quantum string mechanics, black hole theories and even high energy power systems through clean cold fusion.

Humanadyne Labs

Humanadyne is a relatively new company that was involved with medical technologies. They came to FEAR Corporation's notice by being the main supplier for the hospital were the Franklin Cancer Research Center is, in Sunnyvale. California.

Asuka & Hammond Financial

This company was originally two smaller groups that joined out of mutual support when the markets weren't at their best in the mid 70s. The two CEOs realized that by expanding through amalgamation they would give themselves access to

two diverse financial markets without the risk of losing clientele.

The merger has worked to their benefit, bringing new ideas and business principals from both sides of the pond that have strengthened the company immeasurably.

They were taken over by FEAR after being the corporation's financial liaisons for five years and impressing FEAR's board of directors and the founders.

Harkness Center for Psychological Research and Treatment

While Harkness does provide legitimate help to those that need it, it is also a place where the F.E.A.R. Corporation can run experiments and research without worry of the primary company being penalized. Most of the research on the phenomenon known as lunacy, disquiet, disbelief and even the Quiet Dale psychosis are studied here.

Fox Litigations

Interestingly enough this company was created by a relative of the Franklin family in 1930s, on George Fox Franklin. Among the first of the big legal firms, Fox Litigations has grown to be almost like their namesake, lean and cunning.

The current CEO, Susan Franklin is the great, great grand daughter of the founder and is as good as all her family has been in the business.





“And here we have the back door, so to speak, into the entire complex”

Jan and Tim looked at where the bald headed vampire was pointing, then at each other and for the tenth time that day since entering the sewers wondered what the hell they were doing trusting this member of the homo sanguineous breed. They had been warned not to trust this thing that called itself Marcus, and made veiled references to being Mark Antony of historic legend. It's varied jokes and mulled “memories” of the times with Ceasar had almost driven Tim to want to pull out his gun and put several rounds into the thing, then himself, but a knowing look from Jan had stopped that from actually taking place.

“Are you sure?” Jan asked her voice tense with the boredom and annoyance of having also listened to Marcus's tales.

“Of course, my lady, you paid me, and paid me well I might add, to bring you to the back entrance into Calahan-Ortez Rapid Paramedical Services, and that I have done.”

The two Pulsar agents regarded the small dingy maintenance door.

“What? You were expecting a foyer, with valet parking, a small store and big breasted, short skirted receptionist?” Marcus waved his right hand in the air as if brushing away a fly.

“Pish. It's a back door my esteemed employers, thus it is a secret and thus looks just like all the other grimy maintenance doors down here.”

Marcus reached over, flipped open a small rusting circuit panel revealing a set of corroded wires. He then pulled that down to reveal a modern keyboard lock. He punched in a set of numbers and there was a click and hiss. The door unhinged, pulled in a bit and then slid down into the ground to reveal a short modern corridor, with CORPSE's logo on one wall. A startled security guard stood there regarding the three.

Marcus smiled.

“My job is done; you have been shown the way.”

Marcus faded away from view leaving the two Pulsar agents standing there like the proverbial cat and the canary.

Section Three:

Lattice

The Founders

Simon Carstairs Franklin III. Co-
Founder of the FEAR Corporation



Quote: "Its simple really, we just adjust your incoming credits, offset it by the outgoing debits, cross-reference in the overdue with the owed, rack up interest on what is still in the account and viola, cash flow."

Background: Born in 1933, he grew up the son of a rich old money family. Early in life he decided to be a person and not a

listless member of high society. He has a Master's Degree from Harvard, as well as an Honorary Doctorate in Business Management from Harvard. Cofounder of the F.E.A.R. Corporation he spends his time moving around the world, visiting each office to check on its productivity as well as doing seminars for businessmen and women.

Description: Simon is an intense man seemingly in his mid 50s, though he should be in his 70s. He attributes his and his partner's health to clean living, good doctors and a healthy outlook at life, enjoying each day to its fullest. He has gray hair, touched with silver, along with a rich gray beard. Intense blue eyes, full of life and intelligence are always what most people remark about him after meeting him.

Storytelling Hints: The world is there to be calculated. Everything has its pluses and minuses.

Everything must equal out in the end. You are that person who will show the balance in the end.

Abilities

Limited Immortality - Both founders have this ability, allowing them to age one year for every ten that goes by. In physical appearance, they have reached the oldest they will ever look, and will never seem to age anymore.

Eidetic Memory & Total Recall - Both founders can quote verbatim anything they have read or seen.

Enhanced Physical Conditioning - Both founders have Olympic athlete level physical conditioning, able to sprint like a dasher, run like a marathon runner, jump like a high jumper, and even lift to an extent like a weight lifter.

Fighting Style: Boxing - Simon has been practicing boxing since his university days and has the equivalent of 5 dots in the merit.

Enhanced Senses - Both founders have perfect eyesight, hearing, taste, touch and smell.

Supernatural Sight - Both the founders can see supernatural creatures as they truly are. Vampire's fangs always show and their eyes are always blood red, werewolves always seem to have wolf's teeth and eyes, mage's eyes seem to permanently radiant light, and they can always see Prometheans and Changelings as they truly are. Spirit ridden are always surrounded by a strange almost double image of the spirit and the person.

Business Genius - Simon is a natural at marketing, business, and sales. He knows the right things to say, do, who to grease and who to annoy. Simon has the education level equal to a doctorate in business management.

Dr. Michael Edwards. Co-Founder of the FEAR Corporation



Quote: "The co-efficient is 22.0394, and when linked to the sum we get from the quantum string theory on blackboard three it will all equal forty-two."

Background: Born in 1931 to a mid income life, Michael excelled at science, graduating two years early and going to Harvard. He got his doctorate in applied physics before starting the F.E.A.R. Corporation with Simon. He spends

most of his time at the Silicon Valley complex in the labs, overseeing research projects.

Description: Michael is a tall, thin man with white hair. He looks like what one would expect of an elderly professor. He walks with a cane, though he doesn't really seem to need it, and like Simon, seems to be a lot younger than he should be. Michael should be 75 yet like Simon he seems to be in his mid 50s.

Storytelling Hints: There is an answer to every question. Those questions that spark more questions will all have answers. That is what you are here for, to answer the questions so that everyone will at last understand.

Abilities

Limited Immortality - Both founders have this ability, allowing them to age one year for every ten that goes by. In physical appearance, they have reached the oldest they will ever look, and will never seem to age anymore.

Eidetic Memory & Total Recall - Both founders can quote verbatim anything they have read or seen.

Enhanced Physical Conditioning - Both founders have Olympic athlete level physical conditioning, able to sprint like a dasher, run like a marathon runner, jump like a high jumper, and even lift to an extent like a weight lifter.

Enhanced Senses - Both founders have perfect eyesight, hearing, taste, touch and smell.

Supernatural Sight - Both the founders can see supernatural creatures as they truly are. Vampire's fangs always show and their eyes are always blood red, werewolves always seem to have wolf's teeth and eyes, mage's eyes seem to permanently radiant light, and they can always see Prometheans and Changelings as they truly are. Spirit ridden are always surrounded by a strange almost double image of the spirit and the person.

Scientific Genius - Michael is a true prodigy when it comes to science, possess in depth knowledge of physics and computers, not to mention biology, math, theoretical physics, and several other disciplines. He holds doctorates in several areas, including applied mathematics, physics, computer engineering and biology.



The Minions

Dr. Heather LeClair, Head Researcher of the D.E.A. Department



Quote: "I don't care how you do it, just do it, or it's your job."

Background: Born a spoiled brat to an over protective and mothering family, she grew up using her intelligence and looks to get her places. She is well educated and knows it. She is model quality attractive and knows it. She will use both to gain followers and make her way.

Description: Long dark blonde hair with red-gold highlights, with a slim, well toned body and a delicate face. She is what one might expect a swimsuit model to look like, not the head of a theoretical physics research center. She dresses in basic colors, but usually in something tight, to emphasis that she is an attractive woman.

Storytelling Hints: You are in charge. Never let anyone forget that you are because of your intelligence, not your looks, but always remember that your looks can get you more, if you use them properly.

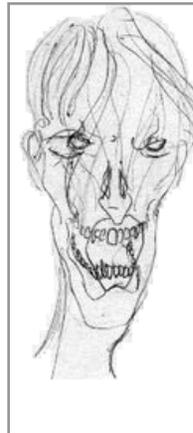
Abilities

Shadow-ridden - Heather is currently host to a powerful shadow-spirit, literally, to use an Orpheus/Wraith term, she is host to her Shadow. This spirit has immersed itself into her to try to subvert and take her over. Because it is actually just an echo version of her, the founders cannot see it when they meet with her for the occasional updates. This spirit merely whispers in her ear right now, urging her to do things that she normally wouldn't, at least for now.

Doctorate in Theoretical Physics - As noted Heather isn't just some administrator given a title, she actually worked to get her qualifications, including

her doctorate. She is quite knowledgeable on theoretical physics and could even be said to be one of the country's leading experts now that Dr. E. Johnson is dead.

Dr. Edward Johnson, Vengeful Ghost



Quote: "You will paaaaay, all of you, paaaaaay..."

Background: Highly intelligent, he fought his way to the celebrated position as head of the D.E.A. Department. When he lost the position to Dr. LeClair he became consumed with his work and proving his theories. The echoes were is life, and now that he is but a ghost, haunting the labs, it is his death as well.

Description: A gaunt man with disheveled hair and "crumpled" look to him. He shuffles the corridors, following people around, screaming and ranting at them with little effect. He is still dressed in his lab clothes, though they are drab and ragged looking now.

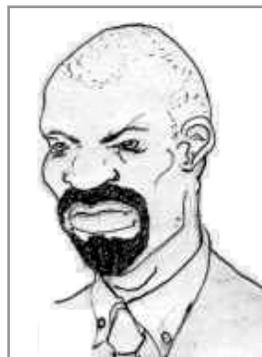
Storytelling Hints: Rant, rave, stop them from doing what they are doing before they destroy the world.

Abilities

Wraith - Haunter Shade with the Inhabit Horror (See **Project Dusk** pg XXX for complete rules).

Security Chief John Smith, D.E.A.

Department



Quote: "... sour faced expression..."

Background: Born to a large scale farm family, John experienced the worst aspects of the Gulf War, seeing things that perhaps shouldn't been seen. He came back hardened and

temperamental. He has now worked as a member of the F.E.A.R. Corporation security division for the last five years and is looking forward to a long career with F.E.A.R. Corporation.

Description: A tall well built man with dark skin. His head has just a stubble of hair and he has a close trimmed beard.

Storytelling Hints: Too much motion is wasted. Only move and speak when needed. Only say and do what is needed, nothing more, nothing less.

Abilities

Expert Martial Artist – Smith is a third degree black belt in karate and jujitsu, as well as having extensive training in marine hand-to-hand combat techniques. Apply the merits *Fighting Style: Karate, Ju-Jitsu* and *Fighting Style: Special Forces* at 5 dots.

Expert Marksman – Smith is considered a marksman shooter with pistols and rifles, as well as being trained in the use of assault rifles, SMGs, grenades, and other military hardware. Apply the merits *Fighting Style: Combat Marksmanship* and *Fighting Style: Police Tactics* both at 5 dots.

Leader – Smith is a natural leader when in a tactical situation, able to grasp the overall situation, develop and implement proper and logical responses to the situation on the fly.

Supernaturally Immune – Smith is immune to Lunacy, Disquiet and Disbelief effects.

Specialist Sydney Connors. Psychic Spy



Quote: “Just look at the ink blots, please and try not to think of anything that might be stressing you right now, please.”

Background: Born to a normal family, he has a normal life till his gifts had him recruited into the F.E.A.R. Corporation.

Description: A lean, slightly built man, with deep red hair and green eyes. He tends to dress in business casual outfits when in the office.

Storytelling Hints: You can hear the whispers, but the walls you have erected block them for now. Of

late you can also feel their emotions, and if you concentrate really hard, cause them to do what you want. No one must know of this.

Abilities

Psion – Telepathy (See **Project Eclipse** pg XXX for rules). Has the advanced modes of Empathy ●, Mindshare ●●, and Pychbending ●

Doctorate in Psychology – Sydney is a trained and certified psychologist, and use his skills and training to help hide his budding psychic abilities.

Kincaid. Enigmatic Mercenary



Quote: “I do the job, I do it well, I get paid. That’s how this works.”

Background: Born in a lost time, seemingly unable to die, the man known as Kincaid has fought and hid his way through time in order not to accept something he

thinks was is destiny.

Description: A solidly built man, with looks that most super-models and leader wish they had.

Storytelling Hints: You know if you wanted to, people would follow you to the ends of the earth.

You know that you should be leading the world to a golden age. But what happens if you make a mistake and people die? What happens if you instead lead them to a dark age? Better to hide and let the world deal with itself.

Abilities

Kincaid can be used in a couple different ways.

Option One: Solar Exalted – Treat Kincaid as the world’s only full fledged, fully powered Dawn Caste, Solar Exalted, with no desire to be a leader or accept any possible destiny. If you do not own a set of rules for Exalted 2nd Edition, this is not a viable option.

Option Two: Physical Adept – Kincaid is a perfectly evolved human, who’s mind is at one with his body.

Treat as having seven dots in all stats.

The Public Projects

Each of the public projects have been noted along with their primary operatives and a typical member of the project. Also noted is the location of their primary headquarters as well as employee counts. Any special skills, new merits and other information will also be noted into each write up.

Most public projects are pretty much open to public scrutiny, sitting as examples of how the F.E.A.R. Corporation is trying to help the world. Of course even the public projects have some shadows but all in all they are quite benign.



The Foundation for Law and Home Security

The Foundation actually does what it says it does. It has helped locate and apprehend several dozen insurgents as well as freeing up valuable manpower to allow agents to investigate cases in person.

Behind the scenes, select members of the office work diligently, going through the records, looking for inconsistencies. Things that the untrained wouldn't notice, but someone trained to look for them will. Signs of supernatural presences.

Usually when such a sign is noted, a benign surveillance is done on the target at 1st by members of the Foundation. If the target is a supernatural then the agents make note of it and do an in-depth search of the target's life.

This tactic isn't always successful and sometimes the search teams don't return or return not knowing what it was they were doing. To date three search teams were returned changed, servants of the very things they were sent to investigate, playing the role of double agent. At this point all three of those teams still hide within the Foundation.

Headquarters: The FLHS is located in Cincinnati, Ohio, operating out of the Flynn Building.

Motto: To protect and guide.

Employee Count: 200 + 30 in management. 50 of the 200 are field operatives, always out doing investigations.

John A. Phillips, Director of the Foundation for Law and Home Security

Quote: "I assure you that we are doing our best to make sure all the people who are out to harm this fine country are being located, apprehended and brought to justice."

Background: Born in Canada, John grew up the son of a loving family. He entered the Foundation as a tech because of his dual citizenship (his mother was from New York), working with their computer systems, but soon found that his rather easy way of dealing with people, as well as his charm and



personality, allowed him to become a leader within the group. Within two years he was running the department. Within another year he was running his entire office. Five years later he was the Director of the Foundation, acting as the main front man to the various agencies it worked with.

Description: Tall with a pleasant smile, well groomed features and trim

blond hair and beard.

Storytelling Hints: Talk smoothly, calmly and with a firm tone. Everyone wants to hear what you say, and everyone should listen because what you are saying is important.

Abilities

Natural Leader - John is a natural leader, able to motivate people with impassioned speeches.

Typical Foundation Watcher

Quote: "Have you seen this boy?"

Background: Most watchers are trained in various skills at driving, tailing, remaining inconspicuous, as well as some minor disguise skills. They have some combat training but not much.

Description: Generally watchers are non-descript, wearing plain clothes, driving plain everyday cars.

Storytelling Hints: Be aloof and non-responsive. The goal is to look like you're not watching them, even if caught watching them.

Abilities

Follow target - All watchers have training in following their targets in the most un-noticeable ways. This can be from using tracking devices, to tag teaming following to just becoming completely familiar with their subject's schedule and knowing where he or she will be at what time in the day. At

any time the watcher can roll his Wits to make a test to not lose their subject.

Typical Foundation Agent

Quote: "Go away, we're on government business."

Background: Most of these people are ex-CIA, FBI, NSA or military personnel given new jobs with the F.E.A.R. Corp's Security Division. They have been reissued a government ID in order to be able to better do their duties, and are usually armed.

escription: The Men in Black comes to mind when seeing these guys. They tend to look the part of a government agent, dressing in dark suits, driving dark cars and wearing dark glasses.

Storytelling Hints: Brutal efficiency is the name of the game. The ugliest, nastiest governmental intelligence agencies are backing your efforts, and that is just another weapon to hit your target and those around them with.



Abilities

Government Backing - At anytime the agent can call in government support in form of subpoenas, warrants, extra agents, and such. They have the ability to make a couple calls and get control over

small police forces, and will frequently do so in small isolated communities.

Combat Training - The typical agent is a competent marksman, driver and hand to hand expert. They can easily handle themselves in any fight. Treat as Brawl ●●●, Guns ●●●, Drive ●●● with stats at ●●● for which ever test is needed. A senior agent will have ●●●● for the skills instead for an added threat possibility. Most of these agents count as having the merits *Fighting Style: Karate*, *Fighting Style: Combat Marksmanship*, & *Fighting Style: Police Tactics* at at least 2-3 dots as well.

For more on the Foundation for Law and Home Security see the FLHS Supplement.



The Erickson House for the Homeless

As projects go this one is one of the more harmless, but it does have its ulterior goals. Many supernaturals actually hunt the homeless, such as Shartha (predatory spirits who like to possess people) and vampires; seeing the homeless as an easy means of feeding their appetites.

The Erickson House is largely unaware of these predators but does have its own defenses. Some Foundation agents will camp out here looking for supernaturals, as will members of Project Dawn.

The biggest problem is that any attempt to take a supernatural before it feeds can run the risk of exposing the two sets of agents to other supernaturals, and often the prey and predator are allowed to leave, an agent following them to try a capture later.

Headquarters: The primary facilities are located in Los Angeles, California, on the site of the first Erickson House.

Motto: With Open Arms

Employee Count: 35 Erickson Houses nationwide with an average of 15 volunteers per location running somewhere around 300-400 volunteers and paid employees.

Father Sean O'Reilly, Erickson House for the Homeless Project Director



Quote: "My son, come here, talk to me, let me see what I can do for you in this time of need."

Background: Born to a New York Irish family, he grew up with three things central in his life. God, Church and family. He spent most of his youth helping other people

before entering the Catholic Church to become a priest. Assigned to one of the inner city churches he spent his time as he has his youth, helping the needy. He became the Project Director for the Erickson house literally by luck of the draw.

Three churches were on the short list for the test phase and he and his parish showed the best results.

He was put in charge of the first New York Erickson House and from there just rose through the ranks to become director for the entire program, a position he takes as seriously as his faith.

Description: A stern man in his 50s, with salt and pepper hair and soft brown eyes, he is well spoken and mannered and always willing to halt a meeting or conference to go talk with some one whom needs his help.

Storytelling Hints: The world is hurting. There are people who are left out to suffer in the world who don't deserve it. They need help, and by the grace of God you will help them.

Abilities

Comfortable Shoulder - Like the volunteers, Father Sean has the uncanny ability to make one feel welcome and at least happy for the time being, by offering them a warm place to sit, something to eat and drink and someone to talk to if they wish.

True Faith - Father Sean possesses true faith in God, which means that most supernatural creatures will shy away from him. It also allows him the ability to ward off harmful supernatural effects, and as such he is completely immune to all but the strongest of magics, disciplines and other powers, as well as the lunacy caused by a werewolf. He causes three times that normal disbelief effect any mage he witnesses performing magic. (See page 91 for full rules on True Faith).

Typical Erickson House Helper

Quote: "Are you ok? Would you like a nice hot cup of soup?"

Background: These people are volunteers as well as members of the clergy who are assigned there to help out. The volunteers come from a wide variety of

backgrounds.

Description: Pretty much they look like the everyday citizen, but not too glamorous.

Storytelling Hints: Be helpful to those around you, offer food, blankets, a bed and someone to talk to

Abilities

Comfortable Shoulder - The volunteers have the uncanny ability to make one feel welcome and at least happy for the time being, by offering them a warm place to sit, something to eat and drink and someone to talk to if they wish.



resistance rolls against supernatural effects, good or ill. They are immune to Werewolf Lunacy and Promethean Disquiet.

When a character attains Willpower of 7 they gain a couple other abilities. A supernatural needs to use a power of a level equal to 1/2 the current Temporary Willpower of the target in order to have it work. This ability only applies as long as the Willpower is 7+ and only on non-physical powers.

Of note, all members of a faith where magic is seen as an abomination in the eyes of their deific power cause 2x the normal belief effect as any normal mortal.

Yes ... True Faith is powerful and should be only given out at Story Teller's discretion.

New Supernatural Merit

True Faith (●●●●●)

Pre-requisite: Willpower ●●●, Resolve ●●●

Effect: This merit represents that fact that the character has faith in a specific religion.

That faith carries them through each day. This could be Christianity, Catholicism, Buddhism, Islam, or any number of faiths.

What counts is that the character truly believes that the "deific" force that the religion focuses on, is real and capable of influencing the outcome of the world. True Faith bestows some rather potent advantages. The character can count their Willpower as the "special stat" for all

The Vigil Foundation

Like many of the more public projects, the Vigil Foundation is benign in its overall purpose, seeking to help preserve the world's precious forests, be they the rainforests of South America or the great virgin forests of Canada, USA and other places across the world.

In the shadows they seek this protection not only as a PR boost, but also because of the lucrative markets of herbs and plants that are harvested deep in these places. At the very bottom of the shadow thought lays another reason. One Vigil Foundation member found something deep in the forests one day. Something ancient. Something lonely. Something hungry.

What is it? To be honest it could be anything. Ancient forest spirits. The fae returning, a great way to begin setups for Changeling the Lost. Perhaps it's something more sinister, such as one of the ancient spirits talked about in Predators. Maybe it's a sleeping vampire progenitor, or possibly something else. The Storyteller has the final say.

Headquarters: Dallas, Texas, in the Terrell Building. (Watcher project based out of Dublin, Ireland).

Motto: One Tree Killed is one breath less.

Employee Count: The primary group has some 2000 employees working with it spread out across the globe. The Water project has 60 people in total working with it.

Marella Giuseppe, Vigil Foundation



anything it was only because it was completely un-

CEO

Quote: "We are committed to making sure that the world's precious rain forests are preserved so that they are here for our children's children."

Background: Marella grew up in a family that was "green" to the thumb. They recycled everything, composted organic goods, and made sure that if they actually had to throw out

recyclable. Marella was looked at differently in school because she ate organic goods, stayed away from junk food and alcohol and seemed to concentrate on academics and athletics rather than parties and boys.

She graduated university with a masters in business and was recruited into the Vigil Foundation within a couple weeks of graduation. She was put in charge of a small Foundation group and within two years was running her office. Her rise to the CEO position was meteoric. She charmed, impressed and delivered results to the people who wanted them all the way till she was voted in as CEO a mere four years after being hired. Since then she has continued to deliver results to the board.

Description: Tall, trim with long red-brown hair, Marella always comes across as attentive, intelligent, and sensible.

Storytelling Hints: You worked hard to reach this level. By doing exactly what you did before you will hold the job and provide results.

Abilities

Masters Degree in Business

Masters Degree in Environmental Sciences

Paul McDhoff, Vigil Foundation

Watcher Project Lead



Quote: "All we know is that in the last five years they have come back. They? What are "they"? To know that would mean your death, better you not ask."

Background: Paul is old world Irish, raised by parents in northern Ireland who still remember the tales of the fae and still follow the old traditions to ward off the more malignant of them. Paul

always leaves a saucer of milk out at night. He makes sure that salt is at entryways. Very specific flowers grow here and there in his garden.

Paul was the one who first noted the return of them in a report one day to the security division. He was immediately whisked to the island and put through an intensive debrief. Using the Vigil Foundation as cover, he was sent along with several other agents to watch specific forests. Soon the other agents reported signs of them as well.

Paul's group now acts as the early warning system to their coming, ready to send a last distress call if they come out of the forests looking for souls.

Description: A heavy set man, with thinning hair, he twitches constantly and uncontrollably.

Storytelling Hints: Keep an eye on all corners.

Watch the shadows. They can be anywhere once they leave the forests, their hungry knowing no bounds, and only the innocent will sate them. You are the first and last warning if they get loose.

Abilities

Sixth Sense - Paul has the sixth sense merit.

Survivalist - Paul is a trained woodsman and survivalist, capable of surviving in the wilderness for extended periods of time.

Typical Vigil Watcher Project Agent

Quote: "We watch and wait for the signs that they are coming."

Background: Most of these people are loners who don't mind being alone doing things. They have little or no family and if they go missing no one will really care. They have been handpicked and trained by the security division.

Description: These people come from any walk of life, but are generally survivalist.

Storytelling Hints: Keep watch and keep ready.

Abilities

Survivalist - These people are trained woodsmen and survivalists, capable of surviving in the wilderness for extended periods of time.

Vigil Project and Changeling the Lost

This document was written almost a year before Changeling the Lost came out, so at the time I was thinking of using the Vigil Project as a way to explain the possibility of Changelings

existing or coming back. After the game was announced and then came out I saw that what I wrote really didn't quite fit the new Changeling game. At this point thus, what the Vigil group is looking for is unknown. Maybe primal spirits awakening, powerful old creatures long hidden starting to fight back because of civilization encroaching on them or maybe demonic entities that have trapped since the age of Atlantis or Pangea and now just breaking free to once again wreak havoc.

At one point I did think of using Exalted 2nd Editions Fair Folk as possible antagonists, but in the end, it is the choice of the Storyteller as to what to use.

Vigil Project and Hunter the Vigil

Hunter the Vigil has introduced a whole new set of equations into the mix. The F.E.A.R. Corporation in itself is one massive global conspiracy when you take Hunter the Vigil into account, and thus it is easy to link to two together.

The Vigil Foundation is merely an environmental watch dog group, but the Vigil Project, the darker half, is "openly" seeking and watching for the supernatural in order to catalogue and deal with it.

The Grace Mueller Academy

On the surface it is exactly what it seems. A prestigious college for the daughters of the rich, famous and powerful, where they can be schooled in post secondary education away from the prying eyes of the paparazzi and other harmful elements.

Under its cover it serves another purpose. A recruitment ground for F.E.A.R. Corporation spies.

Some of the women who are sent to the academy are sent because their rich and powerful parents don't want them around anymore, creating media hazards for their parents. Some are sent, hoping that they will grow out of the party phase and become responsible members of society. Those that fail out utterly, slipping through the cracks and destined for a life of bad media headlines that will embarrass their family find themselves as one last headline, dead in the world's eyes and now a member of Project Pulsar. Those women who survive the training are given a new identity and sent into the world as agents of Project Pulsar for the F.E.A.R. Corporation. They will act as spies, gathering information and intelligence from around the globe for the corporation.

A further situation also exists at the Academy. The Academy's Patron Spirit actually haunts the facility, along with two spirits that followed her through life and now thrive in the Academies' environment.

Headquarters: The Academy is located in Beverly Hills, California.

Motto: Grace, Dignity, Pose

Employee Count: Roughly 200 people work and run the Academy, from teachers to administrators to the cleaning staff. The attached Mueller Memorial Library has a staff of 20 as well.

Dr. Laura White, Academy Head Mistress

Quote: "A proper academic schedule, combined with athletics and lessons in decorum and how one should act in the world, creates energetic, intelligent, young woman capable of tackling any job out there."

Background: A graduate of the Academy herself, Laura grew up the only daughter of a family with power and influence. Sadly she wasn't what they



wanted. She wasn't trim, athletic or pretty. She was dour, frumpy, plain and very much sedentary, not interested in much other than finding a place in the world for herself. Her parent's tried their best to get her out and into events, to present her to the public, but she wasn't really interested. She knew she couldn't compete with the Buffys, Muffys, Candys and other debutant pretty

children of her parent's friends. She knew that when they came to visit they were forced to spend time with her and she remembered when they would just sit and whisper amongst themselves rather than talk with her.

She spent her time studying them instead, their behavior, mannerisms, the way they talked, walked and conducted themselves with others. She became fascinated with behavioral psychology. She attended the Academy, her parents not knowing what else to do with her and she graduated top of her class and went on to Harvard. She returned to the Academy as a teacher herself, eventually gaining the position of Head Mistress when she got her PhD in Behavioral Psychology.

Description: A heavy set woman with long dark hair, she keeps in a braid, she tends to have a slight smile on her face as she walks the halls and does her work.

Storytelling Hints: They are so interesting to watch, as they form their cliques and their groups, ostracizing one in favor of another, accepting one because of their name, and acting snobbish when they really want to be common.

Abilities

Doctorate in Behavioral Psychology
Qualified Post Secondary School Teacher and Administrator

Lust Spirit



Quote: "So much to do, so much to feel"

Background: Created by the unsatisfied longings of Grace, the spirit is her lusts given form.

Description: A waifish looking vaguely female shape, which glows with pink and rose hues.

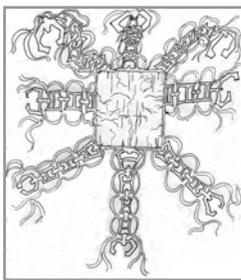
Storytelling Hints: Push them to give into their urges, as they should.

Abilities

Possession - The spirit can take limit possession of a target

Spawn - The spirit is able to create smaller, less powerful versions of itself, sacrificing its own essence to create the spawn.

Obedience Spirit



Quote: "You will do what you are told."

Background: Created from Grace's overwhelming loyalty to her position as loving and dutiful wife, this spirit is her duty and loyalty given form.

Description: A large grey-green, block like shape that

extrudes halos of chain-like images around itself as it exerts its influence.

Storytelling Hints: All must obey and do what they are told to do.

Abilities

Possession - The spirit can take limit possession of a target

Spawn - The spirit is able to create smaller, less powerful versions of itself, sacrificing its own essence to create the spawn.

Grace Mueller's Ghost

Quote: "Love him, follow him, stand by him...Nooooo!! Kill him, he is unworthy, do as he does! Sate yourself on others like he does!!"

Background: Born into a life prepared for her before she was even five years old, Grace is the product of another world and time. Loving, dutiful wife and mother to the public, rejected and lonely



woman in private. Her husband played the field at all times, constantly forgetting her unless she was needed at company gatherings or fund raisers.

When she died, she died unfulfilled and as such rose to haunt the halls of the institution that exemplified the very things she both hated

and loved. **Description:** Grace appears as the classic 1950s wife, in her dress and hair and so forth, wandering the halls, silently admonishing the young women. Occasionally though she will change into something reminiscent of a pinup gal, scantily dressed and running screaming and laughing through the halls, drawn to the illegal parties that happen in the dorms.

Storytelling Hints: Berate those that are willful and not following the proper format. Revel in your inhibitions when you think no one is looking.

Abilities

Wraith - Skinrider Shade with the Puppetry Horror. (See Pg XXX for full rules on Projectors, Wraiths and other spirit related rules).

The Leviathan Society

Plying the oceans of the world along with such illustrious groups like the Cousteau Society, the Leviathan Society is lauded in the same bracket as its well known cousin, seeking answers to life's mysteries within the deep depths of the sea.

The Society has several large cabin cruisers as well as two large research vessels (The *Asgard* and the *Midgard*), complete with mini-sub and DSRVs.

They operate out of two permanent sea based locations, a deep-sea mining platform and a re-conditioned oil platform around which a permanent underwater research facility has been built to study aqua-farming techniques.

The Leviathan Society is, like so many of the public projects benign overall, but hides within it, seeds of shadow projects. Project Singularity operates in tandem with the Leviathan Society, secretly working beside and within them.

Headquarters: Leviathan is based out of *Benthic Odyssey*, the converted oil rig/submerged research station. A secondary facility is located in the coastal town of La Rochelle, France.

Motto: Into the Depths for the Truth

Employee Count: Leviathan employs roughly 600 people world wide at this point. *Benthic Odyssey* has a constant population of 200 at all times.

Dr. Jean C. Charnock, Director of the Leviathan Society



Quote: "We must look deep into the oceans to find both our past and our future."

Background: One of Jacques Cousteau's students, Dr. Charnock is an oceanographer of some repute, dedicated like his mentor, to exploring the oceans of the world and understanding them.

Description: A weather beaten man, with salt and pepper hair and beard, and

sea green eyes. He is sometimes called Capt. Highliner behind his back because of his resemblance, right down to the pipe, but it is all in good jest by his crew and employees.

Storytelling Hints: The seas are full of secrets just waiting to be found, and you will find them.

Abilities

Doctorate in Marine Biology

Capt. Simon Busby, CO SS. Asgard



Quote: "Dolphins! See em? They will always lead you safety."

Background: One of various captains of the Leviathan Society, he managed the promotion to the *Asgard* on the recommendation of Dr. Charnock.

Description: Barrel chested and sun tanned, Busby has thinning dark hair and brown eyes.

Storytelling Hints: The sea is a vicious mistress, but if you treat her with respect she will always protect you. All people need to understand is that and then everything will be ok.

Abilities

Elemental Attunement - Unbeknownst to the Busby, the reason he is so home at sea and an expert in its lore is because he is literally in tune with it. He can feel when the storms are coming, if there are shoals or reefs nearby and even when the whales are deep beneath the ocean singing. If Busby is at the helm of a ship it will never run aground, always seem to take the fastest routes and always seem to have the wind and currents in its favor.

A possible reason for the attunement could be that he is a Terrestrial Exalted, of the Water Caste. This would work if the Storyteller wants Exalted in his game.

Leviathan and its toys

The project as a whole has access to a number of sea going ships. The *Asgard* and *Midgard* are both keel up built research vessels, made in a similar fashion to Cousteau's ship the *Calypto*. Each has a small DSRV for deep exploration.

Also available to the Society is the *Leviathan* itself, a large research submarine bought from the British government. An old converted *Oberon* Class hull, the *Leviathan* has been turned into a pure research ship, with advanced sonar, acoustic systems, and a towed sonar array system for deep sonar scans. The *Leviathan* itself also has a DSRV, the *Remora*, attached to it, able to separate to go into close on things if needed. The *Leviathan* is usually found at the *Benthic Odyssey* or out hunting the trenches for new and wonderful things.



The Summervale Hospital's Frankling and Edwards Wing

This project is exactly as it seems. A center dedicated to cancer research and the development of a cure for it. It offers affordable treatments to all, and will not turn away anyone who comes seeking treatment. It offers hope and possibility, something that seems almost an oxymoron in the World of Darkness.

There are no shadow projects hiding within the center, nor any other ulterior motives, at least for now.

Headquarters: Summervale Hospital, Los Angeles, California

Motto: Through Unit, Salvation

Employee Count: A total of 200 people work and volunteer in the Summervale Hospital's F & E Wing Cancer center.

Dr. Hermes Silva, Summervale Cancer Wing Head Physician



Quote: "Only by understanding the disease can we truly treat it and it is as much a disease of mind and spirit as it is the body, so we must treat all three in order to succeed in curing it."

Background: One of the world's leading cancer doctors, Silva was lured to the Summervale Hospital with the very thing he always wanted.

Description: A slight man in his late 50s, with graying hair and

beard. He walks with a slight limp (assisted by a cane) and always has a smile on his face for everyone.

Storytelling Hints: It is a war. Man against the disease. Sadly it is a war you are not winning and the casualties are mounting. Understanding is needed until a weapon can be developed to eradicate the enemy.

Abilities

Trained physician specializing in cancer treatment and research

The UCLA Franklin

Research Complex

The UCLA Complex is open to all students, research assistants and budding scientists. Dozens of offices, labs and research rooms line the floors of this building. It is perhaps one of easier ways that the F.E.A.R. Corporation recruits their researchers for their various projects and offices. Their recruitment is limited to just the scientists and med students, they will also “farm” the various business, legal, computer, and athletic programs for potential recruits as well.

Headquarters: UCLA, Los Angles, California

Motto: Knowledge is the key

Employee Count: 30 people work for the Research Complex directly, with close to a hundred research students and assistants there at all times.

Dr. Kao Ti, Franklin Research Complex Director



Quote: “I sit and watch them working day after day, vying for the prize of top researcher. It is those that ignore the prize and concentrate on their work and the rewards that that work will bring, that we look at for recruitment to the corporation.”

Background: A graduate of MIT, Dr. Ti has worked with the corporation for close to twenty-five years. He was

given the position of director on his request, when he realized that perhaps he wasn't the brightest research the corporation had, but he did have an eye for people who would do well.

Description: A man of Asian descent with a slight build in his early 60s, Kao Ti spends his days either in his office or wandering from lab to lab.

Storytelling Hints: Watch everyone carefully and quietly. Ask questions when you notice something off key. Those that are quiet and work hard are the ones to watch for.

Abilities

Doctorate in Applied Math and Physics

The Shadow Projects

This section will detail all the NPCs and game rules that can be applied from these projects. The various templates and merits and such are all optional and if the storyteller decides he or she doesn't like them or only likes part of them, they are free to use and not use what they want. By no means are these hard core, cut in stone rules. Most of them are untested

and will probably be revised with game play to a degree and redone in the second printing at some point. The author encourages players to let him know where they have found problems, inconsistencies and potential rule cracks, in order to get them corrected.



Project Nova

This project is about creating Novas from the Aberrant RPG. Researchers got together back in the mid '60s, injected a large number of people with a serum called the Nova Pathogen, then waited to see the results. Initially there were no results and so the project lost funding, and soon became almost defunct till William Hennesy suddenly acquired the Hyper-movement ability.

Sadly the project no longer has accurate details of all the people involved and as such the possibility of a Nova occurring amongst the general public without the F.E.A.R. Corporation's knowing is very probable. The reason behind the lost of data can be attributed to several things. By the time William went Nova the project consisted of ten people plus the project lead, with the project just over four decades old. Most the records had been lost, destroyed or filed away somewhere, as to where, I leave that to the Storyteller. The fact that somewhere there is a large file of names, addresses and so on of potential Novas would make a good plot hook.

In general terms, for those not familiar with the Aberrant RPG, Novas are humans who have had a genetic mutation in their frontal lobe, a growth known as the Marazin-Rashioud Node. Cancer like in its development, the M-R Node will continue to grow as the Nova's power levels do as well.

Normally this wouldn't be too much of a factor if it wasn't that this also means the level of taint in the person's body also grows. Taint is the physical and mental side-effects of a Nova's manipulation of the Quantum forces of the universe. This taint can warp the body and/or mind in horrible and devastating ways. Over time the Nova slowly becomes less human, and more of what is known as an Aberrant. In the Triple-A Universe, they eventually became a danger to humanity, seeing themselves as gods. They finally left earth, but returned and if not for the Psions (see **White Wolf's Aeon Trinity RPG** and/or **Project Eclipse** on Pg XXX in this document), would've probably conquered the planet.

Headquarters: Project Nova is based in a research facility at the Island's Research Center. A secondary

facility exists in the Main F.E.A.R. Corporate complex in Silicon Valley, but is usually used as a holding cell.

Motto: The Future of Man

Employee Count: Nova has 75 scientists, researchers and assistants working on it.

Dr. Henri Marazin, Project Nova Head Scientist, Quantum researcher

Quote: "Incredible! To be able to tap the fundamental forces of the universe and yet live."



Background: Raised by a good family, Henri Marazin attended school in Quebec City, Quebec, Canada, where he studied physics. He started into quantum theory when he hit Queen's University and went from there to working for the F.E.A.R. Corporation just after getting his Masters. He obtained his doctorate while in the F.E.A.R.

Corporation's employ. He and his partner Dr. Rashoud, worked together on William Hennesy to discover the M-R Node.

Description: A tall, well mannered man, with large glasses and light brown eyes. He smokes occasionally, but has little other vices other than his work.

Storytelling Hints: All things can be explained by science, one only has to look deep enough.

Abilities

Doctorate in Quantum Physics and Theory - Dr Marazin is one of the worlds' leading quantum physicists. As such he can get access to all the necessary clout, research funds and personnel that he needs from the F.E.A.R. Corporation.

Dr. Farah Rashoud. Project Nova Head Scientist, Genetic Researcher



Quote: "See? Here, the cancerous growth has spread at a cellular level amongst every cell in his arm."

Background: Born in Toronto, Ontario Canada, Farah attended Queen's University as well, studying to be a doctor. She went into the field of genetics because a fascination with the way the body was put together.

She was recruited in the F.E.A.R. Corporation from Queen's as she was studying for her doctorate for their genetic research program. It was while trying to ascertain why type of energy it was that William was producing that she met Dr. Marazin and they two began work on Project Nova.

Description: A highly attractive woman of east Indian descent, she comports herself with an air of superiority, except around Dr. Marazin whom she is in love with.

Storytelling Hints: The human body is a wellspring of information and in order to read and study that information, one needs to know how the body is put together, and that is genetics.

Abilities

Doctorate in Human Genetics - Dr. Rashoud is one of the worlds' leading Geneticists. As such she can get access to all the necessary clout, research funds and personnel that she needs from the F.E.A.R. Corporation.

William Hennesy. Nova test subject



Quote: "Can I have my treat now? Please? I've been real good."

Background: William was from a quiet family and grew up a rather undistinguishable child.

He was interested in going to college to see what caught his eye but before he was able his

Nova ability came to life.

Whisked away by the F.E.A.R. Corporation to their private research facilities he was subjected to every test know to determine what happened to him. In order to make him compliant he was addicted to various pain killers and other narcotics.

Description: The taint has warped William into a twisted, bald, gray, leathery fleshed creature that resembles Gollum from Lord of the Rings more than anything human.

Storytelling Hints: As long as you get your treat you are happy. The treat makes the pain and world go away.

Abilities

Quantum Blast - William can discharge a blast of quantum energy in a beam that can cut through battleship armor if he wishes to go all out.

Hyper-Movement - William has the equivalent of Celerity 4 (See the **Vampire the Requiem RPG**).

Taint - Colored Skin (Gray), Twisted Limbs, Hairless.

RPG Rules: Novas

Ok so now we get to pay dirt, Novas and Aberrants in the World of Darkness. This is a dark, nitty, gritty world, where life is cheap and things hide in the shadows looking to consume the unwary. Does the superhero archetype really fit? I have read many superhero comics which were nasty, dark and gritty, where the superheroes were super, but treaded the line between hero and villain at all times. Take Batman for example, he is basically a vigilante in a bat costume, albeit an incredibly skilled one.

Gotham City is dark, gothic, full of twisting alleys, looming buildings with gargoyles, slums, tunnels and other goodies. The city screams World of Darkness.

So I looked at the system and tried to see the best way to bring it into the World of Darkness in order to preserve that aspect but try not to loose some of the "hero-ness" of the Novas. So, first, no high level powers. I wanted the Novas to be nascent, new, and underpowered in comparison to the Aberrant RPG ones. They are untested in this world, subject to its vices and virtues. Next was Taint. I wanted to make it more prevalent because this is a World of Darkness, where monsters exist, and there is no reason that the heroes can't be monsters as well.

In RPG terms letting PCs play one of the 1st Novas could be rather session breaking, as the overpowered



PC can easily control and rule a group. While having 3-5 Novas as a group is ok in the Aberrant RPG itself, in the World of Darkness it is not very likely it will happen. Novas are best used as plot hooks and/or NPCs. Their power levels will be extremely low, unless you are dealing with a couple of the original Nova's from the 1920s, such as Michael Daemon Donighal, (aka Dr. Primoris, Aka Divis Mal), or Mercer themselves. If your players are absolutely determined to play an emerging Nova, then the rules provided should help create one, but please remember that their power levels should be kept extremely low and that taint has a much higher probability of affecting them in the World of Darkness than in the Triple-A Universe.

Step 1: Character Concept

Please keep in mind that Most Novas will be young, in their late teens to late 20s, when deciding what your concept will be.

Step 2: Select Attributes

As per the normal World of Darkness system.

Step 3: Select Skills

As per the normal World of Darkness system.

Step 4: Select Skill Specialties

As per the normal World of Darkness system.

Step 5: Add Nova Template

The new stats for a Nova are Quantum Finesse and Quantum Pool. These are the way for a Nova to keep track of their attunement to the Quantum, how much power they have in their "battery", how fast it can be used, and how badly they have been tainted. Nova's are considered a Major Template.

New Advantage: Quantum Finesse

This is the measure of the Nova's ability to harness and manipulate quantum forces. Each level allows the Nova a larger pool of Quantum energy as well as the ability to spend more points in one round. It will also dictate his max attribute and skill levels. Quantum Finesse starts at one (1) in the beginning. Quantum Finesse can be increased with Merit-point expenditure at a rate of three to one at character creation, up to a Quantum Finesse of three (3).

Effects of Quantum Finesse			
Quantum Finesse	Attribute/Skill Max	Max Quantum Pool/Spend per turn	Taint
1	5	10/1	
2	5	11/1	
3	5	12/1	
4	5	13/2	
5	5	14/2	
6	6	15/3	1
7	7	20/5	1
8	8	25/7	2
9	9	30/10	2
10	10	35/15	4

New Advantage: Quantum Pool

This is a representation of the total power you have at your disposable. All Quantum abilities require certain amounts of Quantum power to activate, and in most cases a Nova can do this in one turn. Some powers require more, taking a Nova a turn or two to activate while those Novas with more Quantum Finesse are able to manipulate their Quantum reserve that much more readily. The Quantum Pool

starts at 10, with points regained in several ways. At rest a Nova will regain 2 Quantum Pool/Hour, if asleep it is 4/hour.

Taint

This is the representation of the how much degenerative taint the nova has accumulated. Unlike other types of special abilities, the Quantum Finesse does not slowly recede. Taint once gotten,

stays. It's permanent. As soon as the Nova hits a Quantum Finesse of 6, he acquires his 1st taint. At 6, he gets another. At 7, he acquires 2 taints, and so on.

Quantum Taint can affect normal people if they are exposed to a source of it. Certain Novas give off Taint like radiation and anyone affected suffers from the same debilitating effects as severe radiation sickness.

Step 6: Select Merits

As the normal World of Darkness system.

Step 7: Determine Advantages

Willpower

Novas have Willpower like all other World of Darkness characters.

Morality

Novas use the Morality track, as they are still technically human.

Virtues and Vices

Novas choose their virtue and vice like all other World of Darkness characters.

Step 8: The Nova Spark

Decide on Quantum abilities (Mega-Attributes and/or Powers)

Quantum Abilities

The character at this point must buy his Quantum powers, and gets 15 quantum-merit points to spend.

Mega-Attribute are 3 points.

Extra Quantum Finesse (only purchasable twice) 5 points each time.

Quantum powers have their costs listed with them.

The reason I have set the Powers with individual costs, some high, is to represent that they are still relatively new. This is not a superhero game; it's the World of Darkness. Superheroes aren't quite what we are looking for. Dark, evil twisted people with powerful strange abilities that the PCs can't readily identify or classify, well that's more like it.

Mega-Attributes

Certain Novas will exhibit their control of the quantum universe by harnessing it into their bodies, expressed in what are known as "mega-attributes".

To make things easy, just treat these enhanced stats the same as one would the enhanced 5+ stats from Vampire, Werewolf and the other WoD games.

This will help represent that many of the mega-attribute powers have yet to be discovered. To purchase a Mega-Attribute requires the normal attribute to be at that level as well, so if a character wants to have a Mega-Dexterity of 4, then his normal Dexterity must be 4 as well.

Quantum Powers

There are several dozen actual powers that associate with the Novas. In the main Aberrant rules these powers are broken into 3 levels, with Quantum levels needed to take them. As with the standard system they will be done as merits, but the prerequisite being the level of Quantum Finesse the character has.

I have not included all the powers from Aberrant for the simple reason that not all of them have been discovered. If you own a copy of the game, by all means if you wish to add a power, go right ahead.

As stated earlier the idea is not to create a superhero game, but just to add to the World of Darkness. The powers will be listed in a very basic format.

Name, Quantum Finesse (the minimum level needed), Cost (how many quantum pool needs to be spent to activate the power), Dice Pool, Action (contested, reflexive, etc) and then Result (how the power works).

Animal/Plant Mastery (● to
●●●●●)

QF: 1 (for levels 1-2), 2 (for levels 3+)

Cost: 1

Dice Pool: Quantum Finesse + Presence + Wits

Action: Reflexive

Result: The Nova is capable of speaking and controlling animals or plants. Each dot in the power increases the Nova's control range (50m per dot) and summoning range (2km per dot). The animals or plants will follow the Nova's commands for as long as the Nova concentrates and will speak with him telepathically or in their own language. Animals and plants will always treat an Animal/Plant mastery Nova as a member of their

own kind and on friendly terms. This type of Nova could sleep in the middle of a pack of wolves or a den of lions without a care in the world. Novas like this will walk through a jungle and never trip, never get thorns in them, or get caught by vines, etc, as the planets telepathically steer him on the best, fastest, most uncluttered paths.

Animal/Plant Masters can induce their “friends” to attack targets, but not to go against their basic natures. Commanding the army of slugs to attack is not really going to happen.

Armor / (● to ●●●●●)

QF: 1 (for levels 1-2), 2 (for levels 3+)

Cost: 1

Dice Pool: None

Action: Reflexive

Result: This power grants the Nova an armor of some sort that will block attacks against him. It could take the form of armor plates on the skin, or maybe a glowing field of energy. This power must be activated, creating a sort of “colossus effect” when the armor activates. Each point of armor counts as a +1/1 rating armor, meaning activating Armor 5 on yourself would equal you wearing 5/5 rating armor.

BioLuminescence / (●)

QF: 1

Cost: 1

Dice Pool: None

Action: Reflexive

Result: The PC creates a visible light, either as a glow or a beam. It will last 10 minutes per level of Quantum Finesse the PC has.

Claws / (●●)

QF: 1

Cost: 1

Dice Pool: None

Action: Reflexive

Result: The PC grows a set of claws, gaining +1 die to unarmed combat and inflicts aggravated damage to targets.

Disorient / (●●)

QF: 2

Cost: 1

Dice Pool: Quantum Finesse + Subterfuge + Manipulation versus Willpower (+ special stat (Blood Potency, Primal Urge, etc)

Action: Contested, resistance is reflexive

Result: This Power allows a Nova to attempt to cause a target to become completely disoriented, unable to act in any way, either through strobes, sonics, or some other form of debilitating effect.

Domination / (●●●●●)

QF: 3

Cost: 1 per round

Dice Pool: Quantum Finesse + Intelligence + Intimidation versus Resolve (+ special stat (Blood Potency, Primal Urge, etc)

Action: Contested and Extended; resistance is reflexive

Result: The Nova attempts to literally dominate a target, taking them over and using them as a puppet to perform actions. The more successes the more powerful the control of the target and the more against the target’s nature the actions can be, up to an including suicide.

This power acts like the level 5 Dominate Power from Vampire the Requiem. The Nova must be close enough the target to communicate with them and see them physically. Video camera and phone is not enough, it must be person to person. The Nova must obtain success equal or greater than the target’s Willpower in order to take control. Each turn the target and Nova make their rolls and see what result is.

Dramatic Failure: The Nova cannot attempt this use of this power on the target for 1 week.

Failure: If this happens the target may attempt to escape (get out of communication range), and if they do so the Nova must wait 24hrs before attempting another Domination of them. If the target is unable to escape before the Nova can re-start the Domination process.

Success: The Nova wins the contest and adds a success to the total number needed to gain control.

Exceptional Success: The Nova wins the contest and adds the total successes they just got (5+) to the total number needed to gain control.

Empathic Manipulation / (●●●●●)

QF: 2

Cost: 2

Dice Pool: Quantum Finesse + Manipulation + Subterfuge vs. Resolve (+ special stat (Blood Potency, Primal Urge, etc)

Action: Contested and Extended; resistance is reflexive

Result: The Nova directly manipulates the targets emotions, increasing or decreasing the level of them. He can drive a person to unparallel levels of rage or cause someone madly in love to become completely apathetic.

The Nova can continue to manipulate emotions each turn, in an attempt to move them up and down the scales to achieve the desired result in the target. There are six basic emotions with four levels to each.

Sad/Happy: Not Sad/Happy - Sad/Happy - Depressed/Elated - Distraught/Ecstatic

Anger: Not angry - Angry - Enraged - Berserk

Lust: Not lustful - Interested - Desirous - Unabiding lust

Love: Apathetic - Like - Love - Mad love

Hatred: Not Hateful - Dislike - Hatred - Blind Hatred

Jealousy/Envy: Not jealous/Envious - Jealous/envois - Greedy - Blind Jealousy/Envy

Dramatic Failure: The target shift completely opposite to what the Nova wants, going to the complete other side of the scale.

Failure: The target stays at the same emotional state.

Success: The Nova can shift the targets emotions one step on the scale.

Exceptional Success: The Nova can shift the target's emotions anywhere on the scale.

ESP (●●●)

QF: 2

Cost: 1

Dice Pool: Quantum Finesse + Wits + Composure

Action: Reflexive

Result: This power must be chosen for one of the 5 senses, and it can be taken multiple times, up to once for each sense. When activated this power allows the Nova to enhance the range of the sense and narrow his point of focus to a specific spot.

For example, the Nova concentrates on the beyond a wall with his ESP Sight, and is able to "see through the wall". A Nova concentrates with his ESP Smell, and is able to pick up a specific scent in the room beyond, letting him know his date has arrived wearing her favorite perfume.

Successes gained in this power allow the Nova to extend the time he can ESP Sense the focal point. 1 success = 10 minutes.

Flight (●●●●●)

QF: 3

Cost: 2

Dice Pool: None

Action: Reflexive

Result: The Nova can fly. The mode of this flight could be because of wings, or maybe levitation, telekinetic push, etc. The Nova can fly at his (Quantum Finesse + Wits) X 50km/hour.

Force Field (● to ●●●●●)

QF: 2

Cost: Special.

Dice Pool: None

Action: Reflexive

Result: The Nova generates a field of protective energy around himself in order to protect himself from harm. This power can be "layered". If a Nova has 5 levels of this power, he can raise a 1pt Field, but each round increase it by 1 till it reaches a 5pt Field. The cost is 1pt per point of Field wanted.

This means if the Nova only has the ability to spend 1 Quantum Pool per turn, then it will take the 5 turns to generate up the 5pt Field.

Each point of Force Field in effect will remove that many damage dice.

Healing (● to ●●●●●)

QF: 2

Cost: Special

Dice Pool: Quantum Finesse + Stamina + Medicine.

Action: Reflexive

Result: The Nova can heal damage done. A Nova can heal up to 2X his QF rating in non-aggravated damage and his QF rating in aggravated damage, at a cost of 1 point of Quantum Pool per point of damage. The Nova must touch the target of the healing to perform the power. He can heal himself.

Hyper-movement (● to ●●●●●)

QF: 2

Cost: 1

Dice Pool: None

Action: Reflexive

Result: This power causes the Nova to move at supernatural speeds. Each point of Hyper-movement is the same as a point in the **Vampire the Requiem** Discipline Celerity.

Hypnosis (●●●●)

QF: 1

Cost: 1

Dice Pool: Quantum Finesse + Intelligence + Intimidation versus Willpower (+ special stat (Blood Potency, Primal Urge, etc))

Action: Contested, resistance is reflexive

Result: As the Vampire the Requiem Dominate Discipline power Command

Intuition (●●●●)

QF: 1

Cost: Special

Dice Pool: Quantum Finesse + Wits + Composure

Action: Reflexive

Result: This power is turned on at all times and cannot be turned off. At the start of each day the Nova loses one Quantum Pool to this power, and if this gives him a negative, then he must make up the point. The PC gains +1 dice on all "sixth sense" style rolls.

Invisibility (●●● or ●●●●●)

QF: 2

Cost: 1

Dice Pool: None

Action: Reflexive

Result: The Nova turns invisible to the naked eye. The first one is just for visual sight, the second cost is for an invisibility that works on all forms of senses, from visual to hearing and includes electronic observation as well.

Invulnerability (● to ●●●●●)

QF: 2

Cost: 1

Dice Pool: None

Action: Reflexive

Result: Like the Force Field power, Invulnerability allows the Nova to be protected against damage, though in this case there is no glowy field around the Nova. The advantage to Force Field is that it will also protect a Nova's clothes and personal items.

Invulnerability is personal. This means that an explosion while not actually hurting the Nova will shred his clothes.

Luck (●●●●)

QF: 1

Cost: Special.

Dice Pool: None

Action: Reflexive

Result: This power is turned on at all times and cannot be turned off. At the start of each day the Nova loses one Quantum Pool to this power, and if this gives him a negative, then he must make up the point. The PC may once per scene roll a "luck" roll, adding in dice up to and equal to his Quantum Finesse. Realize that while a luck roll can potentially add a whole number of successes to the roll, it can equally cause a dramatic failure. Luck is fickle after all.

Premonition (●●●●●)

QF: 2

Cost: 1

Dice Pool: Quantum Finesse + Wits + Composure

Action: Reflexive

Result: This power gives the Nova the equivalent of the Danger Sense merit when activated. It lasts 1 scene.

Quantum Bolt (● to ●●●●●)

QF: 2

Cost: 1-5

Dice Pool: Dexterity + Firearms + (Quantum Pool invested, see below)

Action: Reflexive

Result: This power allows the Nova to hurl a bolt of energy of some type (fire, ice, electricity, sound, etc) at a target. This bolt will do +1 Die of damage per point of Quantum Pool put into it, but the total power allowed into a bolt is determined by the level of the merit bought. A 3pt version of this merit would therefore allow the Nova to create up a Dexterity + Firearms + 3 dice damage bolt, while a 5pt merit would allow up to a Dexterity + Firearms + 5 dice damage bolt. This bolt will always be at least a Dexterity + Firearms +1 die damage bolt

Quantum Conversion (●●●●)

QF: 1

Cost: 1

Dice Pool: None

Action: Reflexive

Result: The Nova is capable of converting the Quantum forces he harnesses into other types of energy, be it fire, electricity, etc. 1 point of Quantum Pool for 1 point of the energy type

desired. A storyteller must make a decision as to how much energy does what. 1 point of electricity would power a TV for example. 1 point of fire would light and keep a standard fireplace going.

This energy can damage things that are susceptible to energy. Fire will burn, electricity will electrocute, etc. 1 Quantum Pool will do a point of non-aggravated, while 2 Quantum Pool will equal a level of aggravated damage.

Sensory Shield (● to ●●●●●)

QF: 1

Cost: 1

Dice Pool: Special

Action: Reflexive

Result: This power allows the Nova to cancel out effects that will interfere with their senses. Each dot in this power give -2 dice to the sensory affecting effect, such as strobe effects, tear gas, sub-sonics, etc

Shapeshift (●●●●●)

QF: 3

Cost: 3

Dice Pool: Quantum Finesse + Stamina + Intelligence

Action: Reflexive

Result: Upon a successful roll the Nova can shapeshift into something else be it a person or an animal. When in the shape of an animal they gain the characteristics of said animal, so becoming a fish will mean they can breath underwater, becoming a bird means they can fly. A roll is needed to shapeshift to the form desired and another roll is needed to shapeshift back.

Teleport (● to ●●●●●)

QF: 3

Cost: 5

Dice Pool: Quantum Finesse + Intelligence + Wits

Action: Reflexive

Result: The Nova is able to move themselves through the quantum universe to a complete different location. They vanish at the one point, and reappear at the other in the blink of an eye.

Each level of this merit increases the distance the Nova can travel, and at high levels of QF the Teleporter can even bring others with them. Range of the teleport is equal to 1km per point of Quantum Finesse, but a Nova can expend extra Quantum Pool points to teleport greater distances. Every extra point adds another kilometer to the

teleport. At a QF of 5 the Nova can take 1 extra person with them. They may take +1 person per QF till QF 10, thus meaning that a QF 8 Nova could teleport himself and up to three other people. The roll is for a successful arrival at the point the teleporter is going to. It must be made clear that the Nova has to have been to the place they are teleporting to in order to fix it into his memory. Pictures in books and on video screens don't count. The Nova has to have actually been to the location.

Taint and Aberrations

This is the physical and mental consequences for being a Nova. It isn't all flying, throwing cars and adoring fans. As the Nova grows in power, his ability to control the quantum forces also grows, along with the M-R Node in his brain. Upon reaching a Quantum Finesse of 6, the Nova gains his first permanent taint. Each level of Quantum Finesse afterwards adds another permanent taint to the Nova. Sometimes it is merely mental problems, but most of the time it is physical, with horrific side effects.

At this point in the World of Darkness timeline, there are perhaps only three Novas with high Quantum levels. Divis Mal, Mercer and Hennesy, though Hennesy is contained in a lab deep on the Island, under constant sedation and heavily addicted to drugs which the F.E.A.R. Corporation administers so that they can study him, the other two are still at large. Most Novas that have appeared are rated under 3 in Quantum Finesse levels, with very minor powers, most of which they do not even know they have.

As such, taint will not be a problem initially, but in a campaign it will be a factor, as the Quantum levels slowly increase and the character becomes more and more infused with the fundamental 4 forces of nature.

Examples of Aberrations brought on by taint are:

Anima Barrier: When ever the Nova uses their powers a visual or audible effect accompanies it.

Colored Skin: The Nova's skin is not a normal color
Energy Emission: A nastier version of Glow, the Nova literally sheds energy that can be harmful to those around him.

Contagious: The worst type of Glow, the Nova exudes harmful energies in some form or another at all times.

Glow: The Nova has a constant visual effect around him.



Hardened Skin: The Nova's skin is now something different than skin. Bark, steel, scales, etc.

Hormonal Imbalance: The Nova suffers from almost uncontrollable urges. Lust and Rage are the most common.

Overdeveloped Body: The Nova looks like a body builder on steroids

Strange Eyes: The Nova's eyes are markedly and noticeably different.

Twisted Limbs: The Nova's limbs become twisted and inhuman.

Vestigial Limbs: The Nova has a second or even third set of limbs that are small, deformed and useless.

New Supernatural Merit

Dormancy (●●●●●)

This background was introduced in introduced in White Wolf's **Aberrant RPG**.

This merit is only available to a Nova and allows them the ability to "power down" their abilities to a dormant state where they do not register as a Nova in any way. This allows them to escape detection from any type of quantum energy detectors, be they supernatural or mechanical in nature. It takes one turn of concentration to power down and while powered down, the Nova has no access to any abilities or powers till he powers on again. Powering up takes a turn as well.

Hunter the Vigil and Project Nova

The various groups of Ht:V are largely unaware of the existence of Novas, though Task Force Valkyrie and The Cherion Group are the exceptions to the rule. TFV is very aware of Novas, having had to put a couple down in the course of operations, and their standing orders are to attempt to secure them or at least track them, though they use the Foundation for Law and Home

Security for such operations, which of course leads to its own problems.

The Cherion Group is more than aware of emerging Novas, having dissected a few, but so far no attempts at grafting the MR Node into another person has worked. The results of the surgery is always a coma that leads to a fatal systems failure of the patient.

Nova Experience Point Costs

Trait	Cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3 XP
New Dot in possessed Quantum Power	New dots x 5
New Quantum Power	New dots x 7
Merit	New dots x 2
Quantum Finesse	New dots x 8
Humanity	New dots x 3
Willpower	8 XP

Novas and the World of Darkness

Nova powers work on Stalwarts, Daredevils, Lethals, Psions, Projectors and the other denizens of the World of Darkness like they would a normal mortal, though the various templates can use their Special Stat to bolster their defenses when it is appropriate.

When it comes to being affected by Lunacy, the Nova link with Quantum energies has steeled their mind against it (they count as a supernatural template see **Werewolf the Forsaken Main Rules Pg 180**).

Disquiet affects the Nova like it would any normal mortal.

Novas cause half the level of Disbelief as mortals in Awakened when they witness magic being used due to their enhanced state of being.

Novas cannot see Changelings for what they truly are, seeing only the mortal human seeming.

Project Equinox

Put simply this project is trying to uncover the truth behind the Stalwarts and Daredevils of the Adventure RPG and the Street Fighters of the Street Fighter RPG.

The way I looked at it, the Street Fighter was a possible extension or offshoot of the Stalwarts type of infusion. In the end I decided since they exhibited similar abilities that they'd be lumped into one project.

As NPCs Stalwarts, Daredevils and Street Fighters will make interesting allies or antagonists. As PCs they would also make an interesting addition to any game.

The Daredevil is a person who has an inordinate amount of luck with them, allowing to do rather amazing things, from instantly driving a vehicle they've never seen to before to surviving death.

The Stalwart can harness an energy force (actually quantum energy, same as a Nova) to do their feats of power. The reason why a healthy percentage of emerging Novas will never be found by the F.E.A.R. Corporation is because as the descendants of these people they are not in the company's database.

Street Fighters harness their inner strength, known as Chi or Ki in many cultures, to perform their amazing abilities and feats. Know one is quite sure what allows a Street Fighter to achieve the ability to harness their Chi, but harness it they do.

Headquarters: Equinox's main location is the Titan Complex, a large somewhat brutish looking monolith of a building in downtown New York three blocks from the F.E.A.R. Corporation Corporate tower. They also have various "offices" world wide, usually an employee or two who not only works with a F.E.A.R. Corporation regional office but also with Project Equinox, gathering information.

Motto: From the Past, the Future
Employee count: Equinox has roughly 300 people working for it, spread out across the world.

Dr. Simon Garret, Project leader



Quote: "You read about them in the old papers, heroes of a bygone age. They were the Indiana Jones, Buck Rogers, Flash Gordons, Phantoms, Shadows and others that protected and antagonized us during those early 1900s. Why is it that little to none remember them?"

Background: Garret grew up on the stories of his great grandfather, who he knew for 10 years before he died. He still remembers the tales of such heroes as the Shadow and Alan Quartermain and went to bed dreaming of them. As he grew up he specialized in research of unknown phenomenon, and even managed a doctorate in para-psychology before being hired by the F.E.A.R. Corporation. He has spent his time working with Project Equinox and eventually managed to attain the position of project lead.
Description: A tall thin man with little hair and large glasses. He speaks quietly and usually only if needed.

Storytelling Hints: They did exist. You know they did. Even though your parents tell you that your great grandfather was never really cognizant enough to talk, you remember the legends and tales and you will prove they existed to the world.

Abilities
Indisputable Analysis - Garret's great grandfather was Safari Jack Tallon, and as such Garret actually possesses the gene that will allow him to become a Stalwart or possibly a Nova. At this point only one power has manifested itself, though he isn't aware of it, and only accounts his incredible research and investigation skills to hard work.

RPG Rules: Stalwarts and Daredevils

Step 1: Character concept

Stalwarts and Daredevils can be of any age, though some will likely have fun designing a group of old timers who are still able to kick ass and take names. Most concepts should have a pulp feel to them if possible.

Step 2: Select Attributes

As per the normal World of Darkness system.

Step 3: Select Skills

As per the normal World of Darkness system.

Step 4: Select Skill Specialties

As per the normal World of Darkness system.

Step 5: Add Stalwart or Daredevil Template

Stalwarts and Daredevils are considered Minor Templates. This is because a Psychic could potentially become a Psion, and since Stalwarts, Daredevils and Psychics are mortal, their templates could be overwritten with a Major Template, such as a vampire, mage or werewolf. Thus while yes, a Stalwart or Daredevil could be kin to a Werewolf, if the change occurs they lose all their Inspiration based powers and their inspiration stat in favour of the Werewolf template.

New Advantage: Inspiration

This is the new stat that drives a Stalwart and Daredevil to the feats he can do. With this feat the PC is able to perform amazing feats of luck, science and almost magical stunts.

Like Blood Potency, Primal Urge, Gnosis or Azoth, the Inspiration trait is what separates the Stalwart and Daredevil apart from the rest of humanity.

This trait is measured from 1 to 10 and is reflected in the below chart for its additives to the PC.

Effects of Inspiration		
Inspiration	Attribute/Skill Max	Inspiration Die
1	5	
2	5	
3	5	
4	5	
5	5	
6	6	1
7	7	1
8	8	2
9	9	2
10	10	4

It needs to be noted that once a Stalwart or Daredevils hits 6 Inspiration he will start having an effect on those around him that grows with each level he goes up. Those of truly Heroic natures often inspire others around him to do better.

This is represented by letting those in a group with the PC roll an extra die (or dice, see the Inspiration level) for skill and attribute tests, as they are inspired by the PC. With the Good Guys this is the because the people around him or her are so overwhelmed with the sheer goodness that the PC exudes they just want to do their best. In the case of a Villain, the extra dice represent the minions desire to do well for their boss because failure is not an option they want think of. Imagine if your boss was Darth Vader, and

you know that failure is to be force choked to death.

Wouldn't you want to perform to the best of your ability so as to not be force choked? This of course can have negative effects as well, as minions and followers try their best to impress their leaders. Sometimes self-initiative can be a bad thing.

Remember that Star Destroyer Admiral in Empire Strikes Back who comes out of hyperspace to close to Hoth in his eagerness to impress Lord Vader, because he was trying to catch the rebels by surprise and thus reap all the glory? He was force choked and I am sure that he didn't count on that happening, as he was trying to show initiative.

Inspiration starts at 1 dot, and can be increased with Merit-point expenditure at a rate of three to

one at character creation, up to a Inspiration of three (3).

Step 6: Select Merits

As per the normal World of Darkness system.

Step 7: Determine Advantages

Willpower

Stalwarts and Daredevils have Willpower like all other World of Darkness characters.

Morality

Stalwarts and Daredevils use the Morality track, as they are still technically human.

Virtues and Vices

Stalwarts and Daredevils choose their virtue and vice like all other World of Darkness characters.

Step 8: That Old Magic

Choose your Stalwart or Daredevil

Powers

The Stalwart and Daredevil are capable of spending transformation merit points on their initial abilities and powers. The PC has 20 transformation merit points to spend on these abilities.

Transformation merits points can also be spent on abilities and attributes at the following costs:

1 Transformation Merit Point = 2 Attributes points (max of 5 in a attribute)

1 Transformation Merit Point = 5 Ability point (max of 5 in a ability)

1 Transformation Merit Point = 4 Normal Merit points

1 Transformation Merit Point = 2 Willpower (max of 8 Willpower to start)

1 Transformation Merit Point = 1 Inspiration point (max of 3 Inspiration to start)

Heroic and Dynamic Merits are listed with their cost below.

Stalwart and Daredevil powers are listed like a Merit, with a perquisite if applicable and the game effect of the power.

Daredevil Merits

Complete Privacy ,(●●●)

Prerequisites: Stealth ●● or Subterfuge ●●

Effect: All people receive -2 dice to all attempts to shadow, follow or tail the PC. All attempts to read lips, read over their shoulder, or otherwise subtly monitor their personal actions automatically fail. This does not protect the PC from direct observation, such as news cameras, nor does it keep people from breaking into their hotel room. This merit is good only versus covert attempts to invade their privacy.

Death Defiance ,(●●●●●)

Prerequisites: Willpower ●●●●●●●●

Effect: Simply put, the PC has the ability to seemingly cheat death. The PC vanishes for a scene or two then is found again, seemly unharmed, a little worse for wear. Their clothes wet or burnt or torn, maybe a few cuts and bruises, but otherwise unharmed. This merit only activates in a potentially lethal situation.

Dramatic Entrance ,(●)

Prerequisites: Presence ●●● or Striking Looks

Effect: The PC receives +3 dice on all social tasks during the initial scene of the PC's 1st meeting with someone. This must be a person-to-person, physical meeting. All Dramatic Failures for that initial encounter count as merely a failure instead. On the down side, the PC has -1 die to all attempts to remain inconspicuous due to their looks and the impact they have upon initial encounters with people.

Eagle Eyes ,(●●●)

Prerequisites: Wits ●●●, must also have perfect vision

Effect: The PC receives +2 dice on all rolls related to long range or precise visual perception. All difficulties imposed by a sight related rolls by poor visibility are reduced by 2 dice. All penalties for long range attacks with a ranged weapon are halved, rounded down.

Enhanced Impact ,(●●)

Prerequisites: ●●● in the ability the merit is for

Effect: This merit can be taken multiple times, once for each of the following abilities; Brawl, Firearms, Weaponry. The Stalwart knows how best to place their shots/attacks to cause the target to be knocked back by one meter when they use this ability. No additional damage is done, though if the target is knocked into a hazardous environment (off a cliff, into a fire, etc) they will suffer those penalties or damage.

Fists of Stone ,(●●)

Prerequisites: Strength ●●●

Effect: The Stalwart's attacks will inflict an extra 2 dice of bashing damage. This is only if the PC attacks the target with his bare hands.

Forgettable ,(●●●●)

Prerequisites: PC must not have any type of public fame merit

Effect: The Stalwart is truly forgettable. People really don't remember them. Unless the PC makes a severe impression on the person, the person will likely forget about the PC after a day or two. Interestingly enough this merit will cause photographers to suffer -2 dice on all rolls to catch the PC on film for some reason. The PC luckily is always turning away, shadowed, a truck in the way, etc. The PC's close friends are exempt from this power. If the PC ever incurs a merit dealing with public fame, this power is voided.

Gadgeteer ,(●●●●●)

Prerequisites: Intelligence ●●●, Wits ●●● and Resolve ●●●

Effect: The PC can operate any simple device (fewer than five controls, like a car or truck) within seconds of seeing it. Complex machinery requires a few minutes (planes and such). This merit doesn't grant the PC familiarity with the principles of behind the device, just an operator's familiarity with the controls and settings. Any additional Ability requirements required to operate the device still apply, but otherwise the operator faces no penalties for his unskilled operation of the device.

Indomitable Will ,(●●●●●)

Prerequisites: Willpower ●●●●●●●●

Effect: All normal attempts to brainwash or hypnotize the subject take three times as long and require three times the number of successes. All

merits, powers, disciplines, etc that directly invade the mind whether for the purposes of probing, communications, alteration, or outright attack are at -2 dice. This includes for friendly and hostile mind invading attempts, from a teammate trying a telepathic plea for help to the enemy trying to psychically fry the subject's mind.

Instant Expert ,(●●●●●)

Prerequisites: Wits ●●●

Effect: The player spends a Willpower point. For one physical task (though it may be a lengthy physical action such as surgery), the subject gains a number of successes equal to their Inspiration in a single ability in which they have zero points. This may only be done once per skill per session, and only on a skill with no dots.

Jack of all Tongues ,(●●●●●)

Prerequisites: Intelligence ●●●

Effect: The player knows 4 additional languages at character creation for free. When speaking she has no accent and could be mistaken for a person from that area of the world with ease.

Lie Detector ,(●●)

Prerequisites: Wits ●●●

Effect: Anyone who attempts to lie to the PC suffers -2 dice to his attempt. Anyone with a Subterfuge ●● or less will not be able to lie to a PC with this merit.

Lightning Reflexes ,(●●●)

Prerequisites: Dexterity ●●●●

Effect: When the PC rolls for initiative if the die is a 1, 2, or 3, it counts as a 4.

Master of Dissimulation ,(●●●)

Prerequisites: Presence ●● and Manipulation ●●

Effect: The PC is able to use verbal misdirection to get past people, such as into crime scenes or restricted areas, but claiming simple verbal reasons. The duplicity is reveal if the PC actually attempts to act on their supposed reason for the misdirection. For example, if the PC uses this merit to gain access to a crime scene with reasoning of the need to collect and gather evidence, and then attempts to do so, he would be revealed as not really a CSI and thus

the illusion is broken. Most PCs with this power use it to simply bypass security into restricted areas.

The PC must make a Subterfuge roll and score at least a success for this merit to take effect.

Navigation Hazard ,(●●)

Prerequisites: Drive ●●●

Effect: For some reason people who perform chases with the PC always seem to find their way blocked or imperiled. For example, as the PC drives and is being chased by the bad guys, for some reason cars keep backing out, the lights go against the bad guys, random animals cross the road, all just after PC goes past.

Any damage taken by the chase vehicle (be it a car, boat, plane, etc) is doubled.

One Man Army ,(●●●●)

Prerequisites: ●●● in a close combat skill

Effect: The PC takes no penalties for fighting multiple opponents in close combat. The PC will gain +1 die per opponent he is directly engaging to a maximum of 5 dice. Do not count the 1st opponent for extra dice.

Perfect Poise ,(●●)

Prerequisites: Wits ●●● or Willpower ●●●●●●●●

Effect: The PC is immune to panic. All rolls that involve grace, poise, or wits to show a calm exterior gain +2 dice.

Resilient ,(●●●)

Prerequisites: Stamina ●●●

Effect: The PC heals all wounds as if they were one wound level less on the chart. The PC also halves the required time to recover from bashing damage.

Steely Gaze ,(●●)

Prerequisites: Presence ●●●

Effect: The PC can win any stare down contest against an opponent, causing them to lose their edge. The PC must lock eyes with his target and make an Intimidation roll. If successful the target loses his next combat action.

Trick Shot ,(●●●●●●)

Prerequisites: Firearms ●●●

Effect: The PC is one of the most accomplished shots on the planet. All penalties for range, called shots, target size, high winds, etc are halved. In addition the PC will gain a number of dice equal to the original dice penalty, up to a max of 5. For example, if the PC has to take a -4 dice penalty for this shooting action, then he only takes a -2 dice penalty and gains a +4 dice bonus to the roll.

Universally Deadly ,(●●●●●)

Prerequisites: Firearms ●●●● and Melee ●●●●

Effect: The PC is intuitively familiar with all weapons. He never suffers a penalty from using any exotic or unfamiliar weapons, and always gains +1 die to all attacks roll.

Untouchable ,(●●●●)

Prerequisites: Dexterity ●●● and Athletics ●●●

Effect: For some reason when the PC is in combat, but not armed with a fire arm, he is almost immune to the effects of gunfire. Each level of Inspiration gives the targets a negative to the their dice pool. Half the Inspiration level, round up to see what the negative dice are. For example, a inspiration of 5 would equal -3 dice to the dice pool of people shooting at the PC, but only if they are shooting at the PC.

Wheelman (et al) ,(●●●)

Prerequisites: Drive ●●●

Effect: The PC is a natural born pilot, driver, riding, boatman, etc. The PC must choose what mode of transport this merit applies to though (car, boat, horse, or plane), and can purchase it multiples times, for each of the four types, to gain all of them.

The PC is able to coax extra speed from his mode of transportation (20% extra) as well as perform stunts without penalty. Anyone attempting to attack a PC with this merit suffers a negative dice number equal to half the Inspiration (rounded up).

Stalwart Merits

A Single Bound ,(●)

Effect: The PC's vertical and horizontal jumping distances are tripled

Aetheric Vision ,(●●●)

Effect: The PC can see the emanations of science in the world around him. He could see the radiation seeping from the ground. The passage of a plane or car through the air by the ionization of the air itself, see the arcing of electricity behind walls as it courses through wires. This could also include seeing the body heat of someone behind a door, or being able to tell a hot water pipe from a cold.

Blazing Speed ,(●●)

Effect: PC gains a permanent +3 to all Initiative rolls.

Blind fighter ,(●●)

Effect: The PC suffers no penalties to fighting or movement in low light or darkness. The PC can perceive objects out to twice their Inspiration in meters.

Body of Bronze ,(●●●●●)

Effect: This power causes the PC's skin to act like high strength armor, allowing the PC to shrug off bullets, knives, fists and other harmful effects. The PC's Inspiration/2 is counted as the */* for armor purposes and will stack with other armor. For example, the PC has an Inspiration of 6 (giving and 3/3 armor rating naturally) puts on a flak vest, and is now $2/3 + 3/3 = 5/6$ armor rating.

Cool Hand ,(●●)

Effect: PC is immune to all dexterity base penalties. PC also gains +1 Die for all ultra-fine hand manipulation skill tests. The PC also doubles all ranges for ranged weapons.

Heightened Senses ,(●●)

Effect: The PC gains +2 dice to all perception type tests. PC doubles the range of all ranged weapons due to exceptional visual acuity.

Indisputable Analysis ,(●●●●)

Effect: The PC must spend a turn examining the area then makes a standard perception roll with his Inspiration/2 in dice added on. All success are then counted as bonus dice to all investigative rolls made in the area for the remainder of the time the PC is there investigating.

Mad Scientist ,(●●)

Effect: With this power a scientist can make an Inspiration roll to make the time to actually finish a research item from days to hours.

For each success that the PC gets reduce the over project time by 1/2.

Man for all Season ,(●●)

Effect: PC takes no ill effects from heat less than 150 C and cold about -30 C. The PC is immune to heatstroke, hypothermia, and other heat/cold related ailments. PC can survive for triple the usual times without water or food. This provided no immunities to fire/cold based attacks though.

Man of Many Faces ,(●●●●●)

Effect: The PC is literally able to make themselves look like someone else through sheer concentration. The PC must spend at least a couple minutes in concentration then makes a disguise test with their Inspiration/2 in dice added in. If successful then the PC assumes the appearance their desire. The PC doesn't gain any knowledge of the person they are impersonating, and has to rely on their acting ability to try to pull off the illusion.

Optimized Metabolism ,(●●●●●)

Effect: Once the PC reaches maturity he begins to age at the rate of 1 year for every (Stamina X 10) years that pass. The PC can hold their breath for five times as long as any normal person, needs only one meal per week, and takes no damage from ingested poisons or allergenic reactions. The PC is immune to all known diseases. Alcohol and other drugs have almost no effect.

Pile driver ,(●●●)

Effect: PC gains his Inspiration/2 in bonus dice to any strength rating when making damage rolls.

Power lifter ,(●)

Effect: PC gains his Inspiration/2 in bonus dice to lifting tests.

Reptilian Regeneration ,(●●●●●)

Effect: By entering a deep trance the PC can literally regenerate lost limbs and tissue. Once in the trance, the PC makes a Stamina roll with their

Inspiration/2 added in dice. The resulting roll is how many levels of damage are healed. Each bashing level takes 1 minute to heal, and a lethal/aggravated level takes 10mins. These levels stack as well. So if a PC has taken 8 levels of bashing damage and 3 levels of lethal, and makes all the necessary rolls to heal it all, it will take (8mins + 30mins = 38minutes) in the trance to heal it all. On a normal roll the PC will heal lethal damage 1st, followed by bashing. So in the above example, if the PC made 5 successes, he would enter the trance for 32 minutes, and heal 3 lethal and 2 bashing levels, then wake up and need to do the trance again to heal again. When in the trance only a bashing level worth of damage can bring the PC out of the trance. Regeneration of a limb takes 6hours in the trance, after which the PC must consume the equivalent of two 7 course meals to replenish the body of energy.

Sensory Filtering ,(●●●●)

Effect: This power is always active, requiring no roll. The PC is immune to all sensory debilitating situations. Sounds, smell, lights, etc. He could walk through a cloud of tear gas unaffected, fight an opponent in the middle of bar with ten strobe lights going off around him and death-trash speed metal playing at volume setting 11 and not be distracted. The PC can also fine tune this ability, isolating a single source, letting him hear only a distinct conversation in a crowded room or perhaps smell a certain perfume or taste for a certain poison. If the PC has the Heightened Senses merit as well, he will not suffer the sensory overload if he has this talent as well.

Sex symbol ,(●)

Effect: PC gains his Inspiration/2 in bonus dice to seduction tests.

Sun Tzu's Blessing ,(●●)

Effect: Whenever the character rolls any test that involves strategy and tactics he makes the roll as normal but adds to the roll dice equal to their Inspiration/2.

Superhuman Reflexes ,(●●)

Effect: The PC gains a permanent +3 to all initiative rolls.

Threat Awareness ,(●●●●)

Effect: The PC always knows when a living subject whose presence she is aware of is about to make an offensive move against anyone in the immediate area. The subject must be within line of sight (thought the PC doesn't have to be looking at them), and within Inspiration X10 meters of the PC. The Storyteller tells the PC that the subject is going to make an offensive action against a specific target and no more. The PC must decide what their course of action will be then. The PC may then make one action before the attacker does.

The PC will also gain a bonus to her initiative equal to her Inspiration/2 that decreases by 2 each turn till it fades.

Touch of the Muses ,(●●●)

Effect: Whenever the character rolls any test that involves a physical artistic talent he makes the roll as normal but adds to the roll dice equal to their Inspiration/2. The PC can also buy merits that are directly linked to this artistic talent (such as allies, resources, contacts, etc) for half cost rounded up.

Psychic Knacks

I decided not to include the Psychic Knacks and go with the powers in White Wolf's **Second Sight** Supplement instead to create any type of Mesmerist NPC.

New Social Merits

These two backgrounds were introduced in the Adventure RPG. They work even in the new system and so I have included them here.

Backing ,(● to ●●●●●)

Effect: This merit gives the PC a backer who brings their political, monetary, religious or even criminal influences to bat for the PC. Each level of this raises the over strength of the organization that is backing you. At the lower levels this might be the town council or maybe a local paper. At high levels this could represent the state or even federal government if not large religious bodies, such as the Vatican.

Cipher ,(● to ●●●●●)



Effect: Each level of this merit removes one die from any attempt for someone to investigate information on the PC. This could be represented by the PC maybe having led an uneventful life or being overly cautious (after all even if you have a driver's license, if you never get a ticket ever, a background search just shows your picture and an address. Regardless of how the PC defines the aura of secrecy, the more dots in Cipher the less likely anyone will figure out who you are).

RPG Rules: Street Fighters

Step 1: Character concept

The Street Fighter is a person who excels in hand-to-hand combat and lives to duel with others to perfect his skills and abilities. Many travel the world, righting wrongs as thrill seekers, often working as bodyguards, mercenaries, stuntmen and such.

Street Fighters can be of almost any age, young (like the Sakura, or ancient and old, like Oro from SF3).

Step 2: Select Attributes

As the normal World of Darkness system.

Step 3: Select Skills

As the normal World of Darkness system.

Step 4: Select Skill Specialties

As the normal World of Darkness system.

Step 5: Add the Street Fighter Template

Streetfighters are a Major Template. The chi they use is part of a spiritual awakening within themselves on par with the awakening a mage has or that the Forsaken have when they change for the first time. Becoming a Street Fighter will over write a minor template.

New Advantage: Chi

The Street Fighter adds in a couple new stats. Chi is a measure of the Street Fighters inner strength and power. It is rated from 1 to 10 and is considered the special trait, ala Blood Potency, Gnosis, etc.

Chi dictates the amount of the power the Street Fighter can harness into his abilities as well as the speed at which he can "combo" them together.

Chi starts at 1 dot can be increased with Merit-point expenditure at a rate of three to one at character creation, up to a Chi of three (3).

Chi	Attribute/Skill Max	Effects of Chi		
		Max Chi Pool/Pts per turn	Combos	Chi Bleed
1	5	10/1		
2	5	11/2		
3	5	12/3	2	
4	5	13/4	2	
5	5	14/5	3	
6	6	15/5	3	3
7	7	20/5	4	3
8	8	25/7	4	4
9	9	30/10	5	4
10	10	35/15	6	5

New Advantage: Chi Pool

This is the pool of available Chi the character has to drawn upon, with the spendable amount per turn dictated by their overall Chi Rating. If a Chi Focus Power requires more Chi than the Street Fighter can

muster in one turn, then it is extended over a second turn. Multiple actions can be used to draw more Chi, and as such a Chi Rating 3 Street Fighter could potentially spend two actions to generate 6 chi or let it build over 2 turns.

New Advantage: Combos

At Chi 3 and higher the Street Fighter can start doing combo moves, chaining sequences of techniques together to perform incredibly devastating hand to hand actions. In game turns a Combo 2 rating means that the Street Fighter can make two hand-to-hand actions.

This is the only time multiple actions are possible in the game.

Yes this makes a Street Fighter incredibly deadly in a hand-to-hand situation, but only in a hand-to-hand situation. This does not apply to any other type of action and only a Street Fighter can do this.

Chi Bleed

The downside to the Chi rating is that once the Street Fighter passes 5 he starts to bleed Chi. As he grows in power so does the bleed. The only way to prevent the chi bleed it is to be somewhere near a "center of power". This is why it is common to find the more powerful Street Fighters residing in monasteries, temples, secluded glades, and so on.

These centers of power are also known as Locii, Dragon Nests, etc.

Chi Bleed is actually visible to other Street Fighters and anyone who has a type of enhanced sense, such as Mages, Werewolves, etc, and resembles wisps of steam or smoke. Some Chi Bleed have been noted to have faces within it, that scream and moan, some have been noted with glowing motes of energy. In the end each Chi Bleed is unique to the user, but usually is tied to their style, deposition and morality.

Street Fighters bleed chi at the rate of Chi rating/2 (round down) per hour, so a Chi 8 Street Fighter loses 4 Chi Pool per hour, while a Chi 6 would lose 3 Chi Pool per hour.

A note on Lunacy, Disbelief and other supernatural afflictions against mortals; Street Fighters, even if some do not want to admit it, are enlightened mortals, and as such do not suffer from Lunacy or cause Disbelief. They are used to seeing the impossible, indeed they are used to doing the impossible. The Promethean curse will afflict them at half strength only because the Chi that the Street Fighter seems to possess actually seems to fight against it. Is this because it is part of the living flame, Azoth? No one is sure.

Step 6: Select Merits

As the normal World of Darkness system.

Step 7: Determine Advantages

Willpower

Street Fighters have Willpower like all other World of Darkness characters.

Morality

Street Fighters use the Morality track, as they are still technically human.

Virtues and Vices

Street Fighters choose their virtue and vice like all other World of Darkness characters.

Step 8: Enter the Dragon

All Street Fighters pick one of the Hand-to-hand Fighting Styles. This will be their style of concentration. This is also a limitation, as a Street Fighter can only have one hand-to-hand fighting style. This represents his overall focus in mastering the art. He may take as many weapon fighting styles as he wishes though, thus a Street Fighter will choose Karate and only have that as his empty hand art, but could take staff fighting, kendo and chain fighting as well if he wished.

A Street Fighter has 3 points to spend on his 5 Fighting Techniques (see below) to start with. The Street Fighter also gains the 1st two dots of his fighting style merit for free, but pays for each of the other dots as normal.

The Street Fighter has an additional 15 merit points to spend on Fighting Techniques (at a cost of 1 for 1, max of 3 in any technique), Fighting Styles and Focus Powers.

Fighting Techniques

The Street Fighter gains 5 unique techniques that only he or she has access to. Punch, Kick, Block, Grab, and Focus (Focus is its own category with powers and will be expanded on later). These

unique techniques allow the Street Fighter to enhance his already deadly complement of abilities making the more powerful techniques easily a match for a werewolf in battle form.

In game rules, these abilities add dots in dice to the technique being used. For example, a Street Fighter throws a fast lunging punch at his opponent.

Normally this is a Strength + Brawl roll for anyone else, but because of the intense training and the access to chi that a Street Fighter has, he also adds in the Punch ability, making it Strength + Brawl + Punch.

Fighting Styles

All Street Fighters must choose a style of fighting that they are mastering. From Karate to Kung-fu to Muay Thai to Capoeira, the world is full of styles for a Street Fighter to follow.

Some might ask how these will differ from the Fighting Style Merits in the main rule book, such as Fighting Style: Kung Fu. The simple answer is that those are the basic styles that anyone can learn simply by finding a local dojo and joining. While a Street Fighter does indeed learn these styles themselves, they are usually taught to the characters by enlightened masters, who help open up the users mind, body and spirit allowing them to channel Chi to enhance their abilities.

In order to lessen confusion, I have presented each style like the merits in the main rule book, incorporating the various moves into it, but remember that while anyone can take these martial art styles only a Street Fighter can harness his inner Chi to enhance them with the Fighting Techniques (Punch, Kick, Block, and Grab) and the legendary Focus powers.

One will also notice the very general terminology for a lot of the moves and that they frequently have the same moves but at different levels. This is to represent that many arts have similar moves to them but taught at different levels of the art.

Aikido (● to ●●●●●)

Pre-requisites: Dexterity ●●●, Strength ●●, Athletics ●●, Brawl ●●

Effect: Your character is trained in the art of Aikido, a passive style based heavily on Zen philosophy and nonresistance. If pushed an Aikido practioner

moves with the push, blending with her opponent's movement and direction of power, leaving him off balance and defenseless. Aikido schools are found world wide, with Japan and the U.S. having the most. Aikido is a popular sport and is often found to be the pre-dominant self defense art taught in a lot of communities and colleges.

Koshi-nage (●): The character snares his opponent and throws them either to the ground or away from them. This is a basic straightforward hip or shoulder throw. It will inflict +1 dice of damage and stun the opponent for one turn.

Atemi (●●): Your character can intercept an incoming punch, deflecting it away from them with a punch of their own. If the maneuver scores more successes than the attacking punch or kick, the attack is diverted. This maneuver inflicts no damage on the target.

Kokyu-nage (●●●): Your character snags the attacker, turns with them and tosses them away from them, lofting them briefly into the air before they land. This will stun the attacker for an action as well as damaging them with +2 dice to the damage.

Ukemi (●●●●): Your character is capable of using his training in grappling, lock and throws to escape from other people locks, throws and grapples. On a successful roll that beats the success of the attacker, the character breaks free unharmed. **Drawback:** The character may make no other maneuver this round.

Tenchi-nage (●●●●●): This is an advanced throw that a character can use on a target. The character seizes the target wrists and moving forward, sweeps one hand low and the other high, which unbalances the target so that he easily topples over. The target is incapable of doing anything for two actions, plus any damage taken. **Drawback:** Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform his maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Archery (● to ●●●●●)

This merit is in **World of Darkness: Armory**.

Baraqah (● to ●●●●●)

Pre-requisites: Strength ●●, Dexterity ●●, Brawl ●●, Resolve ●●

Effect: Your character is trained in a rare and little known martial with its origins in North Africa. It has traveled the globe, primarily in the Near and Middle East, following the path of Islamic civilization. Masters of Baraqah do not claim to be teaching a fighting art, the maneuvers of Baraqah are considered features of Islamic sacred science, designed to cultivate the grace of Heaven and to perfect physical health.

Most of Baraqah's techniques deal with grappling, although some close-range striking is involved. This art is rarely taught outside the Islamic world. The best schools may be found in Persia and Asia Minor, although a few are rumored to remain in Spain.

Pin (●): The character's strength is 3 higher for strength tests to hold the target.

Ear Pop (●●): The character does a fast double-handed strike to the ears, cracking the eardrums and stunning the opponent. Anyone hit by an Ear Pop attack immediately loses their action for the turn they are in; if they have already taken an action they lose the following turn instead. In the case of someone with the ability to take multiple actions in one turn, the person will instead lose the rest of their actions for the turn they are in.

Dislocate Limb (●●●): The character is able to grasp, lock and dislocate trapped limbs. This is a two-step maneuver. The first roll is to grasp and trap the opponent's limb, (Dexterity + Brawl). If successful the opponent's limb is trapped and a second roll is done (Strength vs. Strength). If successful the opponent's limb is "dislocated", being broken or popped out of joint.

Grappling Defense (●●●●): Your character is capable of using his training in grappling, locks and throws to escape from other people locks, throws and grapples. On a successful roll (Dexterity + Brawl) that beats the successes of the attacker, the character breaks free unharmed. **Drawback:** The character may make no other maneuver this round.

Hundred Hand Slap (●●●●●): This maneuver allows the character to attack rapidly. The character hits the opponent in quick succession, dealing lethal damage. A hundred hand slap inflicts lethal damage instead of bashing damage. **Drawback:** Spend one Willpower point per attack. Note that this Willpower expenditure does not add three dice to the attack.

Boxing (● to ●●●●●)

This merit is in the *World of Darkness Main Rulebook*.

Capoeira (● to ●●●●●)

Pre-requisites: Strength ●●, Dexterity ●●●, Stamina ●●, Brawl ●, Expression ●

Effect: Your character has been trained in the South American martial art of Capoeira, a dance like fighting style. Students of Capoeira use their dance like moves to confuse and surprise their opponents.

They rely on speed and agility to make quick attacks and position themselves for follow-up attacks.

Capoeira has very few organized schools, with it being difficult to find a teacher outside South America.

Ginga (●): The character moves in a subtle shifting way, distracting the opponent with their footwork and hand movements. This bobbing, weaving, shifting and such, causes their opponents to lose 2 dice to all attacks against them.

Rolê (●●): Your character can intercept an incoming punch, deflecting it away from them with a punch of their own. If the maneuver scores more successes than the attacking punch or kick, the attack is diverted.

Au Batido (●●●): The Character uses their athletic dance moves to do a complete flip while kicking an opponent. This technique will inflict +2 dice damage. **Drawback:** Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform his maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Armada (●●●●): The Character launches a deadly series of spinning kicks that slam into the opponent not only stunning them but inflicting powerful damage. These kicks will inflict +3 dice damage.

Drawback: Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform his maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

S-Dobrado (●●●●●): Your character's accuracy and power are such that his kicks are lethal weapons, able to injure and kill opponents. A lethal strike inflicts lethal damage instead of bashing damage.

Drawback: Spend one Willpower point per attack. Note that his Willpower expenditure does not add three dice to the attack.

Chain Weapons (● to ●●●●●)

This merit is in **World of Darkness: Armory**.

Combat Marksmanship (● to

●●●●●●)

This merit is in **World of Darkness: Armory**.

Fencing (● to ●●●●●)

This merit is in **World of Darkness: Armory**.

Filipino Martial Arts (● to

●●●●●)

This merit is in **World of Darkness: Armory**.

Gun Kata (● to ●●●●●●)

Pre-requisites: Strength ●●, Dexterity ●●●, Brawl ●, Firearms ●●●

Effect: "Through analysis of thousands of recorded gunfights, the Cleric has determined that the geometric distribution of antagonists in any gun battle is a statistically-predictable element. The Gun Kata treats the gun as a total weapon, each fluid position representing a maximum kill zone, inflicting maximum damage on the maximum number of opponents, while keeping the defender clear of the statistically-traditional trajectories of return fire. By the rote mastery of this art, your firing efficiency will rise by no less than 120%. The difference of a 63% increased lethal proficiency makes the master of the Gun Katas an adversary not to be taken lightly." Equilibrium, 2002, Kurt Wimmer and Jim Vickers.

Your character is trained in the rare Gun Kata, a martial art that places emphasis on two tenets: shooting the enemy as efficiently as possible and avoiding return fire. Hitting targets is a matter of knowing where enemy fighters are likely to be located in relation to the user, which removes the problem of aiming (especially at close ranges), not to mention allowing the user to defeat foes with preemptive fire before they can present a true threat. Avoiding return fire is also a matter of statistical probability, as Gun Kata users do not rely on bullet time-style evasions, but rather on avoiding the enemy's most likely lines of fire. In short, Gun Kata is the art of shooting where the enemy should be, while not being where the enemy should shoot.

This is an incredibly rare art, taught and known by only a few worldwide. Its origins are shrouded in mystery but it is thought to have originated in North America. If someone decides they wish to have this martial art, they must explain why they were taught it.

Clarity (●): The PC is able to ignore things that would distract him when using his firearms (usually a pistol) in combat. As such the PC receives no distraction penalties when in combat when using any type of firearm.

Double Tap (●●): The PC has become in-tune with his firearms to the point of being able to do a fast shots in one action. When using a level-action, pump-action or semi-automatic firearm, your character may make short burst attacks as if her gun were capable of auto fire

Twin Shot (●●●): The PC is capable of using two pistols at the same time, and able to track a different target with each gun. This ambidexterity is only viable when in combat with two firearms, and does not convey any ambidextrous bonuses other than in this technique.

Over the shoulder (●●●●): The PC is instinctively able to fire at a targets behind him without seeing them, somehow sensing them with peripheral vision, hearing, smell or feeling them cause they are interrupting the airflow with their bodies. This technique, like all others is used generally in short-range gun combat. In game terms the user can make a single blind fire shot without penalties.

Five Star Pattern (●●●●●): The pinnacle of the Gun Kata. The PC is able to move and fire in the full kata, maximizing their lethal zone and minimizing their own susceptibility to return fire. In games terms the PC is able to use all his abilities (1 through 4) while targeting 5 different opponents around him, and as opponents are removed, he may add one to the queue as long as there are opponents to target and kill. This technique, like all others is used generally in short range gun combat. The PC is also able to place himself out of harms way and all ranged fire towards him is at - (PC Dexterity) dice

Another, less commonly seen technique of Gun Kata involves dueling with a single opponent at a very close range. This often includes melee combat with both opponents trying to point a gun at the other and pull the trigger, while at the same time, preventing the enemy from doing the same thing. This technique is only used if both adversaries are

skilled in it. The most striking difference of such duels to the rest of hand-to-hand martial arts is that an enemy shot cannot be blocked or parried as in unarmed combat and fencing and can thusly be only avoided by constantly knocking off the enemy's aim and leaving him or her no time to shoot in your direction.

In game terms this is a roll - counter-roll situation with each person trying to score the winning roll which results in the shot hitting the target at close range.

Yet another technique involves using a pistol as a normal melee weapon to hit the close range opponents without wasting ammunition. Since the technique is frequently used against multiple enemies equipped with firearms, the basic rules of avoiding their most likely shooting trajectories also apply, as well as hitting each enemy in a way to prevent them from shooting at all.

In game terms the range is close combat, but use all the technique abilities and count it as melee combat with the pistol butts being the melee weapons used.

Jeet Kune Do (● to ●●●●●)

Pre-requisites: Dexterity ●●, Strength ●●, Stamina ●●, Brawl ●●

Effect: Your character is trained in Bruce Lee's Jeet Kune Do, developed as not a marital art but more of an all-encompassing way of looking at the martial arts. JKD takes what is best from many of the world's marital arts and brings them into a style that changes from moment to moment and situation to situation. JKD is a no-nonsense style designed primarily for fighting.

Deflecting Punch (●): Your character can intercept an incoming punch, deflecting it away from them with a punch of their own. If the maneuver scores more successes than the attacking punch or kick, the attack is diverted. This maneuver inflicts no damage on the target.

Ear Pop (●●): The character does a fast double handed strike to the ears, cracking the ear drums and stunning the opponent. Anyone hit by an Ear Pop attack immediately loses their action for the turn they are in, if they have already taken an action they lose the following turn instead. In the case of someone with the ability to take multiple actions in one turn, the person will instead lose the rest of their actions for the turn they are in.

Whirlwind Kick (●●●): The Character launches a deadly series of spinning kicks that slam into the opponent not only stunning them but inflicting powerful damage. These kicks will inflict +3 dice

damage. **Drawback:** Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform his maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Grappling Defense (●●●●): Your character is capable of using his training in grappling, locks and throws to escape from other people locks, throws and grapples. On a successful roll (Dexterity + Brawl) that beats the successes of the attacker, the character breaks free unharmed. **Drawback:** The character may make no other maneuver this round.

Dragon Punch (●●●●●): By focusing his might and concentration your character can kill or maim an opponent with a well placed strike. A strike inflicts lethal instead of bashing damage. **Drawback:** Spend one Willpower point per attack. Note that his Willpower expenditure does not add three dice to the attack.

Ju Jitsu (● to ●●●●●)

Pre-requisites: Dexterity ●●●, Strength ●●●, Brawl ●●

Effect: Your character is trained in the art of Ju jitsu. Originally developed in Japan in the 15th to 17th centuries, it is a "soft" marital art, intended to subdue an opponent by pinning them in place. Ju jitsu students learn to use leverage and the inherent strength of their leg and back muscles to easily lift and toss people three times their weight or more.

Throw (●): The character snares his opponent and throws them either to the ground or away from them. This is a basic straightforward hip or shoulder throw. The receiving target loses their actions for the rest of the round.

Grappling Defense (●●): Your character is capable of using his training in grappling, locks and throws to escape from other people locks, throws and grapples. On a successful roll (Dexterity + Brawl) that beats the successes of the attacker, the character breaks free unharmed. **Drawback:** The character may make no other maneuver this round.

Foot Sweep (●●●): This technique allows the character to sweep the feet out from under the opponent, knocking him to the ground. It is a contested roll pitting the character's normal attack roll against the opponent's Dexterity + Athletics. The character's attack is penalized by the foe's Defense, as usual. If the opponent falls, assume Knockdown rules (per p168, the **World of Darkness Rulebook**). In this case, however, the fall to the

ground incurs a single point of bashing damage to the opponent.

San He (●●●●): This is a powerful defensive technique that lets the character take immense punishment and shrug it off. This technique conveys two abilities onto the character. 1st they gain additional bashing levels of damage equal to their Block Fighting Ability and 2nd, anyone attempting to knock over the character must beat their successes on a contested roll. A tie will go to the character. **Drawback:** When this technique is used, the character cannot use any other technique that turn.

Reaper Throw (●●●●●): This is a powerful throw, allowing the character to toss their opponent several feet away or drop them right in from the feet of the character for follow up moves, such as foot stomps, low kicks and such. On a successful grapple, the character turns, bringing the opponent in close and executes the reaper. The character chooses distance or close and then throws the opponent. Damage from this throw also causes a knock down effect on the opponent, causing them to lose the rest of their actions this turn and the next. Any opponent dropped in front of the character automatically is subjected to a follow-up attack. This follow-up attack can potentially cripple the opponent and as such is considered lethal damage. **Drawback:** Spend one Willpower point per attack. Note that his Willpower expenditure does not add three dice to the attack.

Kabaddi (● to ●●●●●)

Pre-requisites: Intelligence ●●, Dexterity ●, Stamina ●●●, Brawl ●

Effect: Your character is trained in the arts of Kabaddi, an ancient Indian martial art with its origins in meditation, yoga and mental practices of Dhyana Buddhism (also known as Zen in Japan). Ancient legends tell of tales of Kabaddi practitioners walking through walls, stopping their heartbeats for hours, walking on fire and other incredible feats. Schools are scattered across the world and admit few and usually only those of strict and disciplined minds.

Head butt (●): The character slams their forehead into the bridge of the nose of their opponent, causing momentary shock and trauma. The target loses his actions for the rest of the turn.

Slidekick (●●): The character moves toward his opponent and suddenly slides into the opponent's lower legs, their kick hitting the opponent's ankles. This kick is feint like in the most of the time a

faked technique is lobbed towards the opponent first and the slidekick comes second. If the initial attack is successful then the target defends against the wrong technique and the character makes a second roll without the opponent's Defense involved.

San He (●●●): This is a powerful defensive technique that lets the character take immense punishment and shrug it off. This technique conveys two abilities onto the character. 1st they gain additional bashing levels of damage equal to their Block Fighting Ability and 2nd, anyone attempting to knock over the character must beat their successes on a contested roll. A tie will go to the character. **Drawback:** When this technique is used, the character cannot use any other technique that turn.

Body Spear (●●●●): This technique is a rare and simply bewildering maneuver to witness. The character literally throws himself into his opponent feet first. The maneuver is a little more complicated and in reality is a flying double heel kick more than anything else, but the timing and use of the body's full weight in the technique is what gives it its power and lethality. Most Body Spears hit the lower legs, but with someone with truly powerful legs and leaping ability, a Body Spear can be directed into a person's upper body and even head. This technique requires an Athletics + Dexterity roll to start with each success basically translating to height of the initial jump. A standard hand-to-hand attack roll is then made as the character slams into his opponent. This technique will cause +3 dice damage when done properly. **Drawback:** When this technique is used, the character cannot use any other technique that turn.

Extendable Limbs (●●●●●): It is said that the practitioners of Kabaddi are capable of extending their limbs to extra lengths to hit their opponents.

In reality that aspect is reserved in a place of legends and whispers of the Kabaddi masters, like Dhalsim. The actual technique used by the more normal masters of this art actually is a reinforcing blow, allowing the character to inflict incredible damage.

This strike is considered a lethal blow for damage. **Drawback:** Spend one Willpower point per attack. Note that his Willpower expenditure does not add three dice to the attack.

Karate (● to ●●●●● points)

Pre-requisites: Strength ●●, Dexterity ●●, Stamina ●●, Brawl ●●

Effect: Your character is trained in the art of Karate, one of Japan's predominate martial arts. The may

have taken this training at school, as an exercise class, or at a formal dojo. Karate is split into several different styles (Shotokan, Kenpo, Chiute-ryu, Goju-ryu, etc) and each focuses on a slightly different approach to the style, but in the end it is all karate.

Focused Attack (●): Physical conditioning and accuracy allow your character to deliver blows at vulnerable spots on targets. Penalties to hit specific targets are reduced by one. Even when a specific part of an opponent is not targeted, armor penalties to your character's Brawl attacks are reduced by one.

San He (●●): Your character has hardened his body to physical blows, allowing him to withstand repeated hits with minimal effect. He has an effective armor of 1 against bashing attacks only.

Defensive Attack (●●●): Your character has mastered the ability to fight defensively. When using this maneuver, your character gains +2 to his Defense for the turn, but any attack he makes suffers a -2 penalty. He can move no more than his speed while performing a Defensive Attack.

Whirlwind Kick (●●●●): Your character can unleash a storm of blows against an opponent. He can make a number of extra Brawl attacks for each point of Dexterity that he has above 2 in a single action. Each extra attack is made at a cumulative -1 modifier. Thus, he can perform a total of two attacks at Dexterity 3, (second of which is at -1). All attacks must be on the same target. **Drawback:** Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform his maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Dragon Punch (●●●●●): By focusing his might and concentration your character can kill or maim an opponent with a well placed strike. A strike inflicts lethal instead of bashing damage. **Drawback:** Spend one Willpower point per attack. Note that his Willpower expenditure does not add three dice to the attack.

Kendo (● to ●●●●●)

This merit is in *World of Darkness: Armory*.

Kung-fu (● to ●●●●●)

This merit is in *World of Darkness Main Rulebook*.

Lua (● to ●●●●●)

Pre-requisites: Strength ●●●, Stamina ●●●, Dexterity ●●

Effect: Your character is trained in the Hawaiian marital art of Lua. This art is a dangerous combination of grappling and striking, relying upon the practitioner's knowledge of the human anatomy, particularly musculature and the nervous system.

Double Hit Knee (●): The character moves in on his opponent and at the last moment does a short leap, causing the knee to hit the opponents' chest then shift up and hit the opponent's chin. While two hits actually occur, only on roll is needed and damage is done once.

Dislocate Limb (●●): The character is able to grasp, lock and dislocate trapped limbs. This is a two step maneuver. The first roll is to grasp and trap the opponent's limb, (Dexterity + Brawl). If successful the opponent's limb is trapped and a second roll is done (Strength vs. Strength). If successful the opponents limb is "dislocated", being broken or popped out of joint.

Grappling Defense (●●●): Your character is capable of using his training in grappling, locks and throws to escape from other people locks, throws and grapples. On a successful roll (Dexterity + Brawl) that beats the successes of the attacker, the character breaks free unharmed. **Drawback:** The character may make no other maneuver this round.

Iron Claw (●●●●): This devastating technique requires the character to achieve a grapple first, after which the character latches onto the opponents face and applies pressure. This technique creates painful pressure on the pressure points around the skull.

Damage is a normal but the maneuver will also incapacitate the opponent until they break free of the hold. The character needs to secure a grapple attack before this technique is applied.

Dim Mak (●●●●●): Your character's accuracy and power are such that his fists are lethal weapons, able to injure and kill opponents. A lethal strike inflicts lethal damage instead of bashing damage.

Drawback: Spend one Willpower point per attack. Note that his Willpower expenditure does not add three dice to the attack.

Muay Thai (● to ●●●●●)

Pre-requisites: Strength ●●●, Dexterity ●●●, Stamina ●●●, Brawl ●●●

Effect: Your character has been trained in Muay Thai, or Thai Kickboxing, a brutal and effect marital art that is considered one of the most disciplined and intense styles in the world. The fighter is taught to use every part of her arms and legs in a fight,

constantly kicking, elbowing, punching and kneeing their target.

Elbow Smash (●): The character shifts forward and smashes his elbow into the opponent, inflicting extra damage with the strike. +1 damage.

Double Hit Kick/Knee (●●): The character strikes his opponent twice with either a kick or if in close his knee. The kick will do an extra two dice of damage.

Lightning Leg (●●●): The character unleashes a fast triple kick into their opponent. This technique places a +3 dice to damage as they strike their opponent. **Drawback:** Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform his maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Tiger Knee (●●●●): This maneuver is a powerful leaping knee attack. The character drives his knee into the sternum of the opponent with a powerful leap. The damage from this kick will stun an opponent for a turn as well as inflicting an extra 2 dice of damage.

Tiger Uppercut (●●●●●): This is a powerful uppercut, made famous by the ex-world champion Muay Thai fighter Sagat. The current champion Joe Higashi doesn't like the technique, calling it to flashy, but has been known to use a variation of it to the same effect. By focusing his might and concentration your character can kill or maim an opponent with a well placed strike. The strike inflicts lethal instead of bashing damage. **Drawback:** Spend one Willpower point per attack. Note that his Willpower expenditure does not add three dice to the attack.

Native American Wrestling (● to ●●●●●)

Pre-requisites: Strength ●●●, Stamina ●●●, Brawl ●●●

Effect: Your character has been trained in a North American native wrestling style. Developed to help build endurance and agility by the native people, it has a deadly combination throws, crushing strikes and quick, agile dodges. This style is almost exclusively taught only to Native Americans and it is rare to see anyone else using it.

Buffalo Punch (●): Also known as a double hammer fist, the character clenches both hands together and slams them down into the opponent's

head or shoulders or collar. This strike will deliver an additional die of damage to the opponent.

Grappling Defense (●●): Your character is capable of using his training in grappling, locks and throws to escape from other people locks, throws and grapples. On a successful roll (Dexterity + Brawl) that beats the successes of the attacker, the character breaks free unharmed. **Drawback:** The character may make no other maneuver this round.

Pile Driver (●●●●): The character must make a successful grapple with his opponent before executing this maneuver. The character inverts the grappled person and then sits, driving the unfortunate person's head and spine upwards. This can induce incredible pain and can potentially cripple the target. Anyone who has been "pile driven" is considered stunned for a number of rounds equal to the levels of damage taken. **Drawback:** The character may make no other maneuver this round.

Iron Claw (●●●●●): This devastating technique requires the character to achieve a grapple first, after which the character latches onto the opponent's face and applies pressure. This technique creates painful pressure on the pressure points around the skull.

Damage is a normal but the maneuver will also incapacitate the opponent until they break free of the hold. The character needs to secure a grapple attack before this technique is applied.

Storm Hammer (●●●●●): The character has learned one of the more impressive techniques that this art has to offer. On a successful grapple, the character turns, bringing the opponent in close and executes the Storm Hammer throw. The opponent goes up in the air and then face first into the ground. Damage from this throw also causes a knock down effect on the opponent, causing them to lose the rest of their actions this turn and the next. The opponent is now stunned in front of the character and is subjected to a follow-up attack. This follow-up attack can potentially cripple the opponent and as such is considered lethal damage. **Drawback:** Spend one Willpower point per attack. Note that his Willpower expenditure does not add three dice to the attack.

Pankration (● to ●●●●●●)

Pre-requisites: Strength ●●●, Stamina ●●●, Brawl ●●

Effect: Your character has been trained in Pankration, one of the least known fighting styles in the world. While possibly one of the oldest known to exist, developed by the Greeks who tell that the hero Theseus created it for fighting the minotaur.

This art is not pretty and is a combination of punches, kicks, grapples and bites all tossed together.

Hammer Hand (●): Also known as a double hammer fist, the character clenches both hands together and slams them down into the opponent's head or shoulders or collar. This strike will deliver an additional die of damage to the opponent.

Side Kick (●●): Your character executes a fast low snap side kick into the opponent's leg, attempting to snap the calf bone and cripple the target. This attack if successful cause the target to loose 2 dice from their attack rolls for a number of turns equal to the levels of damage done as the they limp around.

Grappling Defense (●●●): Your character is capable of using his training in grappling, locks and throws to escape from other people locks, throws and grapples. On a successful roll (Dexterity + Brawl) that beats the successes of the attacker, the character breaks free unharmed. **Drawback:** The character may make no other maneuver this round.

Back breaker (●●●●): This advanced technique is when the character grapples with the opponent and once they have a hold of their target, pulls the target up and then slams them down over their own knee and then into the ground head first. This technique is difficult to master and requires incredible strength and stamina in the character. The damage from this technique can cripple an opponent. This technique will inflict +3 dice damage when done. **Drawback:** Spend one Willpower point per attack. Note that his Willpower expenditure dies not add three dice to the attack. The character may make no other maneuver this round.

Thunderstrike (●●●●●): This strange technique combines the characters leg strength with their body weight, turning them into a projectile of pure force.

The character moves in close on their opponent, does a brief crouch and then propels themselves into the opponent, using their knee, should or elbow to strike the opponent. This devastating maneuver uses the character full body weight so that the well placed blow causes crippling damage to the target.

This maneuver is considered to cause lethal damage. **Drawback:** Spend one Willpower point per attack. Note that his Willpower expenditure dies not add three dice to the attack.

Police Tactics (● to ●●●)

This merit is in **World of Darkness: 13th Precinct.**

Sambo (● to ●●●●●)

Pre-requisites: Strength ●●●, Stamina ●●●, Brawl ●●●

Effect: Your character is trained in Sambo, a Russian form of wrestling originally used to test contestant's strength and amuse the Czars. Unlike most styles, Sambo relies almost entirely on strength, and has little flash and even less speed to it. This art is almost unknown outside Russia.

Double Hit Kick (●): This is a quick technique, on of the few Sambo possesses. The character kicks the opponent twice with the same foot before returning the foot to the ground. The kick will do an extra die of damage.

Spinning Clothesline (●●): The character moves into position next to several opponents, stands, his arms coming out in fists and spins, clotheslining everyone around them within a couple yards. Make a normal attack roll for the character (Strength + Brawl). This roll receives a dice penalty equal to the number of opponents hit with this strike (to a maximum of -5 dice). Successes achieved on this roll are done as damage to all within the two-yard radius. **Drawback:** This attack cannot distinguish between friend or foe. Any allies within the two-yard radius are hit along with enemies. The technique cannot be pulled to exclude friends from the damage.

Siberian Suplex (●●●): The technique is a pure strength grapple maneuver, as the character takes hold of the opponent and heaves then head over heels over to their head behind the character. This move will stun the opponent for a turn if successful, along with hurting them.

Back Breaker (●●●●): This advanced technique is when the character grapples with the opponent and once they have a hold of their target, pulls the target up and then slams them down over their own knee and then into the ground headfirst. This technique is difficult to master and requires incredible strength and stamina in the character. The damage from this technique can cripple an opponent. This technique will inflict +3 dice damage when done. **Drawback:** Spend one Willpower point per attack. Note that his Willpower expenditure dies not add three dice to the attack. The character may make no other maneuver this round.

Spinning Pile Driver (●●●●●): This is perhaps one of the most devastating moves Sambo has, as the character grapples with his opponent, inverts him then jumps into the air with a spin exerting not only his own body weight into the pile driver, but also a twisting motion into the landing. This technique will frequently snap the opponents' spine and neck when done. This technique is considered to do

lethal damage when done. **Drawback:** Spend one Willpower point per attack. Note that his Willpower expenditure does not add three dice to the attack.

Silat (● to ●●●●●)

Pre-requisites: Strength ●●, Dexterity ●●, Stamina ●●, Brawl ●●

Effect: Your character is trained the style of Silat. This Indonesian martial art is like Kung Fu, and is catch all style covering a number of variants. Some of the styles are more graceful and flowing while others are direct and hard. Some estimates calculate there are over 500 forms of Silat.

Deflecting Punch (●): Your character can intercept an incoming punch, deflecting it away from them with a punch of their own. If the maneuver scores more successes than the attacking punch or kick, the attack is diverted. This maneuver inflicts no damage on the target.

Drunken Monkey Roll (●●): This is an advanced throw that a character can use on a target. The character seizes the target and rolls to their back flipping the target away from them in hard throw. The target is incapable of doing anything for two actions, plus any damage taken. **Drawback:** Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform his maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Dislocate Limb (●●●): The character is able to grasp, lock and dislocate trapped limbs. This is a two step maneuver. The first roll is to grasp and trap the opponent's limb, (Dexterity + Brawl). If successful the opponent's limb is trapped and a second roll is done (Strength vs. Strength). If successful the opponent's limb is "dislocated", being broken or popped out of joint.

Lightning Leg (●●●●): The character unleashes a fast triple kick into their opponent. This technique places a +3 dice to damage as they strike their opponent. **Drawback:** Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform his maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Dragon Punch (●●●●●): By focusing his might and concentration your character can kill or maim an opponent with a well placed strike. A strike inflicts lethal instead of bashing damage. **Drawback:** Spend one Willpower point per attack. Note that his Willpower expenditure does not add three dice to the attack.

Sniping (● to ●●●●●)

This merit is in **World of Darkness: Armory**.

Spanish Ninjitsu (● to ●●●●●)

Pre-requisites: Strength ●●, Dexterity ●●●, Brawl ●●

Effect: Your character has been trained in Spanish Ninjitsu. This rare art is a unique blend of Japanese and European fighting styles invented by the legendary Street Fighter Vega. This art combines the European fighting art of savate with the Japanese art of ninjitsu. Savate lends fast and powerful kicks, while ninjitsu give the style a variety of skills useful in combat, such as acrobatics, climbing and grappling. This art is only taught in Spain and from the Vega himself. Since Vega is a criminal this means the character has likely been involved in Shadoloo to some degree.

Monkey Grab Punch (●): The character moves quickly forward, knocking down the block arm and striking the opponent. The opponent's Defense is considered 2 lower for this strike.

Back Flip Kick (●●): The character flips backwards, a kick arcing out and hitting the opponent, usually in the chin. This kick will force the target back 5ft and cause him to lose his next action. **Drawback:** Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform his maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Light Feet (●●●): The character is able to use their immense athletic ability to seemingly walk on air. They may add their dots in Spanish Ninjitsu to any athletics based roll

Tumbling Attack (●●●●): The character tumbles forward in a roll, coming up and delivering a powerful attack, usually with a bladed weapon, to the opponent. The maneuver requires almost precise timing but if executed correctly can come in under the opponent's block and hurt them. The character makes an athletics roll and if successful

does a standard attack roll and doesn't count the opponent's defense score, as they have circumvented it. **Drawback:** Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform his maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Forward Flip Kick (●●●●●): A reversal to the back flip kick, this kick when executed properly has the character perform a forward flip, axe kicking into the head or collar of the opponent. When done right it cause severe trauma to the opponent, inflicting lethal damage. **Drawback:** Spend one Willpower per attack. Not that this Willpower expenditure does not add three dice to the attack.

Special Forces (● to ●●●●●)

Pre-requisites: Strength ●●, Dexterity ●●, Stamina ●●, Brawl ●●●

Effect: Your character is trained Special Forces training. This training fuses boxing, judo, jujitsu and tae kwon do into a swift and deadly hybrid. The style usually relies on the quickest and deadliest maneuver winning a fight. For a character to possess this art means that they have spent time in one of the world's military elite units (Green Berets, SEALs, KGB, Mossad, GSG-9, SAS, Royal Marines, French Foreign Legion, etc).

Spinning Backfist (●): A common move that is actually quite deadly and unexpected, the spinning backfist can easily catch an opponent unawares knocking them senseless. This maneuver will lessen an opponents Defense by 2 when used.

Flying thrust kick (●●): This maneuver is a advance jumping side kick, in which the character runs and leaps at the target in the side kick, bringing their entire body weight to bear, hence the thrust part of it. This kick will deal +2 damage dice. **Drawback:** When this technique is used, the character cannot use any other technique that turn.

Foot Sweep (●●●): This technique allows the character to sweep the feet out from under the opponent, knocking him to the ground. It is a contested roll pitting the character's normal attack roll against the opponent's Dexterity + Athletics. The character's attack is penalized by the foe's Defense, as usual. If the opponent falls, assume Knockdown rules (per p168, the **World of Darkness Rulebook**). In this case, however, the fall to the ground incurs a single point of bashing damage to the opponent.

Flash Kick (●●●●): This technique is more powerful version of the back flip kick that some arts teach. The big difference is that in this kick, both feet hit the target. The target is stunned while taking damage from the maneuver. Damage done with this technique is at +4 dice. **Drawback:** Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform his maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Hyper Fist (●●●●●): This rather nasty technique allows the character to strike at his opponent multiple times in secession delivery severe damage at a lethal level. **Drawback:** Spend one Willpower per attack. Not that this Willpower expenditure does not add three dice to the attack.

Spetsnaz Knife Fighting (● to ●●●●)

This merit is in **World of Darkness: Armory**.

Staff Fighting (● to ●●●)

This is in **World of Darkness: Armory**.

Sumo (● to ●●●●●)

Pre-requisites: Strength ●●●, Stamina ●●●, Brawl ●

Effect: Your character is trained in the art of Sumo, an ancient Japanese martial art. Sumotori are revered as great warriors and their strength is legendary. People treat the sumo fighters like kings and the yokozuna (champion) like a god. Sumo is a part of history that the Japanese people treat with the utmost respect.

Sumo as an art is straight forward, with the fighter using his body to injure the opponent using punches, kicks and blocks, but the overall strategy is to flatten their opponent or knock them from the ring. Sumo is purely dominated by large men, and schools can be found mostly in Japan but are found in various locales throughout the world.

Head butt (●): The character slams their forehead into the bridge of the nose of their opponent, causing momentary shock and trauma. This is a normal attack but the opponent loses 1 from their Defense because of the unnatural attack.

Ear Pop (●●): The character does a fast double handed strike to the ears, cracking the ear drums and stunning the opponent. Anyone hit by an Ear Pop attack immediately loses their action for the turn they are in, if they have already taken an action they lose the following turn instead. In the case of someone with the ability to take multiple actions in one turn, the person will instead lose the rest of their actions for the turn they are in.

Knee Basher (●●●): The character moves in, grapples with his opponent and repeatedly rams his knees into the opponent. This powerful technique also gives the character a number of knee attacks equal to their level in Sumo/2 (round up). A master of this style can usually deliver three nasty rapid knees to the opponent before they know it.

Maka Wara (●●●●): This advanced technique allows the character to absorb incredible amounts of damage. When a character reaches this level of Sumo they are considered to have extra bashing damage levels equal to their skill level in Sumo.

Hundred Hand Slap (●●●●●): This maneuver allows the character to attack rapidly. The character hits the opponent in quick succession, dealing lethal damage. A hundred hand slap inflicts lethal damage instead of bashing damage. **Drawback:** Spend one Willpower point per attack. Note that this Willpower expenditure does not add three dice to the attack.

Tai Chi Chuan (● to ●●●●●)

Pre-requisites: Strength ●●, Dexterity ●●●, Stamina ●●, Brawl ●

Effect: Your character is trained in the Chinese martial art of Tai Chi Chuan. Known as the "supreme ultimate fist", it is a Taoist form of Kung Fu designed to cultivate inner harmony and the practitioner's chi. It is studied very slowly and in a relaxed series of steps and moves. This art can be learned from dozens of places world wide, from the local gym or YMCA to a proper martial arts club.

Foot Sweep (●): This technique allows the character to sweep the feet out from under the opponent, knocking him to the ground. It is a contested roll pitting the character's normal attack roll against the opponent's Dexterity + Athletics. The character's attack is penalized by the foe's Defense, as usual. If the opponent falls, assume Knockdown rules (per p168, the **World of Darkness Rulebook**). In this case, however, the fall to the ground incurs a single point of bashing damage to the opponent.

San He (●●): Your character has hardened his body to physical blows, allowing him to withstand

repeated hits with minimal effect. He has an effective armor of 1 against bashing attacks only.

Grappling Defense (●●●): Your character is capable of using his training in grappling, locks and throws to escape from other people's locks, throws and grapples. On a successful roll (Dexterity + Brawl) that beats the successes of the attacker, the character breaks free unharmed. **Drawback:** The character may make no other maneuver this round.

Dim Mak (●●●●): By focusing his might and concentration your character can kill or maim an opponent with a well placed strike. A strike inflicts lethal instead of bashing damage. **Drawback:** Spend one Willpower point per attack. Note that his Willpower expenditure does not add three dice to the attack.

Disengage (●●●●●): The character is able to effectively remove themselves from combat while stunning an opponent. The move has them move in a circular pattern, moving their opponent with them. At the last moment the character literally flings their opponent away from them while moving in the opposite direction, effectively ending the combat. This move will stun an opponent for a number of turns equal to the damage on the attack roll, which is usually the end of the combat, as the character leaves the area.

Two Weapons (● to ●●●●●)

This merit is in **World of Darkness: Armory**.

Western Kickboxing (● to ●●●●●)

Pre-requisites: Strength ●●●, Dexterity ●●, Stamina ●●, Brawl ●

Effect: Your character is trained in the Western Kickboxing style. This style borrows heavily from boxing, muay thai and karate to blend together an efficient and often lethal combination of techniques.

Most people learn this art through local schools or dojos.

Flying Knee Thrust (●): The character does a rapid broad jump at the opponent, driving a knee into their target. This attack causes an extra die of damage.

Fist Sweep (●●): This is technically a low blow, as the kickboxer steps in and fires his fist in a low shot on the opponent. This technique will inflict an extra die of damage and will stun an opponent for a turn. Being hit down low it not fun.

Spinning Knuckle (●●●): This move is an advanced version of a spinning back fist. Instead of taking one step forward and spinning into a backfist, the character actually dances forward, taking several body-turning cross-steps before actually delivering the attack. When the first fist hits, the fighter immediately spins the other way and slams a second backfist into the opponent from the other side, often unblocked. The maneuver requires an initial attack roll as normal and will do normal damage, but if successful in damaging the opponent, the character can roll a second attack roll, ignoring the opponent's Defense. **Drawback:** Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver.

If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform his maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Double Dread Kick (●●●●): This technique is another double hit maneuver. The move is combination of a roundhouse kick and a spinning back thrust kick. The fighter stuns the opponent with roundhouse kick, then spins into the more powerful thrust kick before the opponent can recover. Like the Spinning Knuckle technique, if the character scores damage on the initial kick, he may make a additional kick strike, though the spinning kick will have a +2 damage modifier to hit.

Drawback: Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform his maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Rekka Ken (●●●●●): This is a powerful triple punch combination that the kickboxer employs to potential knock out his opponent. The first strike is done as normal, and will inflict bashing damage as well as briefly stun the opponent, usually long enough for the subsequent 2 punches to strike.

When the these two strikes are down they are rolled as normal, and cause lethal damage as they strike without the opponent being able to defend themselves. **Drawback:** Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform his maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the

way of attacks. Spend one Willpower point per attack. Note that this Willpower expenditure does not add three dice to the attack

Wrestling (● to ●●●●●)

Pre-requisites: Strength ●●●, Stamina ●●●, Dexterity ●●, Brawl ●

Effect: Your character is trained in the basic and advanced forms of western wrestling, taught in many schools, colleges and gyms. This is a straight forward style often seen in competition and at the Olympics.

Ear Pop (●): The character does a fast double handed strike to the ears, cracking the ear drums and stunning the opponent. Anyone hit by an Ear Pop attack immediately loses their action for the turn they are in, if they have already taken an action they lose the following turn instead. In the case of someone with the ability to take multiple actions in one turn, the person will instead lose the rest of their actions for the turn they are in.

Ground Fighting (●●): The character is trained in fighting when on his back or side on the ground and suffers no penalties to striking or defending when in such a position.

Pile Driver (●●●): The character must make a successful grapple with his opponent before executing this maneuver. The character inverts the grappled person and then sits, driving the unfortunate person's head and spine upwards. This can induce incredible pain and can potentially cripple the target. Anyone who has been "pile driven" is considered stunned for a number of rounds equal to the levels of damage taken. **Drawback:** The character may make no other maneuver this round.

Iron Claw (●●●●): This devastating technique requires the character to achieve a grapple first, after which the character latches onto the opponent's face and applies pressure. This technique creates painful pressure on the pressure points around the skull.

Damage is a normal but the maneuver will also incapacitate the opponent until they break free of the hold. The character needs to secure a grapple attack before this technique is applied.

Back Breaker (●●●●●): This advanced technique is when the character grapples with the opponent and once they have a hold of their target, pulls the target up and then slams them down over their own knee and then into the ground head first. This technique is difficult to master and requires incredible strength and stamina in the character.

The damage from this technique can cripple an opponent. This technique will inflict +3 dice damage when done and is considered lethal.

Drawback: Spend one Willpower point per attack. Note that his Willpower expenditure does not add three dice to the attack. The character may make no other maneuver this round.

Wu-shu (● to ●●●●●)

Pre-requisites: Strength ●●, Dexterity ●●●, Brawl ●●

Effect: Your character is trained in the marital art of Wu Shu. This art is one of China's national sports, practiced by thousands everyday. There are schools for it world wide, though the majority are in China. Wu Shu combines natural acrobatic ability with advanced fighting techniques making this art one of the quickest in the world.

Handstand Kick (●): The character goes into a handstand, and extends their legs in a double kick into the opponent. This move will knock down a target if it scores damage, eliminating the opponent's actions for the rest of the turn.

Back Flip Kick (●●): The character flips backwards, a kick arcing out and hitting the opponent, usually in the chin. **Drawback:** Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform his maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks

Spinning Knuckle (●●●): This move is an advanced version of a spinning back fist. Instead of taking one step forward and spinning into a backfist, the character actually dances forward, taking several body-turning cross-steps before actually delivering the attack. When the first fist hits, the fighter immediately spins the other way and slams a second backfist into the opponent from the other side, often unblocked. The maneuver requires an initial attack roll as normal and will do normal damage, but if successful in damaging the opponent, the character can roll a second attack roll, ignoring the opponent's Defense.

Whirlwind Kick (●●●●): Your character can unleash a storm of blows against an opponent. He can make a number of extra Brawl attacks for each point of Dexterity that he has above 2 in a single action. Each extra attack is made at a cumulative -1 modifier. Thus, he can perform a total of two attacks at Dexterity 3, (second of which is at -1). All attacks must be on the same target. **Drawback:** Your character cannot use his Defense against any attack in the same turn in which he intends to use this

maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform his maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Hurricane Kick (●●●●●): This is perhaps one of the most devastating sequences of multiple kick attacks seen. The technique requires incredible acrobatic skills and length strength to accomplish.

The character moves towards the opponent and begins the sequence executing a crescent kick as a distraction then leaping into a flying spinning kick that when they land they do again, then again, then again. The reported most kicks seen is six, done by the world champion herself, Chun Li. When this technique is done at full speed it looks like the character is literally flying across the ground spinning like a hurricane. This technique is considered a lethal technique and as such will inflict lethal damage. **Drawback:** Spend one Willpower point per attack. Note that his Willpower expenditure does not add three dice to the attack.

The character may make no other maneuver this round.

Focus Technique Powers

Only a Street Fighter can use these Focus Techniques, as they all require the expenditure of Chi to accomplish. Each is listed with a Chi Cost, Style/Stat Prerequisite, and Effect/Damage.

Acid Breath (●●●)

Chi Cost: 4

Pre-requisite: Focus ●●●, Any Fighting Style ●●●

Effect/Damage: The character uses his internal chi to create highly volatile acidic bile that they can spit out at a target. This bile will burn anyone it touches. The character makes a Dexterity + Athletics + Focus roll to spit the acid. The range is up to three yards.

Chi Kung Healing (●●●●●)

Chi Cost: Special

Pre-requisite: Focus ●●●●, Kabaddi or Kung fu at ●●, all others ●●●●)

Effect/Damage: The character is able to channel their chi in order to heal themselves or others. This technique requires physical contact if used on another person. This power requires a Focus + Mediation + Resolve roll, with each success healing a

level of damage, starting with lethal and working downwards. This technique can be used over multiple turns to heal a character or target completely. Lethal levels of damage cost 5 chi pool each, aggravated 3, and bashing 1 to heal.

Chi Push ,(●●●●)

Chi Cost: 5

Pre-requisite: Focus ●●●●, Baraqah, Kabbadi, Kung Fu, Lua, Native American Wrestling, Silat, or Tai Chi Chuan ●●●●●

Effect/Damage: It was said that Chi Kung masters could use their Chi to shatter rocks with a touch or gesture from feet away. This technique is a reverse of the Chi Kung Healing, where instead of sending the Chi into the target to heal, they use it to damage. Most consider this a darker technique, as it can potentially kill a target. This power is done as either a short ranged attack or a touch attack. Either way it is a Dexterity + Brawl + Focus.

Cobra Charm ,(●●)

Chi Cost: 2

Pre-requisite: Focus ●●, Kabaddi ●●●, all other Fighting Styles ●●●●●

Effect/Damage: The character must make eye contact with the target and which point a contest of wills is done with a Resolve vs. Resolve test. If the character achieves a success then the opponent is held in the gaze and is unable to perform any complex action. Each turn the character may make another contested roll with the opponent. When the character gets 5 total successes he can issue a simple command, like run or sleep which the opponent will obey, as long as it will not harm him to his perception, so saying run off the cliff will not work.

Extendible Limbs ,(●●●●)

Chi Cost: 3

Pre-requisite: Focus ●●●●, Kabaddi ●●●●●

Effect/Damage: Through long study and intense meditation the character has learned how to seemingly stretch his limbs to attack his opponent. This power adds one extra level of range to any attack that the character uses.

Fireball ,(●●●)

Chi Cost: 3

Pre-requisite: Focus ●●●, Karate or Kabaddi ●●●, Kung-fu or Wu Shu ●●●●, all other Fighting Styles ●●●●●

Effect/Damage: This is perhaps one of the most widely known chi powers. The character focuses his chi between his hands, creating a ball of chi-energy. This could be of any color, and people have even reported some chi fireballs having images within them, like skulls or dragon's heads. The character releases the fireball as a ranged attack (Dexterity + Focus + 2 dice) at the target, with all the modifiers for a standard ranged attack taken into consideration. The thing about a chi base fireball is that it will only harm living matter, and as such if it strikes a non living target, say a wall or car, it will merely dissipate harmlessly. A note about vampires, zombies and ghosts and the fireball attack. The fireball is powered by Chi a type of spiritual energy and will harm things that possess spirits, thus vampires and ghost/spirits will take damage from a fireball, but a zombie, which possesses no spirit, will not. This damage is considered bashing.

Flaming Dragon Punch ,(●●●●●)

Chi Cost: 5

Pre-requisite: Focus ●●●, Karate ●●●●●

Effect/Damage: This is an enhanced technique, where the Street Fighter channels their chi into the end level technique, causing their fist to erupt with chi-fire. This fire will cause additional damage to the target and can ignore armor, as it affects the very chi or soul of the person hit. Strength + Brawl + Punch + Focus is rolled when striking with this technique. This technique will ignite anything flammable and will deal aggravated damage to anything with vulnerability to fire.

Ghost Form ,(●●●●●)

Chi Cost: 5 for the initial transition to ghost form, and 1 for each turn it is held.

Pre-requisite: Focus ●●●●●, Kabaddi, Baraqah or Native American Wrestling ●●●●●

Effect/Damage: The character shifts into a Twilight form for a brief period of time. For the duration the power is active the character exists as a ghost would, apart from the world. While he can see and hear the people around him, he is invisible and incapable of interacting with the real world. Similarly he is incapable of being attacked by things in the real world unless they have the ability to affect ghosts. Some practioners of the power have reported seeing other ghosts when in this form and even interacted

with them, gaining favors and information. Of course anyone in Ghost Form is also susceptible to being attacked by a ghost or even a spectre.

Ice Blast (●●●●)

Chi Cost: 5

Pre-requisite: Focus ●●●, any Fighting Style ●●●

Effect/Damage: This rare power works similarly to the fireball power. The character channels negative chi, cooling the air and then expelling it towards the opponent as a blast of ice. This form could be that of large ball, or chunk of ice or even a spear. This attack also possesses the ability to freeze the target as well. Like the fireball power the character releases the iceblast as a ranged attack (Dexterity + Focus + 2 dice) at the target, with all the modifiers for a standard ranged attack taken into consideration.

Unlike the fireball, the iceblast will inflict physical damage to the target it. If the target takes three levels of damage, it is considered to be ice encased.

A living target is effectively frozen in place and must make a Strength test to break free.

Improved Fireball (●●●●)

Chi Cost: 5

Pre-requisite: Fireball, Focus 5, Karate ●●●, Kabaddi, Kung-fu or Wu shu ●●●●●

Effect/Damage: This is a more powerful version of the standard fireball power, and requires the utmost focus to accomplish. Unlike the standard fireball power, this technique will damage surrounding items of non-living matter and will ignite flammable items. The character releases the improved fireball as a ranged attack (Dexterity + Focus +3 dice) at the target, with all the modifiers for a standard ranged attack taken into consideration.

Inferno Strike (●●●●●)

Chi Cost: 10

Pre-requisite: Improved Fireball, Focus ●●●●●, Karate or Kabaddi ●●●●●

Effect/Damage: This is the ultimate expression of the fireball power, known only to a few and evidently only witnessed in action once. The fireball that is created this time is like a small missile, striking with an explosive radius that causes massive destruction. Like the other fireball attacks this is a ranged attack (Dexterity + Focus + 5 dice) at the target, with all the modifiers for a standard ranged attack taken into consideration. Anything flammable will be ignited and everything caught in

the area of effect will take aggravated damage. The AOE is equal to the users Focus X2 in meters.

Levitation (●●●●●)

Chi Cost: 10

Pre-requisite: Baraqah or Kabaddi ●●●, Kung-fu, Silat or Tai Chi Chuan ●●●●

Effect/Damage: This is a benign power often rumored of by certain arts where a deep spirituality is part of the art. The character goes into a simple lotus position, concentrates and then slowly floats upwards. This is not a movement per say, but could be used to ascend up a wall. This requires a Resolve + Focus roll with a success needed to let the character levitate. A character can move a distance of his Focus in feet each turn.

Regeneration (●●●●)

Chi Cost: 5 per turn

Pre-requisite: Focus ●●●, Kabaddi or Baraqah ●, Kung-fu, Lua or Native American Wrestling ●, another other Fighting Style ●●●

Effect/Damage: The character is capable of self-healing bashing damage. By entering into a meditative state he heals the damage done to him. Each turn spent in the meditative state allows the character to make a roll of his Focus + Mediation + Resolve. Each success allows one point of bashing damage to be healed. The character can stay in the meditative state for multiple turns, spending the chi and making the rolls till he is completely healed of bashing damage. This power will only heal bashing damage.

Repeating Fireball (●●●●●)

Chi Cost: 5

Pre-requisite: Focus ●●●●●, Fireball, Any Fighting Style ●●●●●

Effect/Damage: Some street fighters are not happy with one large projectile of chi and so channel their energy into several smaller projectiles. The character can shoot a number of small fireballs equal to his Focus level at the target. The character releases the fireballs as a ranged attack (Dexterity + Focus -1 die) at the target, with all the modifiers for a standard ranged attack taken into consideration. The thing about a chi based fireballs is that it will only harm living matter, and as such if it strikes a non living target, say a wall or car, it will merely dissipate harmlessly. A note about vampires, zombies and ghosts and the fireball attack. The fireball is

powered by Chi a type of spiritual energy and will harm things that possess spirits, thus vampires and ghost/spirits will take damage from a fireball, but a zombie, which is an undead and a non-living thing will not. This damage is bashing in all cases.

Shock Treatment (●●●)

Chi Cost: 5

Pre-requisite: Focus ●●●, any Fighting Style ●●●

Effect/Damage: Some Street Fighters learn to harness their chi and use it to amplify their body's natural electrical field. This power will affect anything around them within 3 yards when activated. This power does not differentiate between friend or foe, so most characters that use it will find themselves trying to use it around just their enemies. Anyone caught in the field takes Focus +2 damage

Sonic Boom (●●●)

Chi Cost: 5

Pre-requisite: Focus ●●●, Any Fighting Style ●●●

Effect/Damage: Like the fireball the Sonic Boom power is a ranged chi power attack performed by the character. The main difference is the medium it seems to take as it travels. The sonic boom, living up to its namesake, travels like a sonic blast towards the target. The character releases the sonic boom as a ranged attack (Dexterity + Focus +2 dice) at the target, with all the modifiers for a standard ranged attack taken into consideration. A sonic boom is considered a more base power, as it will affect anything it hits, living or not.

Stunning Shout (●●)

Chi Cost: 3

Pre-requisite: Focus ●●, Any fighting Style ●●

Effect/Damage: This is the legendary Kiai that is written and told of in the Japanese legends. This power allows the fighter to channel his chi into a powerful stunning shout that causes the opponents to falter. The character rolls his Focus + Resolve + Intimidation. This is a resisted roll by the target(s) willpowers. A success indicates the opponent(s) are stunned for that round.

Thunderclap (●●)

Chi Cost: 5

Pre-requisite: Focus ●●●, Punch ●, Native American Wrestling ●●●●

Effect/Damage: Like the sonic boom this power creates a powerful sonic attack as the fighter brings both his hands together. The character who releases a thunderclap makes a ranged attack (Dexterity + Focus + 3 dice) at the target(s), with all the modifiers for a standard ranged attack taken into consideration. A thunderclap is considered a more base power, as it will affect anything it hits, living or not.

Toughskin (●●)

Chi Cost: 4 per level of armor, max of 5 levels of armor.

Pre-requisite: Focus ●●, Sumo, Ju Jitsu or Pankration ●●, any other Fighting Style ●●●●

Effect/Damage: The character can use his chi to enhance his body's ability to withstand damage. The chi translates into levels of armor that act exactly like armor in the main rule.

Yoga Flame (●●●●●)

Chi Cost: 5

Pre-requisite: Focus ●●●●, Fireball, Kabaddi ●●●●

Effect/Damage: The kabaddi practitioner is able to instead of "tossing" a fireball at their target, spews a geyser of flame in front of them like a flame thrower. This is the equivalent of a flame thrower effect will catch anyone in a cone of five yards in front of the character for Dexterity + Focus +3 damage. It will ignite any flammable objects.

Yoga Teleport (●●●●●)

Chi Cost: 10 points

Pre-requisite: Focus ●●●●●, Kabaddi ●●●●

Effect/Damage: This is perhaps one of the most legendary abilities possessed by the yoga masters of the Kabaddi art, allowing them to literally teleport a short distance. The character rolls a Resolve + Focus test and for each success, teleports in the desired direction 10 feet for each success. A failed roll will not allow the character to teleport.

New Social Merit

Sensei (●●● or ●●●●●)

This background was introduced in the Street Fighter RPG.



You remain in contact with your sensei and still return to him for lessons on a semi-regular basis. The dojo is considered a home away from home. The two point costs refer to the two possible types of sensei. The ●●● one is accessible and knows the fighting style your are learning quite well. He or she has mastered the techniques and can teach 90% of them to you, though the top level ones are to be found on your own. The ●●●●● sensei represents your character having one of the those “little old men who live in a temple in the middle of nowhere and can kill an army on a good day” type of sensei. These sensei are hard to reach and usually somewhat philosophical in nature. Some run entire monasteries, while some are simple farmers or maybe a shopkeeper in a remote village in Mainland China. The ●●●●● sensei knows all the moves of the fighting style as well as possessing mystical abilities “beyond normal man”.

Stalwart/Daredevil Experience Point Costs

Trait	Cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3 XP
New “Power” Merit	Merit Cost x 7
Merit	New dots x 2
Inspiration	New dots x 8
Humanity	New dots x 3
Willpower	8 XP

Streetfighter Experience Point Costs

Trait	Cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3 XP
New Fighting Style	10 XP
New Chi Power	Merit Cost x 7
Merit	New dots x 2
Chi	New dots x 8
Humanity	New dots x 3
Willpower	8 XP

Stalwarts/Daredevils and the World of Darkness

Inspired powers work on Novas, Lethals, Psions, Projectors and the other denizens of the World of Darkness like they would a normal mortal, though the various templates can use their Special Stat to bolster their defenses when it is appropriate.

When it comes to being affected by Lunacy, the Inspired link with dynamic energies has steeled their mind against it (they count as a supernatural template see **Werewolf the Forsaken Main Rules Pg 180**).

Disquiet affects the Inspired like it would any normal mortal.

Inspired do not cause Disbelief when they witness magic being used due to their enhanced state of being.

Inspired cannot see Changelings for what they truly are, seeing only the mortal human seeming.

Street Fighters and the World of Darkness

Lethal powers work on Stalwarts, Daredevils, Novas, Psions, Projectors and the other denizens of the World of Darkness like they would a normal mortal, though the various templates can use their Special Stat to bolster their defenses when it is appropriate.

When it comes to being affected by Lunacy, the Lethal link with spiritual energies has steeled their mind against it (they count as a supernatural template see **Werewolf the Forsaken Main Rules Pg 180**).

Disquiet affects the Lethal like it would any normal mortal.

Lethals cause half the level of Disbelief as mortals in Awakened when they witness magic being used due to their enhanced state of being.

Lethals cannot see Changelings for what they truly are, seeing only the mortal human seeming.

Project Solstice

The idea behind Solstice came from a few sources, such as the two Resident Evil movies, Twin Peaks, and X-Files among others. The basic concept is a town where the company is performing one vast experiment in human social dynamics. The big research lab under the city is of course homage to the Resident Evil movies and can be filled with all sorts of goodies to just being a tool for rumors and gossip, the Storytellers choice on that one.

Of course Solstice isn't really big enough to house a large group of vampires, which will limit anyone wanting to play Vampire the Requiem in the city, but the city and its area are more than able to be home to a werewolf pack or two as well as some mages without problem, not to mention maybe promethean or two if the Storyteller really wants.

The Twin Peaks element is the spirit that is hunting for hosts to satisfy its appetites. Sid is very much a powerful spirit who "rides" his hosts to satisfy itself. In the current city it has many hosts to choose from and could be the focus of an entire session or two, chasing and investigating this strange creature.

Solstice offers much to a conspiracy theorist minded Storyteller, as any of the strange things in the town can be blamed on the big looming F.E.A.R. Corporation building sitting in the center of the city.

Some of the things to play with as a Storyteller. Every wondered what would happen if one of your PCs perfect match suddenly strolled into the restaurant and sat next to them? What about if character suddenly had to deal with his family's promotion up the ladder to a better life, leaving the old "poor" friends behind? The people running the project are testing all theories. Have this person moved because of a rezoning of their building. Having that person fired to see how he deals with not being the bread winner in the family. What if one family had to move clear across town and the children now have to attend a totally different school. Anything goes for the project and it can lead to some rather interesting situations.

Headquarters: Solstice, Washington

Motto: To Watch, to Learn, to Lead

Employee Count: Unknown, technically the entire city is in the employ of Project Solstice.

Dr. Stanley F. Pounder, Solstice Project Director



Quote: "It's like a big game of Go. You move pieces here and there, each one having specific purposes and each one affecting those around it."

Background: A doctor of human behavioral psychology, Solstice is his child. He conceived the idea, chose the location and has overseen the

entire project from the start.

Description: A stocky man with what people term "baby cheeks", he is otherwise what one might expect a typical mid 40s man to look like, with brown hair and eyes.

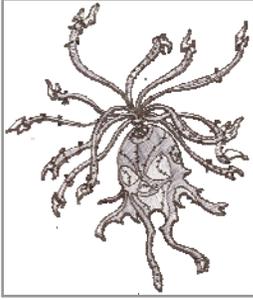
Storytelling Hints: The entire town is your chessboard and everyone in it is the pieces.

Abilities

Doctorate in Behavioral Psychology – Dr. Pounder actually holds three doctorates, one in Psychology, one in Behavioral Psychology and one in Pharmacology.

The Town of Solstice – Through intermediaries, Dr. Pounder actually controls the entire town to an extent and could cause anyone who annoys him a lot of problems. One bad comment and you're suddenly on the news as a child rapist and murderer.

"Sid"



Quote: "hehehehehehe"

Background: Even this spirit is unaware how long it has been around, though it can remember a time when the lands were open and tree covered and only the Native Americans were its prey.

Description: This spirit is a chameleon over all, assuming the look of the person it inhabits. Its natural form, which it will only take if all else fails it is an floating bondage mask like thing, with bladed whips as hair, a sickly green glow coming from within it at all times as it giggles unceasingly.

Anyone possessed by Sid slowly starts to smile at all things, and then starts to giggle at all things, an evil creepy giggle.

Storytelling Hints: You're here to play. So play.

Abilities

Possession - Sid's main and really only power is to possess things and then use them to play with to satisfy its desires. When in control of a person, the person is trapped, unable to fight back as Sid plays. Most of Sid's victims of possession go insane during the possession, which usually means when Sid leaves no one believes the victim about what was happening. Sid was at one point a pleasure spirit, but over time he has mutated into something else, something that lusts after physical pleasure gained through pain and malice and unwilling victims of its lusts.



Project Binary

Decision Echoes. This is what started it all for me. One bored afternoon at work and I wrote the first part of what would result in me doing this massive fan supplement. Yes, I have included in the back of this document the complete journals (in chronological order) of the echoes. I will detail the different echoes RPG stats here in this section.

Please see the Minions section for the stats on those in Project Binary such as Dr. LeClair, Smith and the ghost.

Headquarters: The Decision Echoes Analysis Department of the Theoretical Physics Laboratories in Oklahoma City, Oklahoma.

Motto: In Each Second, Two Worlds

Employee Count: 100 people are currently employed in this Project, a mixture of scientist, researchers, guards, encounter teams and recon teams.

DE-A001 World of Future Darkness

This echo is actually what started my trek down this long road. Done one day while bored at work, its journal became the beginning of this massive document.

DE-A001 is a world where everything is ruled openly by the vampires, clustered in their city-states.

The mages, werewolves and Prometheans all suffer from rather bad problems when they are exposed to humans and use their powers, but vampires are static and they don't suffer from any problems from openly using them. So they took over. They are the government, the churches, and so on. People just accepted it, needing leadership to allow them to survive in the new world they were now in.

Other than it being a world of city states run by vampire covenants which openly war with each other, the world of DE-A001 is pretty much just like ours.

DE-A002 The Source

I based this world on the one the Brian Lumely created in his Necroscope series. A primal untouched world of green fields, forests, blue skies and fresh air, it is home to a simple people who spend their time either traveling long wagon trails between various villages and small towns or living in said towns and villages. Their lives are simple and uncomplicated.

The only problem of course is the presence that lives beyond the mountains. It calls to people and sometimes people respond and go.

The people here have their fair share of legends, from vampires, to ghosts, to other things. In this primal world, certain types of supernaturals are non-existent, such as werewolves, Prometheans and fae.

The presence beyond the mountains is vampiric in nature, needing fresh food on a regular basis to survive. It uses its vast telepathic abilities to lure people into the mountains and beyond to the twilight lit fields of stone, where the ancient volcanic stacks stand mute and long dormant.

Now as to what it is that lives in the stack I leave up to the storyteller. Perhaps its an old vampire with incredible telepathic abilities, or maybe something else, such as a primal spirit.

DE-A003 Pangea Reborn

Pangea Reborn came to me while I was mowing the lawn. As I sat on my lawn tractor zoning out (funny thing about this is I have come up with several of my World of Darkness ideas while mowing the lawn) I looked over into the large expanse of wild land of to the west of my property and thought "neat, untamed wilderness and me right next to it" and then into my brain popped Pangea Reborn.

I envision Pangea Reborn as the entire world being a vast lush wild and untamed land. Mother Nature is supreme and the werewolves cavort in this primal land. The cities are over grown ruins and what is left of humanity is spiraling into a dark age like mentality with city states and territories ruled from fortified manors and castles. Other supernaturals are largely sparse, with vampires having had their

whole infrastructure destroyed, the mages are largely contained in small groups here and there, though they have the ability now to carve out their own domains as the disbelief has faded from the world. Prometheans are the stuff of legend.

DE-A004 Ocean

I love the ocean. Some of my favorite movie and TV shows all deal with the big deep. Big Blue, The Abyss, Seaquest, and Surface to name a few. Partly Project Leviathan and Singularity helped cover my love for the ocean, but I decided that an echo of the deep was needed as well. Thus DE-A004.

Because of love for HP Lovecraft's stories as well, and remembering his mythos on the Elder Things having once ruled the earth from vast underwater cities I created a combination of things.

Ocean may never have had human life, but then again maybe it did and it has been taken under the sea by what ever now lives on Ocean.

DE-A005 Echo of Darkness

This is the old World of Darkness system. Take the old game's meta-plot, races and so on and put them into play on this world.

DE-A006 Exaltation

I like exalted. I think its world is incredible and wondrous. I own all of 1st Edition and am now in the process of getting 2nd Edition. I remember when it 1st came out there was a lot of rumor that it was both the World of Darkness's future and past (as represented by the World of Darkness logo (both old and new) of an oroborus.

I first played with the idea in an Old World of Darkness campaign were a group of Black Spiral Dancers working with a Nephandi cracked a hole into the past/future and made contact with an Abyssal Exalted. Needless to say the ensuing campaign was not pleasant for the world. It was my own version of Armageddon so to speak.

DE-A007 Nightmare

Once again I find the unnerving thought that White Wolf is spying on me. I had come up with this echo as a homage to Changeling, envisioning a world where the fae were very real and all those superstitions to ward off evil and spirits was also all to real.

Then of course out comes the revision of Changeling and all I could do was laugh then search my house for hidden cameras. Heh.

DE-A008 Deadlands

A world where the living and dead co-exist and the dead are slowly getting stronger. I wanted a sorta homage to Wraith, as well as something that was different. Having a world where the barriers between the worlds had broke down due to the global war came to mind. Most still living people hide in underground bunkers, but the problem is in this world humans are near extinction. The wraiths and the humans co-exist but the push is on with the wraiths to "convert" everyone.

Oh yes, spectres exist and they can harm humans just as easily as they can harm wraiths.

DE-A009 Inferno

This echo is one of those that I just sorta dropped onto paper while at work. It's a world of fire, smoke, ash and primitive humans living in caves hiding from the raptor like human mutations and the strange demonic entities who live in vast labyrinthine cities of stone and wire.

I was inspired by the Hellraiser movies as well as Demon: the Fallen for this echo. For more gore oriented Storytellers this place will be paradise.

DE-A010 Echo Z

Zombies. I had to. I really did. A world where the zombies march and look for flesh. It just had to be done.

In this echo I reasoned the whole zombie plague/nightmare to a pathogen called Sundowner. The pathogen only affects humans

DE-A011 The Dark Reich

In this echo I took the most horrible outcome of World War 2 and added in the nastiest elements of the World of Darkness to forge it. This echo is not nice. The world is nearly complete controlled by the Dark Reich. Racism, gender-ism, and even species-ism run rampant. This echo is perhaps left merely to the imagination of a Story Teller but with a few things to help. The ruling class are all now ghoul families. The secret police is run by the Mages. The researchers are Mages as well, helping reforge a world with magic and technology are intermeshed and used at the same time. The werewolf "dog-

solider” armies move across the world taking the “enemy” states and countries for the glory of Fatherland.

There are rouge elements to all this of course. Rogue packs of werewolves, rogue mages and

vampires all prowl the free countries. I was also thinking that it would be interesting to make the only beings capable of saving the world the Prometheans.



Project Nebula

What the project lead awoke is largely left to the storyteller, but in my world, this project is dealing with Exalted. I like the setting that was created for Exalted. The high fantasy is incredibly interesting and well thought out. Now I will admit, Exalted in the World of Darkness would be difficult at best. They are incredibly powerful, able to shatter buildings, kill dozens at a glance, as well as other amazing and lethal feats.

Put simply, no Solar Exalted should be loose in the World of Darkness, except as an NPC or plot device. Now one might ask why I put in a project that seems to be dealing with them. Well to be honest, in order to add some mystery to the game about past lives. It could be that a Storyteller may decided that indeed there was First Age, much like there was a time of Atlantis, and a time of Pangea, and to be honest, some of the Exalted might actually work in the World of Darkness. Lunars, like Solars, would be a moot point, as they are also incredibly powerful, and to be honest, the Werewolves replace them. The Abyssals likewise, as they are merely corrupted Solars.

Terrestrial and Celestial Exalted on the other hand might be viable. The Celestials work in solitude and secrecy, often as monks or priests, and as such might exist hidden in the World of Darkness through the ages. Terrestrial might pop up every once and a while, the big heroes you read about who managed against all odds to capture the enemy hill, even though suffering from wounds that would kill a normal man. These could possibly be Terrestrial Exalted.

If the Storyteller wishes to include an Exalted into their plots, I would recommend not letting it be a PC but as an NPC antagonist or mysterious benefactor, perhaps the big bad guy who seems almost unstoppable and inhumanely fast is a Terrestrial Exalted. These would work, but as a PC, my feeling is that they would be too powerful. As such I am not going to include conversion rules. If you want them in, just ad-lib the powers.

Headquarters: The Sumner Medical Complex, Chicago, Illinois.

Motto: To Touch the Divine

Employee Count: 10.

Dr. Fredrique Sandoval, Project Leader



Quote: "To see what we will become in the future, we first need to see what we were in the past."

Background: Born in the mid-west, Fredrique grew up the child of many cultures. Her parents were from Europe, having moved to the US to work for a US company. Fredrique was schooled privately and even attended the Mueller Academy as she studied psychology, eventually moving on to Yale for her

doctorate.

Her initial theories clashed with many of her contemporaries and while she did manage to get her doctorate she was never really successful in her practice because of the theories. Her most radical was on past lives, believing that there were only a finite number of souls to go around, and that with every death there was a birth, and that through the proper methods one could re-live their other lives and perhaps even apply the knowledge learned. She was only able to actually use this theory when hired by the F.E.A.R. Corporation who were interested in seeing the theories had merit. Nebula was given a small budget and set in motion with her at the helm.

Description: A tall woman, with short blond hair and an average build. She wouldn't win any modeling shows, but is still quite handsome.

Storytelling Hints: All this is now can be explained by the past. We must learn from it as the adage goes, or we will repeat it.

Abilities

*Doctorate in Parapsychology, Psychology, and Regression
Theory.*



Project Eclipse

Before Second Sight came out I was already experimenting with conversions of Trinity to the NWoD system. After Second Sight I stopped, but then this tidal wave of ideas hit me and I dragged out my notes and hacked back into it again.

To start with, like Novas, there are not that many of these people on the planet, perhaps thirty in total. Apart from the Proxies the rest are either very young or very old. I looked at the whole energy aliens creating the psions to protect humanity from the Nova Aberrants and said, nah. While it works in the Triple-A Universe, for this big ol World of Darkness I am slowly putting together, it isn't what I want. Being a big fan of Julian May didn't help, because of the whole Tanu (alien race thing again), but it did give some ideas to work with. Mage and Werewolf tell of fantastical pasts where the world was different. Vampire alludes to it, but never says anything because of the problems with torpor and memory. I would not be surprised if the other systems have similar backgrounds. Still this is the World of Darkness, so something suitably dark would be in order. Personally I like the idea of natural evolution that we are slowly evolving towards "mental-man" naturally.

Headquarters: The Island.

Motto: Mind, Man, The World

Employee Count: Roughly 100 people work with Project Eclipse

Dr. Jayanta Das. Project Lead



Quote: "They say that space is the final frontier, but I say that it is the mind and the unending depths of potential that exists there, waiting to be unlocked and harnessed for the betterment of man."

Background: Born in Chennai, India, Jayanta studied biology and psychology at New Delhi

University, earning a doctorate. He studied the concepts of mental-man almost exclusively, slowly

learning genetics and also adding a doctorate in that as well to his repertoire.

He was hired by the F.E.A.R. Corporation for his doctoral thesis in genetics on unlocking mental man's potential of psychic powers. Rather than approaching the subject from a theoretical point, he had approached it from a biological and genetic approach, with hard facts, evidence and even a test subject with limited PK abilities. Sadly he found himself almost laughed out of the University and so found his facts and findings being ignored. Then the F.E.A.R. Corporation came and took him to the U.S. and set him up in a lab and told him to find the answers he wanted.

Description: An Indian man in his late 50s, with a smile and thick glasses. He is always soft spoken, with a kind word and laugh for all.
Storytelling Hints: The mind is the last frontier and once open mankind will be able to seek the future.

Abilities

Doctorate in Genetics, Biology and Psychology

Dr. Saraswati Kalyani Bhurano. Project Lead Assistant. Quartakinetic Psion



Quote: "You see here? That area of the brain seems to be stimulated for some reason and in any normal person it shouldn't be. Perhaps that is what we are looking for."

Background: Born in New Delhi, Saraswati was the third daughter of a wealthy family. Her father served on several boards of directors and her mother was a successfully medical doctor, specializing in

neurology.

She grew up immersed in science and business and, like her two older siblings, excelled at school gaining scholarships to the university. She studied genetics and neurology, intending to follow in her mother's footsteps. It was in the middle of her research that she stumbled upon her own unique talents. She

shifted her research to more radical things at that point, including how physics, genetics, neurology and psychic potential all interrelated to each other.

Her theories were not well received. Knowing that all she had to do was reveal her talents to convince them she was prepared to become an object of study when the F.E.A.R. Corporation approached her.

They cited her work and theories and noted their own department that worked on such things.

Bhurano eagerly signed on and joined with Dr. Das to examine and look into the powers of the mind.

At many times she has used her own abilities as tests and bench marks, citing her research as being from extended times studying available information from the project's various subjects.

Description: An attractive East Indian woman with long dark hair and a soft face. She is of an average height with a slender build.

Storytelling Hints: You know that the abilities that Eclipse and Dr. Das are looking for exist, as you are living proof, but to reveal said abilities might cause immense problems with your ability to research the answers to why they exist.

Abilities

Doctorate in Genetics, Psychology and Physics (specializing in quantum theories)

Psion - Quantakinetic (See Project Eclipse for rules). Has the advanced modes of Enhancement ●●, Energetics ●, and Transmutation ●.

RPG Rules: Psions

So let us look at the idea of the Psion in the World of Darkness. The eight power categories (Vitakinesis, Clairsentience, Psychokinesis, Telepathy, Biokinesis, Electrokinetics, Teleportation,

and Quantakinetics) provide a Psion with incredible power, allowing them feats easily comparable to a Nova. So the question is, should one allow such power levels in to the World of Darkness. My idea would be that only someone who has already taken some of the Psychic merits would be allowed to further escalate to a Psion state.

Step 1: Character Concept

The Psion character will be normally younger than your normal character. Many psions are newly awakened and limited in their abilities. While there are some who are older, having Second Sight style abilities for a part of the life before awakening, most will be under thirty, if not under twenty.

Step 2: Select Attributes

As the normal World of Darkness system.

Step 3: Select Skills

As the normal World of Darkness system.

Step 4: Select Skill Specialties

As the normal World of Darkness system.

Step 5: Add the Psion Template

Psions gain the a couple new stat/abilities, the most important of which is Psi. They also gain a Psi Pool, which is their total available mental energy. The Psion Template is considered a Major Template and will overwrite any Minor Template.

Effects of Psi		
Psi	Attribute/Skill Max	Max Psi Pool/Pts per turn
1	5	10/1
2	5	11/1
3	5	12/1
4	5	13/2
5	5	14/2
6	6	15/3
7	7	20/5
8	8	25/7
9	9	30/10
10	10	35/15

New Advantage: Psi

Psi rating is handled like all other special stats (blood potency, gnosis, etc). The Psi is the Psion's overall mental strength that they possess, representing their overall attunement to the universe around them.

The stronger the person's Psi the more metal power they can bring to bear with their Psion powers, as well as defend themselves against hostile attacks from other supernaturals.

Psi can be increased with Merit-point expenditure at a rate of three to one at character creation, up to a Psi of three (3).

New Advantage: Psi Pool

This is the pool of energy that the Psion uses to power his various powers. Psi pool regenerates at 4 Psi Pool per hour when asleep and 2 Psi Pool per hour when awake.

Psi Bleed/Disruption

Once the Psion goes past 5 Psi he starts to suffer from something called Psi Bleed or Psi Disruption.

This is the result of the human mind not really being able to cope with the massive energies it is now channeling. In the beginning psi bleed may take of the form of headaches or nervous twitches.

As the Psi rating increases the disruption becomes more prevalent. This can take the form of random power spikes and fluctuations as the Psion attempts to control the surging powers within their mind.

To represent this in game terms for each point in Psi above 5 (6 to 10), the person must choose a Psi Disruption effect for each point of 6 through 10, from the list below. Players are also encouraged to come up with their own Disruption effect.

Power Spike - a random level 1 power goes off every hour

Psi Pool Bleed - The Psion loses 1 point of Psi Pool every hour (this could be visible or not visible)

Migraines - Character suffers from nasty migraines at least once every couple hours. Medication will help this, but it means the character must have a constant supply of Advil or aspirin. If not medicated the migraine will cause a -1 die on all concentration tasks.

Whispers - The character constantly hears low whispers around him. He must concentrate to clear his mind or suffer -1 die on an telepathy task.

Biokinesis

Uncontrolled Visions - The telepath starts seeing random places and events. Unless a successful Composure + Mediation roll is made each day, they lose 1 die to all rolls. Only one meditation roll is allowed.

Sparks - The Psion gives off little sparks here and there, which can be dangerous to electronic items and flammable items. A Composure + Mediation roll is needed to control this.

Poltergeist - the Psion randomly moves things with its mind. In any stressful situation the an object the size and weight of a coffee mug is moved.

Panthophobia- Fear of suffering and disease.

Agoraphobia - the Psion develops agoraphobia because of the ease with which they can flip between locations, which makes them uncomfortable in places they do not know.

Cold Hearted - The Psion sees everything as a tool or object to be manipulated, becoming a cold and unemotional person. -2 dice on all social rolls.

Psi Sensing Range

Psi	Range
1	None
2	Five Meters
3	20 Meters
4	75 Meters
5	750 Meters
6	15 Kilometers
7	100 Kilometers
8	1,000 Kilometers
9	50,000 Kilometers
10	1 Million Kilometers
11	2 Million Kilometers
12	4 Million Kilometers
13	8 Million Kilometers
14	16 Million Kilometers
15	32 Million Kilometers

Psion Aptitudes

These are the powers of the Psion, and include Vitakinesis, Clairsentience, Psychokinesis, Telepathy, Biokinesis, Electrokinetics, Teleportation, and Quantakinetics. A Psion may only choose one of these Aptitudes.

Step 6: Select Merits

As the normal World of Darkness system.

Step 7: Determine Advantages

Willpower

Psion have Willpower like all other World of Darkness characters.

Morality

Psion use the Morality track, as they are still technically human.

Virtues and Vices

Psion choose their virtue and vice like all other World of Darkness characters

Step 8: Mind over Matter

These are the various aptitudes or psionic powers that the Psion can possess. A psion may only ever have one Aptitude, getting the Basic Mode for free, then freely developing any of the three Advanced Modes they wish.

A play has 3 dots to start with to place into the Psions, but can buy more with merit points, up a maximum of 3 dots in any of the 3 Advanced Modes.

Biokinesis

This psionic aptitude concerns the manipulations of the Psion's own body and cellular structure.

Basic Mode: *Biosense* - This ability instills a keen sense of biological awareness in its users. The Psion perceives instinctively the presence of nearby living beings, from plants to animals to humans. A biokinetic could move through a crowd or a jungle even if blinded, using biosense as a sort of living radar.

Cost: None

Dice Pool: Wits + Composure + Psi Rating

Action: Instant

Roll Results

Dramatic Failure - The Psion's senses are blinded for their Psi Rating in minutes from a brief overload of information.

Failure - The sense range is quartered and only non-sentient living things are detected.

Success - You can sense the location but not necessarily identity of any living being with a radius of meters (centered on the Psion) equal to their Psi Rating. While location is revealed, no other

information may be discerned without actual physical investigation.

Dramatic Success - You can sense the location but not necessarily identity of any living being with a radius of meters (centered on the Psion) equal to their Psi Rating X 2. While location is revealed, no other information may be discerned without actual physical investigation.

Advanced Mode: Adaptation - This technique helps preserve the Psion against hostile environments.

● **Metabolic Efficiency:** This allows the Psion to ignore the effects of poisons and toxins.

Cost: 1 Psi Pool upon reflexive body activation versus any toxin or poisons

Dice Pool: Adaptation + Stamina + Medicine for high end virulent toxins and poisons

Action: Reflexive

Dramatic Failure - The poison/toxin runs its course in 1/2 the time.

Failure - The poison/toxin runs its course as normal.

Success - The poison/toxin is stopped.

Dramatic Success - As above but on a Intelligence + Medicine roll the character can tell the nature of poison/toxin.

●● **Oxygen Absorption:** The Psion's body adjusts itself to make use of any and all oxygen available. This will effectively allow a Psion to breath underwater, or in a smoke filled building, or in the middle of any type of low oxygen environments.

Cost: 1 Psi Pool

Dice Pool: None

Action: Reflexive

●●● **Heightened Reflexes:** The Psion's reactions are lightning-quick. To onlookers, the Psion seems to know what is going to happen before it does.

Cost: 2 Psi Pool

Dice Pool: None

Action: Reflexive

When the character is in a timing action (combat for example), he may automatically go first as if he had the best initiative roll or may take an extra action in his next turn without splitting dice pools. The second action will always occur at half the Psion's initiative. At 5 dots in Adaptation, the Psion can both go 1st and take the extra action.

●●●● **BioSynch:** This ability allows the Psion to adapt their entire biology to exist comfortably in a

different physical environment. A Psion could survive for limited periods of time in toxic environments, extreme depths or altitudes and other possibly hazardous environments.

Cost: 4 Psi Pool and 1 Psi Pool/Hour of activation

Dice Pool: None

Action: Reflexive

This power will activate even if the character is unconscious.

●●●●● **Autonomic Shunt:** The Psion's control of their body is so complete that he is nearly indestructible. After suffering extensive damage the Psion's body goes into a hibernation state, healing the damage. While the damage will be healed the body may not be the same afterwards. Limbs will not re-grow nor can brain matter be regenerated.

Cost: 2 Psi Pool/Damage Level Healed

Dice Pool: None

Action: Reflexive

The character gains 2 extra permanent health levels and is able to heal any damage taken at a rate of 1 damage level per ½ hour until it is all healed. Limbs are not regenerated, neither is brain matter.

Advanced Mode - Psychomorphing - This power explores the inner functions and modifications of the biokinetic's own physical body.

● **Sense Biokinesis** - The character can tell if a person has been augmented or manipulated by Biokinesis.

Cost: 1 Psi Pool

Dice Pool: Psychomorphing + Intelligence + Medicine

Action: Instant

●● **Bioshift** - The Psion can adjust his own body, adding or removing from his physical frame and muscle tone.

Cost: 2 Psi Pool per dot shifted between stats

Dice Pool: Psychomorphing + Resolve + Medicine

Action: Reflexive

For each success the character can shuffle dots in his physical stats to make himself stronger, at the expense of his dexterity or make himself faster at the expense of his strength. The effects last 10mins per each level of Psi Rating and the character can only shift to a maximum of 5 dots or a minimum of 1 dot in any attribute.

●●● **Assimilation** - The character is able to use the inherent bio-kinetic energy to power devices around him. As long as the device is on the character he or

she can power it. Flashlights, music players, cell phones, etc, anything required power. The character can also power devices he takes a hold of, such as a car battery or a computer laptop, etc. If the item has a rechargeable battery, it will be recharged as if plugged into a power plug.

Cost: Special, depends of object's size A flashlight would be 1, a car battery would be 2-3, a semi-truck 4-5, a computer 2, etc.

Dice Pool: Psychomorphing + Stamina + Science

Action: Instant

●●●● **Redundancy** - The Psion can stimulate their body to grow additional backup organs. This can allow a character to survive longer when injured.

Cost: 10 Psi Pool

Dice Pool: Psychomorphing + Resolve + Medicine

Action: Reflexive

Roll Results: This process take 5 hours, -1 hour per success (min of 1 hour) to achieve. Once finished, the character can ignore all wound penalties until he is reduced to a KO state, at which point he can soak up another Stamina worth of damage before dieing.

If a character is reduced to a KO state they will slowly heal as normal and have to re apply the redundancy power again. This power last lasts until the character is put into a KO state via lethal damage done to them.

●●●●● **Catabolysis** - This is an attack power, straight and simple. The Psion is able to break down the molecular bonds of any living thing.

Cost: 5 Psi Pool and 1 Willpower Point

Dice Pool: Psychomorphing + Resolve + Brawl

Action: Reflexive - Requires the character to touch the target

Roll Results: If in combat a physical attack will need to be rolled, ignore armor. Each success inflicts a level of lethal damage on the target.

Advanced Mode - Transmogrify - This involves the manipulation of cell structures.

● **Gross Manipulation** - The Psion makes quick changes to his physical form for offensive and defensive maneuvers.

Cost: 1 Psi Pool

Dice Pool: Transmogrify + Stamina + Medicine

Action: Reflexive

Roll Results: If used offensively then for every 2 successes the character adds 1 die of damage to any hand-to-hand attack and the damage is considered lethal. For defensive use, every 2 successes gives a 1/1 armor rating. If used for a social task, it will

remove 1 die from any recognition type tests for every two successes.

●● **Molding** - The character is able to modify their body by stretching and shaping it to give them better ability in climbing, reaching or fitting in narrow spaces.

Cost: 1 Psi Pool

Dice Pool: Transmogrify + Stamina + Medicine

Action: Reflexive

Roll Results: Each success allows the character to lengthen or flatten their bodies, though they are capable of only stretching on limb at a time till they attain the third level power. The distance stretched is equal to 1 meter per level in Transmogrify or they can flatten to a 5cm thickness.

●●● **Transformation** - This power allows the character to change his biological appearance in some significant cosmetic way. The character can change his overall appearance to match someone else or perhaps just modify himself enough to seem like some other generic person.

Cost: 1 Psi Pool per modification (change hair, change eyes, change skin color, etc) + 1 Psi Pool/Day to keep the modification active.

Dice Pool: Transmogrify + Wits + Medicine

Action: Reflexive

●●●● **Body Sculpt** - The character can now manipulate his body to the point of doing radical changes, from skin patterns, additional organs, limbs, and other more exotic additions. Any exotic or bizarre modifications, while not seemingly normal or even doable or livable are sustainable by this power. The most amazing part of this power is that the Psi Pool is used for the extra mass needed or to put the extraneous mass not needed into.

Cost: 2 Psi Pool per effect (extra limb, tail, wings, etc.) +1 Psi Pool/Day to keep the effect active.

Dice Pool: Transmogrify + Stamina + Medicine

Action: Reflexive

●●●●● **Homunculus** - The character is able to create miniature versions of himself. These miniature versions are independent from the character but the character will always know the general condition of the simulacrum. The loss of the simulacrum will cause the loss of the equal amount of body mass from the character.

Cost: 5 Psi Pool and 1 Willpower Point

Dice Pool: Transmogrify + Stamina + Medicine

Action: Reflexive

Roll Results: The simulacrum is created. The simulacrum is a ½ meter tall and weighs maybe 10kg. Its stats are all 1 and it has all the same abilities as its owner. It has three health levels.

The simulacrum has all the same tendencies, reactions, emotions and insight that the character has, literally being a copy of the character.

Clairsentience

This is the ability to extend the mind beyond the body to sense surroundings and distant places and their natures.

Basic Mode: *The Sight* - This ability allows the Psion to view the psi energy flowing through all things. The Psion can sense strong latents, gauge the strength of another psychic, feel the magnitude of energy in an area and even detect active power sources. Unlike normal Psions, the clairsentient has an increased range on their sensing powers as well.

Cost: 1 Psi Pool

Dice Pool: Wits + Composure + Psi Rating to sense a supernatural or psychic in the area of effect. A Psion adds his highest aptitude dots to his Psi rating to determine his sensing range.

Action: Reflexive

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 turns - (1 turn per Psi Rating).

Failure - The Psion senses nothing.

Success - The Psion gains basic info (there is a supernatural/psychic over there)

Exceptional Success - As above but with details, there are two vampires and werewolf and a psychic over there.

Advanced Mode: *Psychometry* - All things have auras, this power mode allows the Psion to read those auras for information gaining insight into basic details. For each of the powers of this mode the Psion can sense in the past up to a number of days equal to his psi score.

● **Psionic Echo** - The Psion can touch an object or person and sense who or what has come in contact with it in the recent past.

Cost: 1 Psi Pool

Dice Pool: Psychometry + Intelligence + Meditation

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion senses nothing.

Success - The Psion gets an impression of strong basic contacts made by the subject.

Exceptional Success - As above but with a general sense of the person or item's physical condition at the time contact was made with the subject.

●● **Insight** - This power is used to sense where an object or person has been. The Psion gains a psionic impression of the places a subject has visited. These places have some significance to either the subject or the Psion. The clairsentient might not be familiar with the areas detected but can still get a basic sense of them ("a large, dirty room", "a long, bright corridor"). If he ever visits these places, the Psion recognizes their atmospheres immediately.

Cost: 1 Psi Pool

Dice Pool: Psychometry + Intelligence + Meditation

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion senses nothing.

Success - The Psion picks up on the auras that have been left.

Exceptional Success - As above but the Psion also pins down exactly location.

●●● **Static Memory** - The Psion can sense recent activity in a designated area. Details are not conveyed, but a general idea of activity is. For example, a Psion might sense that a fight occurred in a room, but now who was involved or if anyone was hurt.

Cost: 1 Psi Pool

Dice Pool: Psychometry + Intelligence + Meditation

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion senses nothing.

Success - The Psion gains basic info (a scuffle occurred)

Exceptional Success - The Psion can recognize that a murder occurred as well.

Each dot in the mode allows the Psion to increase the range of the area being sensed. At three dots they can scan an entire small building. At four a large building. At five dots they could potentially scan 2 kilometers of area. '.

●●●● **Flashback** - An object or person can be used to see into the past. The Psion witnesses the past events, but only from the subject's perspective.

Cost: 3 Psi Pool

Dice Pool: Psychometry + Intelligence + Meditation

Action: Reflexive, requires the character touch the subject.

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion witnesses nothing.

Success - The Psion can see events through the eyes of the subject.

Exceptional Success - The Psion will give a full bore 5 sense experience.

●●●●● **Envision** - The Clairsentient has a personal perspective on the past. By touching an individual or object or sensing in a location, the Psion becomes a non-corporeal observer of events that occurred. The events will occur as they did regardless of what the subject experienced.

Cost: 5 Psi Pool

Dice Pool: Psychometry + Intelligence + Meditation

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion sees nothing

Success - The Psion sees the events covering an area of a large building, perhaps a football stadium in size.

Exceptional Success - The Psion sees an event in an area several kilometers in size.

Advanced Mode: Psychonavigation - This power explores the ways in which psi is used to perceive the relationship between a clairsentient and a given object or destination. This power can be used to track someone across a city or to even plot a course of a ship or plane.

● **Orientation** - The Psion is able to establish his

location with this power. Orientation will not allow a character to know where he is by name (3rd basement of the Hilton Hotel), but it would determine what the nearest landmark is.

Cost: 1 Psi Pool

Dice Pool: Psychonavigation + Intelligence + Meditation

Action: Reflexive, At low levels the Psion can only locate within 50 X Psi Rating, but at 3 dots its 100 X Psi Rating, at 5 dots it is 250 X Psi Rating

Roll Results

Dramatic Failure - The Psion is momentarily overloaded with information and is incapable of using the Orientation power for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion cannot sense anything.

Success - The Psion gains general info (I am somewhere north and within 500 kilometers of Toronto).

Exceptional Success - The Psion gains detailed info (I am north-north-west 483.625 kilometers of Toronto and moving east at 90kph).

●● **Dowsing** - This Psion can use this power to try to sense the signature common to a specific object. The sensing must be for something character has encountered before.

Cost: 1 Psi Pool

Dice Pool: Psychonavigation + Intelligence + Meditation

Action: Reflexive, The range is 50 X the Psi rating.

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion cannot sense anything.

Success - The Psion gets basic info, "there are three non-humans to the east"

Exceptional Success - The Psion gets detailed information, "there are 2 vampires and 1 werewolf to the east, the vampires are together and werewolf is off on its own, but I can lead your right to them."

●●● **Psi Cloak** - The Psion can cloak their own signature to hide themselves from scans.

Cost: 2 Psi Pool

Dice Pool: Psychonavigation + Resolve + Meditation

Action: Reflexive

Roll Results

Dramatic Failure - The Psion enhances his signature for 10 minutes - (1 minute per Psi Rating), making

all attempts to detect him gain dice equal to the dots on Psi Rating/2.

Failure - The Psion's cloak doesn't activate.

Success - The Psion gets negative dice to attempts to sense the Psion equal to the dots on Psi Rating/2.

Exceptional Success - The Psion gets their Psi Rating in negative dice on any attempt to detect the Psion.

●●●● **Farsensing** - The clairsentient with this power can extend his sense over vast distances. This power is key to plotting courses and traveling without the aid of charts. The Psion projects his senses in all directions to detect objects, bodies, barriers and other potential threats. The clairsentient can sense both the safest and the most direct routes to a destination, and decide which is best for his purposes before setting out. The power does not allow detailed investigation. A farsensor can also detect the emanations of power from other supernaturals (be they Psions, Vampires, Werewolves, etc).

Cost: 4 Psi Pool + 5 Psi Pool to do a sense to locate Supernaturals

Dice Pool: Psychonavigation + Wits + Meditation, if the Psion does a Supernatural scan, then it requires a further Psychonavigation + Wits + Composure roll

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion cannot sense anything.

Success - The Psion can sense the direction and the obstacles along the way. Range is equal to 1,000 Kilometers/Psi Rating.

Exceptional Success - The Psion would be able to close their eyes and still safely walk to the destination. Range is the same.

●●●●● **Astrolocation** - This power allows the character to locate planets and other large stellar objects. Astrolocation doesn't allow for detailed identification of these objects, merely their general location and distance from the Psion. To sense the object's details, Psi Survey is typically used.

Cost: 10 Psi Pool

Dice Pool: Psychonavigation + Resolve + Meditation

Action: Concentration

Roll Results



Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion cannot sense anything.

Success - The Psion detects the stellar bodies he is looking for.

Exceptional Success - The Psion is able to not only detect the stellar bodies he is looking for, but any in close proximity to it as well.

Advanced Mode: Telesthesia - This power allows the character to sense surrounding or distant people, objects and occurrences.

● **Sense Mastery** - The character is able to move and maneuver with the confidence when anyone else would be debilitated by blindness, deafness or loss of footing. This ability and it is considered to be permanently "on" once attained.

Cost: None

Dice Pool: None

Action: Reflexive

At Telesthesia ● all difficulties for sensory debilitating effects are reduced by 1 Die. At Telesthesia ●●●, the dice penalty is halved, round down. At Telesthesia ●●●●● the Psion receives no penalties.

●● **Danger Sense** - The Psion's spatial awareness is such that they can sense imminent physical danger, such as ambushes or structurally unsound areas. These dangers must be physical (feeling the subtle vibration of a weapon, the sound of a bullet moving through the air, the creak of worn wood). Supernatural and Psionic attacks are not able to be sensed.

Cost: 1 Psi Pool

Dice Pool: None

Action: Reflexive

Upon entering an area, the Psion activates the power. From that point on till they leave the area or 1 full day passes, the Psion gains a free "defensive" action against any physical attack and is incapable of being surprised. The free defensive action is usually dodge, duck, flatten to the ground, etc. Once again, the more dots in Telesthesia the more powerful this ability. Upon getting the 4th dot in this advanced mode, the Psion is able to use his Danger Sense in a precognitive capacity, sensing the danger before it even happens. In this case the Psion gets a complete normal action.

●●● **Sensory Projection** - The character is able to extend his awareness beyond normal human limits

so that he can sense things at extreme ranges. This he can taste, touch or smell anything, even look into any nook or cranny or hear a whisper without physically being there. This power will extend beyond a physical barrier such as a wall.

Cost: 2 Psi Pool

Dice Pool: Telesthesia + Wits + Investigation

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion cannot sense anything.

Success - The Psion's senses can penetrate anywhere up to 10 X Psi Rating in meters away from the character. The effect persists for 1 full scene before fading. This is not a 360 sense, and the character must focus his senses on a specific area.

Exceptional Success - As above but the character picks up everything 360 degrees.

If the character gains Telesthesia ●●●● then the range goes to 30 X Psi Rating. At Telesthesia ●●●●● it is 100 X Psi Rating.

●●●● **Remote Sensing** - The Psion is able to view events in a distant location while they occur.

System: The Psion spends 5 Psi Pool and rolls Telesthesia + Wits. The Psion must also have a "psi print" of the area, meaning he has been there and made a standard Perception roll and spent 1 Psi Pool. If this is done the Psion can maintain a remote view on a location up to 100 X Psi Rating in kilometers away. A character can have 2 X Psi Rating in Psi Printed locations. The character can maintain only one sense at a time in the location, but can switch between them at will. A Psi Print will last for 3 months or until the Psion removes it, whichever comes first.

Cost: 5 Psi Pool

Dice Pool: Telesthesia + Wits + Investigation

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion cannot sense anything.

Success - The Psion's senses can penetrate anywhere up to 10 X Psi Rating in meters away from the character. The effect persists for 1 full scene before fading. This is not a 360 sense, and the character must focus his senses on a specific area.

Exceptional Success - As above but the character picks up everything 360 degrees.

●●●●● **Psi Survey** – The Psion at this degree of power can study vast areas up to light-years away. Clairsentients can use this power in conjunction with Astrolocation to survey a extra-solar planetary system. This power allows the character to do a detailed survey of an area located with another power (Farseeing or Astrolocation).

Cost: 5 Psi Pool

Dice Pool: Telethesia + Wits + Investigation

Action: Concentration

Roll Results

Dramatic Failure – The Psion receives a backlash of information and is unable to sense again for 10 minutes – (1 minute per Psi Rating).

Failure – The Psion cannot sense anything.

Success – The Psion is able to survey the selected target, providing useful details of the place, for example, the Psion Psi Surveys a forested camp site of a known enemy and can tell his characters that they are in a small clearing, with eight tents, several campfires and a couple 4X4s.

Exceptional Success – As above but the character is also able to provide specific information, such as is life there, how much of it and is it supernatural. Using the above example the Psion could now also say that he can detect twenty two humans there as well, with four of them having supernatural auras.

Electrokinesis

This potent aptitude, also referred to as EK, encompasses the manipulation of the electromagnetic spectrum. Communications devices, vehicles, computers – virtually all modern devices interact with this spectrum in some way. The human body is likewise subject to such influences. All of these things can be manipulated, augmented or destroyed at a whim of the accomplished electrokinetic.

Basic Mode: *Static Burst* – This basic capability enables the Psion to generate a small, unfocused electrical charge. The burst can be used to shock a person or even scramble a computer's operating system momentarily.

Cost: 1 Psi Pool

Dice Pool: Dexterity + Brawl if used to attack someone

Action: Reflexive, requires the character to touch the subject

Roll Results: The charge simply delivers a nasty shock. For every 2 points of Psi Rating, the Static Shock will deliver 1 Die of Bashing damage. If this

charge is used on a piece of hardware it will scramble the system for a brief period of time.

If used on a supernatural the following addendum must be regarded. Werewolves and mages are affected as a normal human would. Vampires take half the damage, and Promethean's receive health.

Advanced Mode: *Electromanipulation*

● **Stun** – The Psion creates a bioelectrical surge in the target's nervous system. This power can be used against people, animals and even technology.

Cost: 1 Psi Pool

Dice Pool: Electromanipulation + Dexterity + Brawl

Action: Reflexive

Roll Results: The character can use Stun versus a number of opponents equal to their Psi Rating. If the roll is successful then the target is dazed for a number of turns equal to the number of dots in Electromanipulation.

●● **Disruption** – This power cause the target's existing bioelectric energy to fire at random, shorting out voluntary muscular control temporarily. While the effect is usually not strong enough to kill, the effect hurts like hell.

Cost: 1 Psi Pool

Dice Pool: Electromanipulation + Dexterity + Brawl

Action: Reflexive

Roll Results: This attack will do damage equal to the Psi Rating in Bashing, and will bypass armor but is soakable.

●●● **Static Shield** – The Psion generates a low-level field around his body by drawing upon ambient energy. This shield offers protection against those things that directly affect electrical and synaptic impulses.

Cost: 2 Psi Pool

Dice Pool: Electromanipulation + Stamina + Science

Action: Reflexive

Roll Results: The shield activates and protects the character against any types of attacks that would affect their nervous system, like Electrokinetic powers, tasers, etc. Static Shield will also partial obscure the character from sensors like metal detectors, x-ray machines, and similar things, as well as any sort of supernatural power that picks up of the ambient electromagnetic signature of a person. Any roll using that type of scanner method will result in it being affected by a negative to the dice

equal to the level of Electromanipulation the character has.

●●●● **Control** - The Psion is now able to try to take control of other organisms such as humans. This effect requires a significant degree of finesse; the Psion regulate voluntary nerve impulses, causing them to fire or not as he desires. The character can enthrall virtually any organism that has basic synaptic relays, from subsuming command of a dog away from its handler to the handler itself.

Cost: 5 Psi Pool

Dice Pool: Electromanipulation + Resolve + Persuasion

Action: Contested versus Willpower (+ Special Stat) of target

Roll Results

Dramatic Failure - The Psion receives a backlash of bioelectric feedback stunning the character for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion cannot exert control.

Success - The Psion is able to make the target do basic things, such as walk, talk, run, roll and even drive vehicles. The character cannot make the target do anything self-destructive.

Exceptional Success - The Psion takes full control allowing his to do things such as make the target sing and dance, write letters, even strike themselves. At this level a self-destructive command can be given and a secondary Willpower test will be needed, if it fails, the target will perform the self-destructive action.

Control of the target last Psi Rating in turns.

●●●●● **Feedback** - The character assaults a target with bioelectric energy. The target takes a massive dose of electricity generated by the character's own synaptic relays. The power can be used against anything living with devastating effect.

Cost: 5 Psi Pool and 1 Willpower Point

Dice Pool: Electromanipulation + Dexterity + Brawl

Action: Reflexive, the range of the power is 30 X Psi Rating in meters.

Roll Results: The damage done by this mode is considered Lethal.

Advanced Mode: Photokinesis - This power explores the vast potential of manipulating the high ranges of the electromagnetic spectrum.

● **Control Illumination** - The Psion has the capability to manipulate visible light. The power can raise an area's light intensity or as a focused beam.

Cost: 1 Psi Pool + 1 Psi Pool per extra 100w of light desired

Dice Pool: None

Action: Reflexive

Roll Results: A simple beam equivalent to a strong halogen flashlight can be made or the room brightened to the level if the entire thing was light with 100w lights. The Psion can increase the intensity of the light to a maximum of the equivalent of a big halogen floodlight at a stadium. At Photokinesis ●● the character can place the beam or area of effect on an item. At Photokinesis ●●● the character can move the light source around, like having a glowing ball of light floating with you at all times.

●● **Spectrum Sight** - This power focuses on perceiving electromagnetic energy waves from infrared through to the high end of the spectrum. While this power doesn't actually tap into these wavelength, it does allow for accurate detection of heat traces, and similar types of things. Tuning into these spectrums can help a Psion see in otherwise adverse conditions.

Cost: 1 Psi Pool

Dice Pool: Photokinesis + Wits + Composure

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion cannot sense anything.

Success - The Psion can see any wavelengths within the scanned area (10 X Psi Rating in meters)

Exceptional Success - As above but the character is also able to detect subtle nuances in the fields, being able to tell if they are at the correct levels.

●●● **Electromagnetic Shield** - This effect harness ambient energy waves in a field around the Psion protecting him against anything from ambient gamma radiation to focused laser beams.

The shield acts as a buffer against these electromagnetic-wave effects, absorbing attacks at the point of impact and dispersing them harmlessly across the field's entire surface.

The shield will not protect the character from gases, toxins, vacuum or physical attacks.

Cost: 2 Psi Pool

Dice Pool: Photokinesis + Intelligence + Science

Action: Reflexive

Roll Results The Psion noted which frequency he is erecting the shield against (radio, microwave, IR.,

visible light, UV, X-Ray, gama, etc) and receives 1 soak die/Photokinesis level against that frequency. The shield lasts 1min per Psi Rating.

●●●● **Laser Generation** - This potent capability allows the character to emit a focused laser beam. The character draws in and channels ambient energy, firing it out in the desired direction.

Cost: 3 Psi Pool

Dice Pool: Photokinesis + Dexterity + Firearms

Action: Reflexive

Roll Results The range of the beam is 30 meters per Psi Rating and does lethal damage.

●●●●● **Hologram Creation** - This Psion is able to create holographic images. These images are realistic in their appearance though they are just projected images and thus cannot harm or be harmed.

Cost: 6 Psi Pool

Dice Pool: Photokinesis + Intelligence + Expression

Action: Concentration

Roll Results

Dramatic Failure - The Psion not only doesn't create the holograms, but suffers from feedback that prevents them from trying the power again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion cannot create anything.

Success - A set of realistic holograms are created that most see as real until they touch them. The range in which the holograms can be created is Psi Rating X 10 meters.

Exceptional Success - As above except the holograms are so dynamically real all attempts to disbelieve them except by touch, fail.

Advanced Mode: Technokinesis - The Psion can now deal with the energy flow within inorganic technology, from raw power to subtle information transmission (the Mode essentially involves manipulating the low end of the electromagnetic spectrum). Producers of modern technology will frequently include protection against such tampering but skilled Technokinetics will break through given time.

● **Power Surge** - The character can short out critical systems in a hard-tech device and render it useless by applying electrical surges and magnetic bursts.

Cost: 1 Psi Pool

Dice Pool: Technokinesis + Wits + Science

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of energy and is unable to create a power surge again for 10 minutes - (1 minute per Psi Rating).

Failure - The surge does little.

Success - The item is shorted out and unusable till fixed.

Exceptional Success - As above but the damage done to the machine is unrepairable.

●● **Interface** - The Psion may interface with a security system, computer, or even a vending machine - in short, any device equipped with an electronic operating system or linked into one. The tech connects psionically with the system and inputs commands with the power of their mind.

Cost: 1 Psi Pool

Dice Pool: Technokinesis + Wits + Science

Action: Contested versus the affect systems operating system. For most standard computers this will be the equivalent of Willpower 3, for more high-end systems, adjust accordingly. Top notch network secured computer systems would be in the 7-10 Willpower range equivalent.

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to attempt to interface again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion cannot issue commands.

Success - The Psion interfaces and issues commands that the unit will obey as if they were issued by the primary Administrator or equivalent.

Exceptional Success - As above except the character can actually change part of the programming (make a vending machine always put out a bottle of Coke regardless of what the person pushes, make a bank machine empty itself of all 20s, etc)

●●● **Lockout** - The character has found a way to make technological fail-safe devices look like simple combination locks in comparison with their ability to techno-psionically protect a machine.

Cost: 2 Psi Pool

Dice Pool: Technokinesis + Wits + Science

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to attempt to lockdown the device again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion fails to lock down the device.

Success - The Psion locks down the device with an added layer of psionic protect that acts in some senses like an additional firewall or anti-virus software. It will add negative dice equal to the Psi Rating/2 of the character who created the Lockout on any attempt to hack the system. This will last 1 day per Psi Rating of the character.

Exceptional Success - As above except the negative dice is equal to the Psi Rating itself.

●●●● **Transmit** - This power focuses on sensing and transmitting signals along the lower half of the electromagnetic spectrum, from radio or microwave to even infra-red frequencies - all without the need for transmitters or receivers.

Cost: 4 Psi Pool

Dice Pool: Technokinesis + Wits + Science

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to transmit again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion transmits nothing.

Success - The character is able to monitor or send transmission a distance of 10 X the Psi Rating/2 in kilometers.

Exceptional Success - As above except the range is 10 X Psi Rating.

●●●●● **Microwave Burst** - The Psion duplicates a microwave transmission and focuses an intense energy discharge at his desired target. This will literally boil all liquid into nothing (and inflict lethal damage to any living thing).

Cost: 6 Psi Pool and 1 Willpower Point

Dice Pool: Technokinesis + Wits + Science

Action: Instant

Roll Results As per a standard firearms attack, if the burst strikes the target (who must be within Psi Rating X 30 meters) the target takes Psi Rating + 5 lethal damage.

Psychokinesis

Basic Mode: Temperature Control - The Psion is able to adjust the temperature of his surroundings almost reflexively to a range that he finds comfortable or that reflects his current mood.

Cost: 1

Dice Pool: Psi Rating + Composure

Action: Reflexive

Roll Results:

Dramatic Failure - The temperature goes in the opposite direction.

Failure - No temperature modification is done

Success - The temperature in a 3m radius centered on the Psion is either raised or lowered by 15C.

Exceptional Success - The radius is doubled and the max temperature shift is 25C.

Advanced Mode: Cryokinesis

The Psion is able to impose order on overactive molecules, slowing their motion, cooling the objects they comprise. A potent cryokinetic can lower temperature of almost any object, even a person; either pleasantly cooling his subject - or freezing it solid.

● **Thermal Screen** - The first thing any Psion with Cryokinesis learns is how to protect themselves from plunging temperatures. The cryokinetic draws heat from the area around him to form the shield of warmth.

Cost: 1 Psi Pool

Dice Pool: Wits + Science + Cryokinesis

Action: Reflexive

Roll Results

Dramatic Failure - The power doesn't only not activate, it backfires, causing the character to experience a brief and sudden cold blast that causes 1 bashing damage.

Failure - Nothing occurs

Success - The Thermal Screen activates, and will give a 1/1 armor rating against any cold based attacks per level in Cryokinesis. It will also prevent the character from freezing and can be maintained for 1hr, and long at a cost of 1 Psi Pool per hour kept active. If the character ever reaches 4 dots in Cryokinesis they will be able to extend the radius of the thermal screen in a 3m radius.

Exceptional Success - The character's time of activation is doubled, 2hrs per Psi Pool spent.

●● **Hypothermic Blast** - The Psion focuses a quick blast of supercooled air at a target. The sudden freezing effect visibly frosts the air between the Psion and the target, and can slow the metabolism or even cause frostbite.

Cost: 1 Psi Pool

Dice Pool: Dexterity + Science + Cryokinesis

This is a straight attack using the dice pool noted and will cause bashing damage. If the cryokinetic spends a Willpower point, it will cause lethal damage instead.

The range of this power is 10 X Psi Rating in meters.

●●● **Flash Freeze** – The Psion slows the motion of free liquid, freezing them to solids in the space of seconds. This effect can be used on such high-temperature liquids as boiling water or molten metal, although the higher the substance's current temperature the more challenging this becomes.

Flash freeze is not effective against living beings or other complex organisms.

Cost: Special

Dice Pool: Intelligence + Science + Cyrokinesis

Action: Reflexive

Roll Results

Dramatic Failure – The cryokinetic takes a quick lesson in frostbite as the effect backfires on them.

The cryokinetic takes 2 bashing levels of damage.

Failure – Nothing occurs.

Success – The cryokinetic is able to freeze liquids.

The Psi Pool spent will determine the density of the liquid froze. 1 Psi Pool can freeze water, at 2 Psi Pool alcohol and oil can be affected, at 3 Psi Pool substances such as liquid nitrogen or mercury could be frozen. The more dense the substance the more Psi Pool needed. An area of 3x Psi Rating in meters can be affected.

Exceptional Success – As above but the area affected is doubled.

●●●● **Heat Sink** – The character can extinguish open fires with a glance. He psionically halts the fire's molecular motion, cooling even a red-hot ember. A skilled Psion snuff a bonfire in an instant. Not even warm ashes remain.

Cost: 2 Psi Pool

Dice Pool: Intelligence + Science + Cyrokinesis

Action: Reflexive

Roll Results

Dramatic Failure – The fire roars up and out of control doubling in size

Failure – No changes occur

Success – The character reduces the fire's intensity by an amount equal to his Psi Rating. Bonfire to large to small to campfire to nothing.

Exceptional Success – The fire instantly goes out.

●●●●● **Cyrofreeze** – This is comparable to a liquid nitrogen bath. The Psion can freeze flesh or blood as well as wood, plastic, or metal into a brittle super cold state. This power will inflict severe frostbite and/or hypothermia

Cost: 5 Psi Pool

Dice Pool: Dexterity + Science + Cyrokinesis

This is an attack, much like Hypothermic Blast. It will lethal damage to the target.

Advanced Mode: Pyrokinesis – The Psion is able to excite molecules to the point of causing them to ignite.

● **Flame Immunity** – The basic defensive effect enables the Psion to vent excess heat away from himself reflexively. The Psion can use Flame Immunity to resist damage from fire, heat or even superheated plasma.

Cost: 1 Psi Pool

Dice Pool: Wits + Science + Pyrokinesis

Action: Reflexive

Roll Results

Dramatic Failure – The Psion causes the opposite to happen, and instead of protecting himself, makes himself vulnerable, suffering 1 bashing level of damage as their clothes and hair are singed.

Failure – The defensive effects occur.

Success – The Flame Immunity activates, and will give a 1/1 armor rating against any heat based attacks per level in Pyrokinesis. It will also prevent the character from overheating and can be maintained for 1hr, and longer at a cost of 1 Psi Pool per hour kept active. If the character ever reaches 4 dots in Pyrokinesis they will be able to extend the radius of the thermal screen in a 3m radius.

Exceptional Success – The character's time of activation is doubled, 2hrs per Psi Pool spent.

●● **Heatburn** – The Psion focuses a quick blast of superheated air at a target. The sudden heating effect visibly ripples the air between the Psion and the target, and can blister skin and cause third degree burns.

Cost: 1 Psi Pool

Dice Pool: Dexterity + Science + Pyrokinesis

This is a straight attack using the dice pool noted. It will cause Psi Rating in bashing damage. If the Pyrokinesis spends a Willpower point, it will cause lethal damage instead.

The range of this power is 10 X Psi Rating in meters.

●●● **Ignition** – The Psion excites the molecules of combustible objects, bursting them into flames. The materials must be readily flammable – although the Psion can set someone's shirt on fire, he can't set the person's tongue on fire.

Cost: 2 Psi Pool

Dice Pool: Intelligence + Science + Pyrokinesis

Action: Reflexive

Roll Results

Dramatic Failure – The Psion accidentally burns themselves, taking 2 bashing damage.

Failure – The Psion ignites nothing.

Success – The Psion ignites the target material, causing it to burn for a number of turns equal to the Psi Rating. Anyone next to the material that is burning will take burn damage as normal. The range of the ignite capability is Psi Rating X 5 meters.

Exceptional Success – As above except the burn time is 3 times the duration.

●●●● **Liquefy** – This is one of the more dynamic applications of the Pyrokinetic power, allowing the Psion excite an object's molecular structure so intensely that it shifts from a solid to a liquid state.

This power will not work on living organisms.

Cost: Special

Dice Pool: Intelligence + Science + Pyrokinesis

Action: Reflexive

Roll Results

Dramatic Failure – The substance hardens.

Failure – No liquefy effect occurs.

Success – The Psion liquefies the object. 1 Psi Pool is spent to activate this power but more Psi Pool is needed to liquefy tougher substances. Plastics will require the single Psi Pool, but something like steel or granite will require 3 more Psi Pool and high end composite substances with incredible density will require 5 or maybe 8 Psi Pool. The Psion can liquefy an area equal to his Psi Rating in cubic meters up to a range of 10 meters away.

Exceptional Success – As above but for half the Psi Pool, round up.

●●●●● **Plasma Control** – The Psion is able to control fire, dictating its very size, direction, intensity and shape.

Cost: Special

Dice Pool: Intelligence + Science + Pyrokinesis

Action: Reflexive

Roll Results

Dramatic Failure – The source of the fire goes out of control, resulting in the opposite effect of what the Psion is trying to occur.

Failure – No effect occurs.

Success – The Psion is able to manipulate the fire to his specifications, altering its shape, size, and/or intensity. 1 Psi Pool must be spent to do each effect, as controlling a source of flame is tricky. For example, doubling the size of a fire would cost 2 Psi Pool (1 Psi Pool to activate the power + 1 Psi Pool

for the effect). Doubling the size, increasing the heat to twice its original heat and making spread out across a wider area would cost 4 Psi Pool. To maintain the control from turn to turn will require an addition 1 Psi Pool. So in the second example the Psion spends 4 Psi Pool to create the effects, then spends 1 Psi Pool per turn to maintain it.

Exceptional Success – As above except for half the cost round up.

Advanced Mode: Telekinesis – This is perhaps one of the most well known of the psychic powers in history, the ability to move an object with ones mind. Telekinesis, also know as TK and sometimes PK (psychokinetics), allows the Psion to grasp and manipulate objects or people with the sheer power of their mind alone.

● **Tow** – At this level the Psion is able of general movement of objects and not much else.

Cost: 1 Psi Pool

Dice Pool: Wits + Athletics + Telekinesis

Action: Reflexive

Roll Results

Dramatic Failure – A backlash of minor telekinetic force occurs, causing 1 bashing damage.

Failure – The Psion is unable to move the object

Success – The Psion is able to move an object equal at 7meters per turn. The object's weight must not exceed the lift weight determined by Strength equal to the Psion's Psi Rating. The range of the Tow ability is 10 meters. If the object is heavier than the weight capable of being lifted by 1 Strength point, then the Psion can only drag or push the object.

Exceptional Success – The Psion is able to lift objects at double their Psi Rating for strength rating.

●● **Remote Manipulation** – The Psion can now use their telekinetic ability at a fine manipulation ability that equals a second pair of hands.

Cost: 1 Psi Pool

Dice Pool: Wits + Athletics + Telekinetics

Action: Reflexive

Roll Results

Dramatic Failure – The Psion takes a backlash of telekinetic energy sustaining 1 bashing level of damage

Failure – The Psion is unable to grasp the object.

Success – The Psion is able to lift and manipulate objects with his mind. The weight maximum is Psi Rating as Strength for lifting capacity. The Psion can also use the telekinetic forces for fine manipulation at range, where his dexterity for the manipulation

tasks is also equal to the Psi Rating. All uses of this power must be line of sight and within 10 meters.

Exceptional Success - Psion is able to lift objects at strength equal to 2x his Psi Rating and manipulate things as if his Dexterity was 2 points higher.

●●● **Force Barrier** - The Psion can create a wall of telekinetic force. While this isn't an "force field" it does serve as a barrier to anything that is inbound toward the Psion.

Cost: 3 Psi Pool

Dice Pool: Wits + Intelligence + Telekinetics

Action: Reflexive

Roll Results

Dramatic Failure - The Psion takes a backlash of telekinetic energy sustaining 1 bashing level of damage

Failure - No barrier is created

Success - The Psion creates a roughly circular barrier with a radius equal to the Psi Rating in meters. This barrier can be positioned anywhere around the Psion. The barrier is flat but can be curved either way by up to 30 degrees. The barrier lasts 1 hour and only 1 barrier can be created at a time. The barrier is set to the direction until the Psion changes it with concentration. Thus if the Psion creates the barrier on his back it will stay there as he moves protecting him. He could shift it to his front or side with a pause and concentration. The barrier can be placed anywhere from 5cm to 5 meters away from the Psion.

This barrier is invisible except to anyone who has a special type of sight ability, at which point it will resemble a scintillating net.

The barrier acts as a 1/1 armor per Psi Rating (to a maximum of 5/5) against all physical attacks that hit it from *either* direction. Thus if a person shoots at the Psion through the barrier it comes into effect. If the Psion then shoots back through the barrier, it also comes into effect.

Exceptional Success - The barrier's armor is automatically 5/5, regardless of Psi Rating.

●●●● **Flight** - The Psion is capable of self flight.

Cost: 5 Psi Pool

Dice Pool: Dexterity + Athletics + Telekinesis

Action: Reflexive

Roll Results

Dramatic Failure - The Psion takes a backlash of telekinetic energy sustaining 1 bashing level of damage

Failure - The Psion cannot fly

Success - The Psion launches into the air, flying at a speed of 10km/h (roughly walking speed) for an hour. A Psion can spend extra Psi Pool to increase the speed by 10km/h for each Psi Pool spent up to a maximum of 2X the Psi Rating. The power can be kept active for a cost of 1 Psi Pool per extra hour as well.

Exceptional Success - As above except the Psi Pool cost is halved.

●●●●● **Slingshot** - The Psion is able to accelerate objects at high velocities at a target.

Cost: 5 Psi Pool + 1 Psi Pool per 100lbs extra.

Dice Pool: Dexterity + Athletics + Telekinetics

The Psion can hurl objects at incredible speeds at a target. The weight allowed to lift is equal to the Psi Rating as Strength. For each additional 100lbs after than the Psion must spend 1 Psi Pool. The object when flung travels at enough velocity that a small ball bearing would count as a bullet. The object type will determine the damage done by the projectile. A plastic cup will do bashing damage, but a metal knife or ball bearing would do lethal. The storyteller has final say on the type of damage.

Quantakinesis

Quantakinesis gives psions the power to bend, twist and warp the stuff of the universe to their will. It is the manipulation of the four forces of the universe (gravity, electromagnetism, and strong and weak nuclear forces) through what some have dared to call the newly discovered fifth force: Noetics. The Noetic spectrum acts as the sub-quantum glue that holds all other forces together. With precise and focused use of their Noetic aptitudes, these Psions are able to duplicate many of the effects generated by the other orders.

Basic Mode: *Taint Resistance* - A Quantakinetic reflexively protects herself against Taint by applying Psi to it to control it for her own use. Quantakinetics are the only group of Psions able to use Taint as an advantage. Sadly in the future world of Aeon Trinity it was also what leads them to their demise.

Cost: None

Dice Pool: Psi Rating + Stamina

Action: Reflexive

Roll Results On a successful Psi Rating roll the Quantakinetic can add a number equal to her highest Quantakinesis mode as soak against any taint-based affect. This would include almost any energy-based attack from a Nova

Advanced Mode: Enhancement - In effect Enhancement is the Quantakinetic's hacked version of Adaptation. Though not as effective as the Biokinetic modality, Enhancement can give the Quantakinetic the needed edge in the field that can often mean the difference between life and death.

● **Basic Enhancement** - Basic Enhancement allows the Psion to temporarily increase the efficiency of his bodily systems, allowing him to become exceptional when he would otherwise be average or even pathetic. The gradual progression of Enhancement follows that the Psion simply becomes more refined in his ability to enhance his own physical, mental and social characteristics.

Cost: 2 Psi Pool

Dice Pool: Enhancement + Resolve + Medicine

Action: Reflexive

Roll Results The Psion may enhance one attribute by one dot. At Enhancement ●● the Psion may enhance an attribute by a number of dots equal to his Enhancement Mode. When the Psion reaches Enhancement ●●●, he may have multiple enhanced attributes at once (including spreading the bonuses over several attributes or activating the power more than once). The Psion cannot enhance an attribute that is already enhanced (i.e.: enhance Strength in one round and then again in the next round while the first enhancement is still active). The effects last for a number of turns equal to his Enhancement score; however, each additional Psi Pool invested allows the Psion to extend the duration by an action.

●● **Heightened Senses:** At this level of mastery the Psion may enhance his senses to super human proportions seeing farther and more clearly, hearing a wider spectrum of sounds, feeling even the most subtle textures, tasting well enough to pick out the chemical composition of a substance (science roll may be required), and smelling precisely to track by scent.

Cost: 2 Psi Pool

Dice Pool: Enhancement + Wits + Composure

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion cannot sense anything.

Success - The Psion may add a number of dice equal to successes to all sensory-based checks (ST discretion) for the remainder of the scene.

Exceptional Success - The Psion may add a number of dice equal to successes to all sensory-based checks (ST discretion) for the remainder of the scene and add those successes/2 to Initiative, indicating them being able to hear, feel, etc, the incoming attacks.

●●● **Bestowed Enhancement:** A natural outcropping of the Basic Enhancement technique, this ability allows the Psion to affect others in much the same way he uses Basic Enhancement to aid himself. This is the Quantakinetic ability that the Biokinetics adapted to become both Anabolysis and Catabolysis.

Cost: 4 Psi Pool

Dice Pool: Enhancement + Resolve + Medicine

Action: Reflexive

Roll Results

Dramatic Failure - The Psion degrades an attribute by 1 for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion cannot enhance anything.

Success - The Psion may enhance a single attribute of another living being by a number of dots equal to his Enhancement Mode. At Enhancement ●●●● the character can enhance multiple attributes.

Exceptional Success - The Psion may enhance a single attribute of another living being by a number of dots equal to his Enhancement Mode, but at half cost.

●●●● **Picture of Health:** With this ability the Psion is able to accelerate the rate at which he heals, healing wounds that would usually take months to a year in days or even hours.

Cost: 5 Psi Pool

Dice Pool: Enhancement + Stamina + Medicine

Action: Reflexive

Roll Results

Dramatic Failure - The Psion not only fails to heal but actually injures himself taking a further bashing level of damage.

Failure - The Psion does not heal anything.

Success - The Psion is able to treat the healing time for the greatest wound level taken as one less than it is (to a minimum of bruised), and then decreases all subsequent wound levels as though the previous wound was the level of its new healing time.

Exceptional Success - As above but if 4 one health level is healed instantly in addition to the accelerated healing effects.

●●●●● **Endure Forte:** The Psion uses his mastery of the Enhancement mode to increase the strength of the molecular bonds in his own body. This along

with an increase in mass allows the Psion sustain a much greater amount of damage and remain relatively healthy.

Cost: 5 Psi Pool

Dice Pool: Enhancement + Stamina + Medicine

Action: Reflexive

Roll Results

Dramatic Failure - The Psion takes Psi Rating in Lethal Damage unsoakable (cap damage taken at 6) and must make a Willpower save at +2 difficulty or loose consciousness.

Failure - The Psion takes Psi Rating in bashing damage unsoakable. This power lasts a number of hours equal to the Psion's Psi Rating.

Success - The Psion adds his Psi Rating in extra health levels for the duration of the power.

Exceptional Success - The Psion adds double his Psi Rating in extra health levels for the duration of the power.

Advanced Mode: *Energetics* - Through a manipulation of the four forces (five counting Psi) of the Universe the Psion is able to generate almost any form of energy. At higher levels of Energetics the Psion is able to direct and shape his emissions.

● **Energy Production:** When this power is active random blasts of energy emanate from somewhere on the Psion's body. The produced energy can be used to light an area, provide background noise, harm an opponent or one of countless other applications.

Cost: 2 Psi Pool

Dice Pool: Energetics + Dexterity + Firearms for Offensive Burst or Sensory Overload.

Action: Reflexive

Roll Results

Offensive burst - The Psion can attack someone who is within a distance of meters equal to the Energetics rating. This does bashing damage.

Sensory overload - The Psion can disrupt senses in an area equal to their Energetics in meters around them. The disruption is contested versus Willpower + Special Ability. If successful it will disrupt people's senses cause a negative dice equal to the dots in Energetics for the next round.

Utility purposes - The Psion uses Psi to generate electricity to power a minicomp or heat to cook a frozen dinner, light an area, etc. (the exact extent of these applications is up to the Storyteller).

●● **Quantum Blast:** A more refined form of Energy production, Quantum Blast allows the Psion to

produce a directed burst of energy. This power is manifested in variety of different fashions depending on the type of energy the Psion chooses to generate. Thermal attacks can be produced by agitating or slowing the movement of molecules in a given medium (usually a fluid like air), while electrical jolts can be formed by drawing the electrons out of the local area and arcing them at the target. These are only a few applications of this ability.

Cost: 2 Psi Pool

Dice Pool: Energetics + Dexterity + Firearms

Action: Instant

Roll Results This is a ranged attack and has all ranged attack rules applied to it. The range of the blast is Psi Rating X 5 in meters and will inflict bashing damage.

●●● **Quantum Shield:** A Quantum Shield is generated in much the same way Quantum Blast is, the primary difference is that energy produced is focused into a sphere or aura surrounding the Psion rather than being directed at a target.

Cost: 3 Psi Pool

Dice Pool: Energetics + Resolve + Science

Action: Reflexive

Roll Results: The shield that manifests itself around the Psion is comprised of some basic force (Heat, Kinetic, Sonic, etc). The shield counts armor versus that force. The armor rating is done where the PC splits the total success between the two types, so if the PC rolled 6 successes they could do 1/5, 2/4, 3/3, 4/2, 5/1 for the armor rating.

●●●● **Quantum Storm** - Much like the Quantum Shield the Quantum Storm provides protection against injury in battle. However, unlike the shield, which was merely a defensive aptitude, the storm also provides an offensive edge.

Cost: 5 Psi Pool

Dice Pool: Energetics + Resolve + Science

Action: Reflexive

Roll Results The Psion is surrounded in a storm of Quantum Energy of their choice. This functions exactly as Quantum Shield (see above), but also deals bashing damage equal to the successes to anyone standing within (Energetics) meters of the Psion. This damage ignores armor and cannot be dodged, it must be soaked with stamina.

●●●●● **Noetic Conversion:** **Noetic** - Psion particles can be converted into almost any form of matter, and almost any form of matter can be converted into Psions. It is this aspect of Psi that

allows for most Quantakinetic as well as most other Aptitudes to even function. Noetic Conversion is an exploration of this most basic tenet of Noetic theory. Through focusing on a particular form of energy, like heat or electricity the Psion is able to alter the Noetic spectrum in such a way that the particular form of energy being focused on can be changed into an equal amount of Psion particles. In fewer words the Psion can actually transform regular energy sources into Psi energy.

Cost: 10 Psi Pool

Dice Pool: Energetics + Intelligence + Science

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of noetic energy that deals his Psi Rating in Lethal Damage to him.

Failure - The Psion is unable to convert anything.

Success - The Psion gains a "bank" of soak vs. that type of energy equal to their Psi Rating/2. Each time they soak with this bank (which must be rolled as a die pool rather than automatically applied), the number of dice of damage soaked is removed from the pool (i.e.: the bank decreases in size by the number of successes each soak), and rolled, each success *adds* a point of Psi Pool back. Their Psi Pool cannot grow larger than their maximum normal Psi Pool.

Exceptional Success - As above but the soak is equal to Psi Rating itself.

Advanced Mode: *Transmutation* - With Transmutation the Psion uses his "Noetic glove" to gain a sense of the molecular structures of targets. Ultimately the Psion gains the ability to restructure targets on the molecular level.

● **Molecular Scanning:** While in physical contact with a creature or object the Psion is able to focus his Transmutation modality and gain a greater understanding of the object or creature's molecular make up. This most basic application of Transmutation allows the Psion to sense or feel the make up and arrangement of his target, though scientific knowledge is required for the Psion to truly understand what he is sensing.

Cost: 2 Psi Pool

Dice Pool: Transmutation + Intelligence + Science

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion cannot sense anything.

Success - If the roll is successful the Psion has found some sort of imperfection in the target. The target's Defense is lowered by a number equal to ½ dots in Transmutation.

Exceptional Success - As above but the defense is lowered by the full number of dots in Transmutation.

●● **Molecular Folding:** At this level of Transmutation mastery the Psion can not only sense the arrangement of molecules in an object, but he may also change that arrangement. This can manifest itself in the twisting of an iron support beam into a jagged mess of metal, or fusing the tumblers in a lock together. Whatever the case may be Molecular Folding allows for simple physical alterations to nonliving targets.

Cost: 3 Psi Pool

Dice Pool: Transmutation + Intelligence + Science

Action: Reflexive

Roll Results

Dramatic Failure - The Psion takes a quantum level feedback, suffering Psi Rating in bashing damage.

Failure - The Psion fold anything.

Success - The Psion can alter the basic shape of an object by rearranging the molecules in relation to one another. The Psion can rearrange his Psi Rating/2 in kilograms and may spend additional Psi Pool for additional weight at a rate of 1 Psi Pool per kilogram.

Exceptional Success - As above by the Psion can rearrange his Psi Rating in kilograms.

●●● **Change of State:** All matter exists in one of four states solid, liquid gas and plasma. Through a manipulation of boiling points and energy levels the Quantakinetic is able to change the state of almost any object...or at least a portion of it.

Cost: 4 Psi Pool

Dice Pool: Transmutation + Intelligence + Science

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of noetic energy of the type he is transmuting to, and takes his Psi Rating in bashing damage.

Failure - The Psion cannot transmute anything.

Success - The Psion to instantly change matter between its liquid, solid and gaseous states; it can even generate plasma. The Psion can rearrange his Psi Rating/2 in kilograms and may spend additional Psi Pool for additional weight at a rate of 1 Psi Pool per kilogram. This effect lasts an hour.

Exceptional Success - As above by the Psion can rearrange his Psi Rating in kilograms.

●●●●● **Molecular Mastery:** A more precise version of Molecular Folding, Molecular Master allows the Psion to not only modify the configuration of the molecules in an object, but also break them down to their component elements and create a totally new object. This is one of the more dramatic abilities in the QK's arsenal, and is often mistaken for "magic" by less informed peoples.

This Power could for example be used to turn a lump of coal into a diamond, or a tree into a house.

Cost: 5 Psi Pool + 1 Willpower Point if used on a living being

Dice Pool: Transmutation + Intelligence + Science

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of noetic energy and takes his Transmutation in lethal damage.

Failure - The Psion cannot transmute anything.

Success - The Psion can rearrange his Psi Rating/2 in kilograms and may spend additional Psi Pool for additional weight at a rate of 1 Psi Pool per kilogram. Used as an attack this power does Psi Rating dice of unsoakable lethal damage

Exceptional Success - As above by the Psion can rearrange his Psi Rating in kilograms.

●●●●●● **Midas Touch:** Midas Touch is the pinnacle of the application of Transmutation. For centuries Alchemists struggled to find a way to lead into gold, through the wonders of Noetics the Quantakinetic can. Unlike Molecular Mastery which was limited to dealing with component elements, Midas Touch allows the Psion to convert trace amounts of Psi into Protons, Neutrons and electrons changing the atomic composition of the atoms in an object and turning it into an entirely new substance.

Cost: 10 Psi Pool

Dice Pool: Transmutation + Intelligence + Science

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a noetic backlash, inflicting his Psi Rating in lethal damage to himself.

Failure - The Psion cannot transmute anything.

Success - The Psion converts (one kilogram per Psi Rating/2) of a pure element into one kilogram of any other element. When dealing with non-pure elements difficulty increases dramatically (-2 dice to the roll). Due to the amount of focus necessary to

change the atomic composition of a substance Midas Touch is impossible to use on living targets. The Psion may spend additional Psi Pool for additional weight at a rate of 1 Psi Pool per kilogram.

Exceptional Success - As above by the Psion can rearrange his Psi Rating in kilograms.

Telepathy

This is the power that deals the most with the mind - that of the Psion and the subject. A telepath is able to scan, read and even control thoughts, making them potentially some of the most dangerous people around.

Basic Mode: *Mindscan* - This basic technique allows the Psion to tune his mind to another mind.

When "tuned" the Psion is able ascertain a general location and sometimes even the specific location.

Cost: 1 Psi Pool

Dice Pool: Wits + Composure + Psi Rating/2

Action: Reflexive

Roll Results

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1 minute).

Failure - The Psion is unable to scan anything

Success - The Psion is able to ascertain the general location of the target mind they have tuned to. As long as the Psion concentrates (imposing a -1 Die penalty to all actions while doing so) the Psion can keep Mindscan active.

Exceptional Success - The Psion is able to ascertain the specific location of the target tuned mind.

Advanced Mode: *Empathy* - The advanced mode allows the Telepath to not only sense emotions, but actually control them if necessary.

● **Sense Emotion** - The Psion is in tune with the ebb and flow of human emotional tides. He can sympathetically "feel" what his subject feels, and thereby knows that subject's frame of mind.

Cost: 1 Psi Pool

Dice Pool: Manipulation + Empathy + Empathy (Psi Aptitude)

Action: Contested versus target's Willpower + Special Ability

Roll Results

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1

minute).

Failure – The Psion is unable to scan anything

Success – The Psion is able to gain insight into the target's current emotional state. The range of this power is 5 X Empathy Aptitude in meters.

Exceptional Success – The Psion is able to gain complete insight, right down to the entirety of the subject's condition.

●● **Exacerbate** – The telepath, having identified a subject's emotions, can play upon them with subtle psionic manipulation.

Cost: 1 Psi Pool

Dice Pool: Manipulation + Persuasion + Empathy (Psi Aptitude)

Action: Contested versus target's Willpower + Special Ability

Roll Results

Dramatic Failure – The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes – Psi Rating (minimum of 1 minute).

Failure – The Psion is unable to scan anything

Success – The Psion is able to manipulate the target's emotions up or down, making someone angrier or calmer.

Exceptional Success – The Psion is able to completely alter the targets mood, from angry to calm or vice versa.

●●● **Emotional Achilles** – Telepaths are no strangers to the use and abuses of the aptitude. By using this power, a Psion may subdue his own emotions, thereby becoming cold, distant and utterly self-interested. Telepathy based powers attempted on the Psion become almost impossible as the Psion's intellectual interests and emotional weaknesses are buried deep within them.

Cost: 2 Psi Pool

Dice Pool: Composure + Empathy + Empathy (Psi Aptitude)

Action: Reflexive

Roll Results

Dramatic Failure – The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes – Psi Rating (minimum of 1 minute).

Failure – The Psion is unable to scan anything

Success – The Psion effectively cancels his Vice's disadvantage for the duration, allowing all Empathy Aptitude powers to have a dice penalty equal to the Psion's dots in the Empathy Aptitude.

Exceptional Success – The dice penalty is equal to the dots in the Psion's Psi Rating or Empathy Aptitude, whichever is higher.

●●●● **The Muse** – This effect enables the Psion to incite whatever feeling he wishes to within an audience. Deep sorrow, raging fury, fawning adoration and cowering fear are all at the telepath's disposal.

Cost: 4 Psi Pool

Dice Pool: Manipulation + Persuasion + Empathy (Psi Aptitude)

Action: Contested versus target's Willpower + Special Ability

Roll Results

Dramatic Failure – The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes – Psi Rating (minimum of 1 minute).

Failure – The Psion is unable to scan anything

Success – The Psion manipulates the emotions of the masses to their ends. The Psion can affect his Psi Rating X 5 in people. If the Psion reaches a Psi Rating of 6, this become X10 of his rating. If a Psion get to Psi Rating 8, then this becomes X100.

This effect will last on turn and has a range of the Psi Rating X 50 meters. Once swayed, most people will continue with the mood they have been swayed towards.

Exceptional Success – The range of power is doubled to Psi Rating X 100 meters.

●●●●● **Mind Bomb** – The telepath reaches into the subject's psyche and triggers whatever deep emotional response that the Psion desires.

Cost: 5 Psi Pool

Dice Pool: Manipulation + Persuasion + Empathy (Psi Aptitude)

Action: Contested versus target's Willpower + Special Ability

Roll Results

Dramatic Failure – The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes – Psi Rating (minimum of 1 minute).

Failure – The Psion is unable to scan anything

Success – The Psion dominates the targets mind for a number of minutes equal to their Psi Rating.

Whatever emotion the Psion wants, the target experiences. This power can be used to make a person drop his weapon and declare undying love for their most hated enemy, or drive someone into a rage so powerful they would kill their own wife and

children.

Exceptional Success – As above but the time is 10 minutes X Psi Rating.

Advanced Mode: Mindshare – This is the traditional telepathic ability of mind to mind communication of information.

● **The Babel Effect** – The Psion is able to access the a subject's surface thought patterns that tie directly to what a person is currently saying.

Cost: N/A

Dice Pool: None

Action:

Reflexive

The Psion, when speaking to someone, is able to instantly translate any language they hear into something they understand because they are reading the thoughts from the speech center of the person as they talk. Any spoken or sign language is instantly translated to the Psion. When the Psion responds to the person they are conversing with the instantly translate back into the subjects speech centers. A Psion with this power is literally at home in any country in the world, easily able to speak just like a native in the local dialect of the area he is in.

●● **Mindspeak** – This effect allows the Psion to converse with a subject via pure thought. Each individual need merely think at one another with about the same amount of concentration used to speak verbally. Unlike verbal communication, Mindspeak transcends language.

Cost: 1 Psi Pool

Dice Pool: None

Action: Concentration

The Psion is able to concentrate and mentally or “telepathically” speak with someone, mind to mind. The range on this power is equal to the Psi Rating X 10 kilometers. If the target concentrates they can effectively block a telepathic conversation, requiring the Psion to reacquire them via Mindscan to re-establish communications. If a target wishes to actively block a Mindspeak then the Psion makes a contested Wits + Composure + Mindshare versus Willpower + Special Ability.

●●● **Pilfer** – The Psion is able to search through a subject's memory to extract specific thoughts. The Psion has complete access to all the information stored in the target's mind.

Cost: 2 Psi Pool

Dice Pool: Wits + Composure + Mindshare

Action: Contested versus Willpower + Special Ability

Roll Results

Dramatic Failure – The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes – Psi Rating (minimum of 1 minute).

Failure – The Psion is unable to scan anything

Success – The Psion reaches into the target's mind and retrieves the information they were looking for.

Most information will be readily there if the Psion achieves a success in the contested roll. Detailed secrets will require a second roll and a second expenditure of Psi Pool.

Exceptional Success – As above but to gain the deepest secrets doesn't require the second roll or expenditure of Psi Pool.

●●●● **Brainjack** – The Psion interweaves his own random thoughts with those of the target, overwhelming the target with a sense of confusion that complete befuddles the target.

Cost: 3 Psi Pool

Dice Pool: Manipulation + Persuasion + Mindshare

Action: Contested versus Willpower + Special Ability

Roll Results

Dramatic Failure – The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes – Psi Rating (minimum of 1 minute).

Failure – The Psion is unable to influence anything.

Success – The Psion causes the target to become hopelessly confused and lost for a number of turns equal to the Psion's Psi Rating. The range of this power is equal to the Psi Rating X 5 meters. Usually only one target can be “jacked” at once.

Exceptional Success – As above but the Psion can “jack” a number of people equal to his Psi Rating at once.

●●●●● **Network** – The telepath becomes a virtual switchboard for a group of select individuals. By opening channels among a number of people, the Psion facilitates mental communication between those people. The people to who the Psion extends his services are able to converse from mind to mind.

Cost: 5 Psi Pool + 1 Psi Pool for every person over Psi Rating/2 added in

Dice Pool: None

Action: Concentration

Once activated the Network remains in place for as long as the Psion concentrates. All people within the Network can instantly communicate mentally with each other up to a Psi Rating X 30 in Kilometers. The Psion has final say over the Network, adding or ejecting people as they see fit.

Advanced Mode: Psychbending - This mode concerns manipulating the conscious and subconscious impulses and actions of others.

● **Willfinder** - The Psion attunes themselves to other's psionic resonances. He may determine whether a subject is under the influence of a Psychbending power by looking at the emanations of the subject's mind.

Cost: 1 Psi Pool

Dice Pool: Wits + Composure + Psychbending

Action: Reflexive

Roll Results:

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1 minute).

Failure - The Psion is unable to scan anything

Success - The Psion can tell if a person has been or is under the influence of a Psychbending power.

Exceptional Success - As above but the Psion is also able to tell exactly which power it is.

●● **Will Control** - This manifestation of Psychbending covers the submission of the subject's will to the Psion's. The telepath transmits a mental command to his subject that she is compelled to obey.

Cost: 2 Psi Pool

Dice Pool: Wits + Manipulation + Psychbending

Action: Contested versus Willpower + Special Ability

Roll Results

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1 minute).

Failure - The Psion is unable to assert control.

Success - The Psion issues a command that the target is compelled to do. This could be anything from a basic command of sneeze to a command to take someone to lunch or dinner or sleep with that person.

Exceptional Success - As above but the level of command is much more intense. The Psion could order a target to kill themselves.

●●● **Mindshield** - The Psion generates a mental barrier against other telepathic powers and attacks.

Cost: 2 Psi Pool

Dice Pool: None

Action: Reflexive

The shield when active lasts 1 minute for each dot in Psi Rating of the Psion. It will cause negative dice equal to the dots in Psychbending to all Telepathy power attempts on the Psion.

●●●● **Mindwarp** - This aspect of Psychbending is the creation, deletion and alteration of a subject's memories. Successful use of Mindwarp can leave the subject changed quite radically from her original state.

Cost: 5 Psi Pool

Dice Pool: Wits + Manipulation + Psychbending

Action: Contested versus Willpower + Special Ability

Roll Results

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1 minute).

Failure - The Psion is unable to affect the target's mind.

Success - The Psion rips into the target's psyche and literally rewrites part of it. The target will think of things as different than they really are or were after this attack. Most applications of this power are for things like erasing people's minds of facts, hiding people's involvement in things, and such. A Psion could command the person to forget they spent an afternoon with them for example.

Exceptional Success - As above except the re-write is that much more powerful to the point where the Psion could potentially cause someone to believe that they were the last survivor of the planet Kryp... well you get the idea.

●●●●● **Shagg's Folly** - The effect telepathically reveals the immediate plans of all those surrounding the Psion. The telepath may then act on this knowledge, anticipating other's movements before they even begin to carry them out.

Cost: 5 Psi Pool initial cost

Dice Pool: Intelligence + Wits + Psychbending

Action: Reflexive

Roll Results

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1

minute).

Failure – The Psion is unable to affect anything

Success – The Psion is able to sense what people are going to do before they do it. The Psion is able to better react to the information. Knowing where not to be, or what the person is going to say, or how they will react to the Psion. What this does for game play is that the person who the Psion is targeting must declare what action they are doing a turn in advance and adhere to it. The Psion can then react to this to determine their action. This doesn't add or subtract dice to any pools.

Exceptional Success – As above except the Psion gains +1 die to all actions for the duration of the mode.

Teleportation

This power deals with manipulating the subquantum stratum in order to alter space or change the locations of people and objects. Stated even more simply, teleportation involves going from “here” to “there” without covering the distance inbetween.

Basic Mode: *Spatial Sense* – Those with the power to Teleport get a powerful sense of location. This is not just where they are, but also the location of objects within that same area. This sense is like a cross between echolocation and x-ray vision. This sense can also detect the use of Teleportation powers. If a teleportation power of any of the three advanced modes is used, then the character gets a perception test to tell that it happened. Teleporters, for the lack of a better term, can “feel” the teleport effects like the ripples in a pond. The closer to the location of the teleport power being used the stronger the sense.

Cost: 1 Psi Pool

Dice Pool: Wits + Composure + (Psi Rating/2)

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes – (1 minute per Psi Rating).

Failure – The Psion cannot sense anything.

Success – The character can tell if the object is man made, alive or just a piece of rock. The range is Psi Rating X 5 meters.

Exceptional Success – It is as if the character has run their hands over every square inch of the objects.

Advanced Mode: *Translocation* – This power is the ability to move oneself around from place to place and is often considered the easiest of the three advanced modes.

● **Spatial Integrity** – The first power learned is ironically an anti-teleportation ability, increasing the difficulty of all teleportation power tests by 1die per dot in Teleportation.

Cost: 1 Psi Pool

Dice Pool: Translocation + Resolve + Science

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of static and instead of increasing, decreases the spatial integrity, making it easier to teleport into the area. Anyone teleporting into the area gains +2 dice to their attempt.

Failure – The Psion neither increases nor decreases the spatial integrity of the area.

Success – Add Psi Rating/2 in negative dice to all teleport power attempts in an area equal to Psi Rating X 10 meters.

Exceptional Success – Add Psi Rating in negative dice to all teleport power attempts in the area.

●● **Jump** – This is a short-range teleport hop, allowing the Psion to go to any point she can see clearly with the naked eye or perceive with the Spatial Sense Basic Mode ability.

As a rule of thumb, the character must be able to see her destination on a human scale, so while a human can see the moon, he can't see a 2 meter spot on the surface with the naked eye, which would equate the human scale.

Cost: 1 Psi Pool

Dice Pool: Translocation + Resolve + Investigation

Action: Reflexive

Roll Results

Dramatic Failure - The Psion keels over as massive subquantum shocks run their system incapacitating them for 10 minutes – (1 minute per Psi Rating).

Failure – The Psion doesn't jump.

Success – The character arrives safe and sound in the 2-meter area

Exceptional Success – The character arrives safe and sound and can actually pick an exact spot he appears at.

●●● **Shimmer** – This power allows the Psion to flicker randomly around in her immediate area (dictated by the limits of her Spatial Sense Basic Mode ability). This is primarily a defensive power, but the teleporter decides the last place she lands, just like a standard jump.

Cost: 2 Psi Pool for random jumps, 5 Psi Pool for controlled jumps.

Dice Pool: Translocation + Wits + Investigation

Action: Reflexive

Roll Results

Dramatic Failure - The Psion keels over as massive subquantum shocks run their system incapacitating them for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion does not perform the Shimmer effect.

Success - The character can blink up to their Psi Rating/2 times, each blink awarding a cumulative -1 die to all attacks against the character for each blink.

Exceptional Success - The character can blink up to their Psi Rating times, each blink awarding a cumulative -1 die to all attacks against the character for each blink.

●●●● **Long Jump** - With this power a Psion can instantly travel to any familiar location, no matter the distance. She could 'port from one side of the planet to the other. Teleporters must be familiar with the location to do the teleport.

Cost: 5 Psi Pool

Dice Pool: Translocation + Intelligence + Investigation

Action: Reflexive

Roll Results

Dramatic Failure - The Psion keels over as massive subquantum shocks run their system incapacitating them for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion does not jump.

Success - The Psion arrives at his location safe and sound. A familiar location takes 1 min for total transit time, a vaguely familiar location will take 10mins to translate and a place the character is completely unfamiliar with takes an hour to translate. The character only feels the passage of a few seconds.

Exceptional Success - As a success but the transit time is reduced. Familiar is instant, vaguely familiar is 1min and completely unfamiliar is 10mins.

A familiar place is some the character has lived for at least 6months. A vaguely familiar place is some the character has been for at least a week. A completely unfamiliar place is somewhere they visited for a brief period of time, under a week, a day or an hour.

●●●●● **Bilocality** - With this power the Psion is literally in two places at once, but fully in neither. Part of the jumper's mass, attention and ambient Psi field are sent to a location, while the remainder stays put. Both selves look solid, but the bodies are light and fragile. While there are perils to this power, there are advantages as well. If a jumper is unsure of

their destination being safe, Bilocality will allow them to safely check it first.

Cost: 10 Psi Pool

Dice Pool: Translocation + Resolve + Investigation

Action: Reflexive

Roll Results

Dramatic Failure - The Psion keels over as massive subquantum shocks run their system incapacitating them for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion does not bilocate.

Success - The Psion is in both locations of places they could reach via Jump or a familiar Long Jump. The Psion can shift stats between the two locations in order operate at both. The Psion can take something from one location to the other, but only with a successful roll of Translocation + Resolve and the cost of 1 Psi Pool per 10kg of the object.

Exceptional Success - As per above but the cost for transferring the object is zero Psi Pool.

Advanced Mode: *Transmassion* - The Psion can move other things, objects, plants and living creatures. A number of factors influence the difficulty of moving something. Mass, size, object's owner, and integrity. Mass and size of course are important because larger objects and things of strange sizes and shapes can be difficult to wrap a noetic field around. Object's owner matters because every object has a psi-print on it and those things with your own Psi print are easier to move. Finally integrity. Moving something through quantum states via the sheer power of ones psionic power means you either move the entire object or none of it.

● **Relay Object** - With this power, the Psion can summon an inanimate object to himself or send on away. The main restriction is that the object must either start or finish touching the Psion. This power can only teleport items visible with the naked eye or detected with Spatial Sense and is limited to maximum of 1km in distance.

Cost: 1 Psi Pool

Dice Pool: Transmassion + Resolve + Science

Action: Reflexive

Roll Results

Dramatic Failure - The Psion keels over as massive subquantum shocks run their system incapacitating them for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion does not relay the object.

Success - The item relays to the character.

Exceptional Success - The item relays to the character at no cost.

●● **Relay Person** – This technique works much like Relay Object, but the Psion can apply his talents to a living creature. Anything on the target that has her psi print moves with them when they are “relayed”.

Cost: 2 Psi Pool

Dice Pool: Transmassion + Resolve + Science

Action: Reflexive or Contested versus Willpower (+ Special Ability) if used on an unwilling target.

Roll Results

Dramatic Failure - The Psion keels over as massive subquantum shocks run their system incapacitating them for 10 minutes – (1 minute per Psi Rating).

Failure - The Psion does not relay the person.

Success - The target is relayed.

Exceptional Success - The target is relayed for zero Psi Pool.

●●● **Transmit Object** – Though similar to Relay Object at first glance, this power is qualitatively different since the Psion needn’t touch or even see the object involved. At this level, the powers of transport are also strong enough to move large objects.

Cost: 3 Psi Pool initially, A Psion can spend extra Psi Pool in order to increase the “effective Psi Rating” for the mass total, at a cost of 1 Psi Pool per “effective Psi Rating increase, max of Psi Rating 10. Re: A Psi Rating 2 Psion can spend 8 additional Psi Pool to get the effective Psi Rating of 10 in order to allow them to Transmit up to a 2metric ton object. This increase of effective Psi Rating is only for this mass limit.

Dice Pool: Transmassion + Resolve + Science

Action: Reflexive

Roll Results

Dramatic Failure - The Psion keels over as massive subquantum shocks run their system incapacitating them for 10 minutes – (1 minute per Psi Rating).

Failure - The Psion does not transmit the object.

Success - The object is transmitted as per the weight limit note in the below chart.

Exceptional Success - The object is transmitted for half the total Psi Pool cost.

Pr	Wt	Pr	Wt
1	15kg	6	250kg
2	25kg	7	400kg
3	40kg	8	750kg
4	75kg	9	1.25m-tons
5	125kg	10	2m-tons

●●●● **Transmit Person** – As Transmit Object is to Relay Object, so is Transmit Person to Relay Person. With Transmit Person the character can teleport a subject across vast distances, either bringing them to the Psion or sending them away. The Psion must have firm sensory impression of the subject and the destination – at least partially simplified if either the person or her destination is right next to the Psion.

Cost: 5 Psi Pool

Dice Pool: Transmassion + Resolve + Science

Action: Reflexive or Contested versus Willpower (+ Special Ability) of the target.

Roll Results

Dramatic Failure - The Psion keels over as massive subquantum shocks run their system incapacitating them for 10 minutes – (1 minute per Psi Rating).

Failure - The Psion cannot lock on and transmit.

Success - The people or persons are sent without problem. The destination is subject to the same requirements are a Long Jump power.

Exceptional Success - The people or persons are sent without problem and for ½ the Psi Pool cost.

●●●●● **Selective Transmassion** – The Psion can teleport partial things. With this level of power the Psion could teleport a grenade out of the grenade launcher, hollow out a hill and even remove the hand from a person’s arm.

Cost: 5 Psi Pool + 1 Willpower Point if used on a living person

Dice Pool: Transmassion + Resolve + Science

Action: Reflexive or Contested versus Willpower (+ Special Ability) if used on a living being.

Roll Results

Dramatic Failure - The Psion keels over as massive subquantum shocks run their system incapacitating them for 10 minutes – (1 minute per Psi Rating).

Failure - The Psion cannot lock on and transmit anything.

Success - The Psion ports away an amount of mass equal to his mass limit as noted in the Transmit Object power. As per Transmit Object, extra Psi Pool can be spent to increase this mass amount.

Exceptional Success - The Psion ports away an amount of mass equal to his mass limit as noted in the Transmit Object power. As per Transmit Object, extra Psi Pool can be spent to increase this mass amount, but at half cost.

Warping away a piece of a living organism is much more difficult. The character cannot teleport away anything he can’t see – so no tearing out a heart or brain unless he get a least an exceptional success on

Spatial Sense. If successful it will inflict Psi Rating in Lethal Dice Damage.

Advanced Mode: *Warping* - Where Translocation and Transmession both involve moving matter between locations, *Warping* deals with changing the nature of location itself. A skilled warper can bend space like a child toys with a wad of chewing gum, stretching and folding it to suit his own purpose.

● **Minor Flux** - This technique involves adjusting the space between a hand and the opponent, making it very useful in close combat. Being able to halve the distance between the Psion and his enemy at the moment he strikes makes for faster, (and much less predictable) blows. Also, lengthening the distance between the person and an enemy just as the opponent strikes can make it difficult for the teleporter to be hit.

Cost: 1 Psi Pool

Dice Pool: *Warping* + *Wits* + *Science*

Action: Reflexive

Roll Results This power either succeeds or not. If it does, the character's Defense goes up equal to the *Warping* Mode dots for any defensive actions or drops the opponents Defense by the same amount for hostile actions.

●● **Spatial Divergence** - This is similar to *Minor Flux*, but it affects an area beyond the Psion's immediate vicinity and last longer. It allows the jumper to modify a target's effective velocity by expanding or contracting the space in front of it. This adjustment is entirely linear, so *Spatial Divergence* cannot be used to change the course of a target.

Your character can affect any target that can be seen, touched or sensed with *Spatial Sense*. This is all relative so that while to everyone else the speed is effect the Psion still sees things as normal. A Psion in a speeding car could enhance the car to make it go faster, and to everyone viewing it, the car moves faster, but the Psion is still seeing things at their own relativity. So while the car was doing 100km unassisted

Cost: 2 Psi Pool + 1 Psi Pool per extra +/- 10kph

Dice Pool: *Warping* + *Intelligence* + *Science*

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion cannot speed or slow the target.

Success - The target is sped up or slowed down

Exceptional Success - The target is sped up or slowed, but at half the Psi Pool cost.

●●● **Fading** - This ability allows the Psion to divorce most of the matter in his body from its physical location. Put another way, the Psion translates some his mass into noetic energy. The Psion's body doesn't interact with the physical universe as it normally does. He maintains some physical presence, but looks dim and transparent. The most spectacular use of this power is the ability of Psion to walk through walls. Though not 100% true phasing, as the teleport will leave some blood and skin on the surface of the object the pass through, they can with effort walk through a wall. This power has one other application and that is it can also allow the character to enter the Shadow if they want.

Cost: 3 Psi Pool + 1 Psi Pool per minute spent Phased

Dice Pool: *Warping* + *Intelligence* + *Science*

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion cannot phase.

Success - The character phases as normal and can remain phased for as long as he spends Psi Pool points. If the character is in a solid object when they rematerialize they die.

Exceptional Success - The character phases as normal but for half the Psi Pool cost, and for the entire time phased, spends half the cost to stay phased.

To shift to the Shadow cost the initial Psi Pool amount plus a further *Warping* + *Resolve* roll and 5 more Psi Pool. The character remains in the Shadow for the same time durations as above.

Of note, this power will give some rather nice defensive abilities, causing the character to gain a bonus to their Defense equal to the dots in *Warping*. If a character uses the power to walk through a wall he takes a point of bashing damage for any none critical location that passes through. If his head or torso is passed through, he takes a point of lethal damage. This damage only occurs once for the entire pass through effect on the object. But a second object would cause the damage again, thus if the character phases and passes through a 10ft thick wall he take 1 bashing and 1 lethal damage. If he were to pass through three 2ft walls, then he would take 3 bashing and 3 lethal damage.

Many teleports will not move into the Shadow as they find it disconcerting and strange. None of the standard laws of physics apply and things there seem to hunger for the powerful minds of the Psion.

●●●● **Extrusive Crumpling** - With this technique the Psion can adjust a segment of space - expanding it in all directions or contracting it down dramatically. A germ could be extruded up to macro (perceptible) size, or a bookshelf crumpled into a wad the size of softball. In either application, there's not actual structural change.

Anything that is "crumpled" is not harmed in any way, and in many ways this is one of the most benign and pacifistic powers of the Psions.

Cost: 5 Psi Pool

Dice Pool: Warping + Intelligence + Science

Action: Reflexive

Roll Results

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion cannot crumple anything.

Success - The Psion is able to expand or contract something by 1 to 100times, done in factors of 10 at a cost of 1 Psi Pool per factor.

Exceptional Success - The Psion is able to expand or contract something by 1 to 100times, done in factors of 10 at a cost of 1 Psi Pool per 2 factors.

Anything "crumpled" still retains its original weight and the time the item or person remains crumpled is 5mins per Psi Rating, or until the "Crumpler" cancels the power.

●●●●● **Transportal** - The Psion teleports everything within an area - no matter the number of people, objects or mass there is - from one physical location to another.

Unlike most Teleportation abilities, Transportal is fairly gradual. The sphere of effect grows outwards from the jumper himself and takes about 1 minute to coalesce. Once the sphere is in place and the Psion is ready, there is a ripple of light a flash of light and the sphere vanishes. A flash heralds its arrival at the destination. Anything that is only partially into the sphere is sliced cleanly off.

Cost: 10 Psi Pool

Dice Pool: Warping + Intelligence + Science

Action: Reflexive

Roll Results:

Dramatic Failure - The Psion receives a backlash of information and is unable to sense again for 10 minutes - (1 minute per Psi Rating).

Failure - The Psion does not teleport anything, the sphere collapses and must be regenerated again.

Success - The Psion teleports as per normal. The destination suffers from the same effects of the Long Jump criteria, though a Clairsentient scan will also qualify as if it is a totally familiar area.

Exceptional Success - The Psion teleports as per normal but at half the cost.

The sphere of effect is equal to 10 times the Psi Rating of the character in meters.

Vitakinesis

While the assorted modes and effects of the various Aptitudes can best be described as variations on a theme, Vitakinesis debatably offers a wider variation than most. Both physical and mental well-being come under this aptitude's aegis, as does something a bit darker, the ability to reverse healing powers to cause permanent harm.

Basic Mode: *Kirlian Eye* - The Psion takes a quick peek at the "life-field" of whomever he is currently studying. This allows the Psion to see the subject's aura, gauge their emotional state and also gauge their current physical health state.

Cost: None

Dice Pool: Wits + Composure + Psi Rating/2

Action: Reflexive

Roll Results

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1 minute).

Failure - The Psion is unable to see any auras.

Success - The Psion is able to discern the basic aura of a person, the basic emotional state and/or the basic health level of the character. For auras see the Auspex Discipline in V:tR.

Exceptional Success - The Psion is able to get more detailed information, so instead of seeing that the subject is angry and hurt they see that the subject is seething mad and bleeding to death.

Advanced Mode: *Iatrosis* - This mode explores the use of psi energy to heal physical injury. Physical contact is required for these effects and many of its practitioners actually generate a visible glow around their hands when using this mode. The Psion can knit bones, cure disease, close wounds and even regenerate mutilated flesh or organs. The only limit is the Psion's will, expertise and overall Psi Pool.

● **Mending** - The Psion can heal minor damage and even alleviate temporarily the pain and discomfort caused by more severe wounds. A Psion could heal bumps, scraps, stabilize critically wounded people and even halt excessive bleeding.

Cost: 1 Psi Pool

Dice Pool: Intelligence + Medicine + Iatrosis

Action: Concentration

Roll Results

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1 minute).

Failure - No healing is done

Success - The Psion can heal bashing damage levels up to his Psi Rating. Any other types of damage are not healed but the debilitating effects are reduced.

Exceptional Success - As above but double the Psi Rating in bashing damage is healed.

●● **Antitoxin** - This power enables the Psion to accelerate his patient's physical systems to fight any toxin, fungus or virus introduced by an outside agent. This power will not work against effects that literally destroy a subject's tissues, as hard radiation poison, gangrene and cancer do.

Cost: 1 Psi Pool

Dice Pool: Intelligence + Medicine + Iatrosis

Action: Concentration

Roll Results

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1 minute).

Failure - No healing is done

Success - The Psion supercharges the subject's immune system, reducing the level of a toxin by 1 rating level for every extra Psi Pool pumped into the power. So a poison rated at 5 would cost 6 Psi Pool to reduce it to a harmless state.

Exceptional Success - As above but at half the Psi Pool cost.

●●● **Metamitosis** - The Psion is able to mend flesh and knit bones back together.

Cost: Special

Dice Pool: Intelligence + Medicine + Iatrosis

Action: Concentration

Roll Results

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1

minute).

Failure - No healing is done

Success - The Psion restores Lethal Damage equal to their Psi Rating.

Exceptional Success - As above but up to double the Psi Rating in Lethal damage is healed.

●●●● **Cellular Repair** - This effect enables the Psion to cleanse a patient's body of cancerous, irradiated or otherwise mutated cells. The Psion focuses pm the subject's biological "template", calling forth the original cellular makeup. The mutated cells are literally flushed from the patient's system as an inert gray bio-waste.

Cost: 5 Psi Pool per session

Dice Pool: Intelligence + Medicine + Iatrosis

Action: Concentration

Roll Results

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1 minute).

Failure - No healing is done

Success - The Psion is able cleanse the subject of afflictions like cancer, radiation sickness, and even tumors. This power takes time, 1 hour at minimum, with most of the low level tumors and cancers taking a full 8 hours of intensive concentration on behalf of the Psion to heal. Severe cases take that much longer or possible are split into several sessions of healing. To cure a terminally ill patient might take 8 hours a day for two weeks to fully heal of the invasive cellular degeneration. It is up to the storyteller on the over all time it will take.

Exceptional Success - The time that that healing session takes is cut in half, minimum of 1 hour.

●●●●● **Regeneration** - The Psion can now actually regenerate damaged or missing organs or limbs.

Cost: 5 Psi Pool per limb/organ

Dice Pool: Intelligence + Medicine + Iatrosis

Action: Concentration

Roll Results

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1 minute).

Failure - No healing is done

Success - The Psion is able to slowly regenerate an organ or limb over a set period of time, usually 1 hour minimum. The more severe the damage the longer it will take. The entire time the Psion must

concentrate, slowly healing the damage. A finger would take an hour, a hand 2 hours, a full limb 4 hours, massive severe trauma and damage to the majority of the body, 8-14 hours.

Exceptional Success - The time that that healing session takes is cut in half, minimum of 1 hour.

Advanced Mode: Mentatis - Healing the mind is just as important as healing the body. Psion with this mode heal wounded minds and psyches rather than torn flesh and broken bones. Most modes in this aptitude require touch to work, though some are capable of being done with line of sight.

● **Mind's Eye** - This mode is commonly used in psychiatric therapy, allowing the Psion to gain insight into what's troubling the patient. Unlike Telepathy the Psion doesn't roam the mind of the subject it just shows what the source of the greatest psychological trauma is for the subject.

Cost: 1 Psi Pool

Dice Pool: Intelligence + Medicine + Mentatis

Action: Concentration

Roll Results

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1 minute).

Failure - No healing is done

Success - The Psion gets a brief impression of the cause of the subject's anxiety. This can be a highly subjective impression. If a Psion has 3 or more dots in Mentatis they are able to use this mode at a range of Psi Rating in meters.

Exceptional Success - As above but the Psion gains a clearer and more concise look at the anxiety which is less subjective.

●● **Passive Voice** - A Psion doesn't actually perform any healing with passive voice. Instead, this power moderates extremes of emotion, making it useful for dealing with murderous rages, psychotic episodes and paralyzing fear. The power forces a state of reasonable calm on the target even if they want to be angry.

Cost: 2 Psi Pool

Dice Pool: Manipulation + Medicine + Mentatis

Action: Contested versus Willpower + Special Ability

Roll Results

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1

minute).

Failure - No calming is done

Success - The Psion calms the target for 1 minute for every dot in Psi Rating. The subject must be touched for this to work. At 3 dots in Mentatis the Psion can affect a person verbally within Psi Rating in meters. At 4 dots in Mentatis the Psion can affect a number of people equal to his Psi Rating as well.

Exceptional Success - As above except the time is 5mins for every dot of the Psi Rating.

●●● **Ease Trauma** - This effect enables the Psion to free a subject from mental pain temporarily. This could include dampening a phobia or easing an irrational hatred. This power is like a telepathic psychotherapy session.

Cost: 2 Psi Pool

Dice Pool: Manipulation + Medicine + Mentatis

Action: Concentration

Roll Results

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1 minute).

Failure - Nothing happens.

Success - The Psion mentally dampens the psychological trauma of the subject for 1 hour per dot in Mentatis.

Exceptional Success - As above except the time is doubled.

●●●● **Chemical Block** - Many behavioral irregularities can be traced to chemical imbalances in the brain. Treating those problems is a matter of adjusting the brain's delicate balances; the Psion can address any chemically imposed behavioral aberrations - even those caused by ingested drugs.

Cost: 5 Psi Pool

Dice Pool: Intelligence + Medicine + Mentatis

Action: Concentration

Roll Results

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1 minute).

Failure - Nothing happens.

Success - The Psion modifies the subject's body to regulate its own chemical levels, bring it inline with the desired behavior (which the Psion must state before making the attempt). This effect lasts 1 day.

Exceptional Success - The effect lasts 1 week.

●●●●● **Knit Psyche** - This power enables the

Psion to resolve complicated mental traumas, deep rooted mental illnesses and long-buried phobias - or at least alleviate them to some degree. While the effects of this power are neither immediate nor visible, they are extremely potent.

Cost: 5 Psi Pool

Dice Pool: Wits + Medicine + Mentatis

Action: Contested versus Willpower + Special Ability

Roll Results

Dramatic Failure - The Psion catches a brief mental feedback that momentarily overwhelms the person's mind for 10 minutes - Psi Rating (minimum of 1 minute).

Failure - Nothing happens.

Success - The Psion spends 8 hours with the patient.

There are no hard rules for what sort of injury or illness can be healed this way, examples include physical brain damage, deep-seated psychoses and extreme sociopathic behavior.

Exceptional Success - As above but the time with the patient is reduced to 4 hours.

Advanced Mode: Algesis - This mode delves into the darker side of the Vitakinetics abilities. Algesis effects harm instead of heal, and only those who a psychologically stable should try to use this mode to harm people.

● **Inflame** - While this power can't inflict new injuries on a target, it can exacerbate existing ones. Lacerations, blunt traumas, burns - there's no sort of injury so bad that Inflame can't make it worse.

Cost: 1 Psi Pool

Dice Pool: Composure + Medicine + Algesis

Action: Contested versus Willpower + Special Ability

Roll Results

Dramatic Failure - The Psion take a backlash of pain and trauma himself, resulting in 1 level of bashing damage.

Failure - No effects occur.

Success - The Psion causes bashing damage equal to the Psi Rating of Psion, but not greater than the bashing damage already taken by the target. This power has range in meters equal to the Psi Rating of the Psion. The target must have bashing damage to start with for this power to work.

Exceptional Success - As above except the damage can exceed the damage limit.

●● **Contusion** - The Psion channels his psi to

cause a target minor physical trauma. This damage manifests as a bloody nose or bruised muscle.

Cost: 2 Psi Pool

Dice Pool: Composure + Medicine + Algesis

Action: Reflexive

Roll Results

Dramatic Failure - The Psion take a backlash of pain and trauma himself, resulting in 1 level of bashing damage.

Failure - No effects occur.

Success - The target takes bashing damage. This damage can be soaked by the target as per any normal bashing damage, but will ignore armor. This power has a range of 3meters X Psi Rating.

Exceptional Success - As Above but the final range is doubled.

●●● **Algesic Shield** - The Psion is able to protect themselves from Algesis attacks from other Vitakinetics.

Cost: 3 Psi Pool

Dice Pool: Composure + Medicine + Algesis

Action: Reflexive

Roll Results

Dramatic Failure - The Psion take a backlash of pain and trauma himself, resulting in 1 level of bashing damage.

Failure - No effects occur.

Success - The Psion produces negative dice on any Algesis effect directed towards him equal to his Psi Rating.

Exceptional Success - The amount of negative dice is doubled.

●●●● **Lacerate** - The Psion does little more than tear at the subject's physical form with savage thrusts of psi energy. The inflicted wounds manifest as either gashes in the skin or as severe hemorrhaging, usually just below the skin where the pooling blood can be seen.

Cost: 4 Psi Pool

Dice Pool: Composure + Medicine + Algesis

Action: Reflexive

Roll Results

Dramatic Failure - The Psion take a backlash of pain and trauma himself, resulting in 1 level of bashing damage.

Failure - No effects occur.

Success - The Psion inflicts aggravated damage on the target. This damage can be soaked by the target as per any normal bashing damage, but will ignore armor. This power has a range of 3 meters X Psi Rating.

Exceptional Success - As Above but the range is doubled.

●●●●● **Morbidity** - The Psion inflicts massive damage on a target, usually by exploding the victim's heart or collapsing the lungs or something equally dramatic.

Cost: 5 Psi Pool

Dice Pool: Composure + Medicine + Algeis

Action: Contested versus Willpower + Special Ability

Roll Results

Dramatic Failure - The Psion take a backlash of pain and trauma himself, resulting in 1 level of bashing damage.

Failure - No effects occur.

Success - The Psion reaches out with their psi energies and inflicts Lethal damage. This damage can be soaked by the target as per any normal bashing damage, but will ignore armor. This power has a range of 3 meters X Psi Rating.

Exceptional Success - As Above but the range is doubled.

New Advanced Mode	7 XP
Merit	New dots x 2
Psi	New dots x 8
Humanity	New dots x 3
Willpower	8 XP

Novas and the World of Darkness

Psion powers work on Stalwarts, Daredevils, Lethals, Novas, Projectors and the other denizens of the World of Darkness like they would a normal mortal, though the various templates can use their Special Stat to bolster their defenses when it is appropriate.

When it comes to being affected by Lunacy, the Psion link with Quantum energies has steered their mind against it (they count as a supernatural template see **Werewolf the Forsaken Main Rules Pg 180**).

Disquiet affects the Psion like it would any normal mortal.

Psions cause the normal level of Disbelief as mortals in Awakened when they witness magic being used due to their enhanced state of being.

Psions cannot see Changelings for what they truly are, seeing only the mortal human seeming.

Psion Experience Point Costs

Trait	Cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3 XP
New Advance Mode Level	New dot x 5



Project Dusk

I bought the Orpheus book and was hooked. I bought each book in turn to keep track of it and the story it was telling. I was impressed and thought it was a good successor to Wraith.

Now at the end of the whole series, Orpheus was defunct, the assets seized by the government and its rivals now in the same boat with the government looking at them hungrily. I liked the whole idea of the game and so thought they deserved a homage here. Orpheus works in the current World of Darkness quite well as far as I am concerned. The F.E.A.R. Corporation doesn't have any of these people working for them, and most have disappeared into the shadows, trying to get as far away from their pervious "occupation" as possible.

Most former Orpheus employees, not to mention the rival corporations, do not want to go skimming again, as the specters on the other side do not like them and hunger for them.

Some changes of course will be needed. The "other side" is not the same in this World of Darkness as it was in the Old system. See the section on Wraiths after the Orpheus conversion for more on the Shadow, Wraiths, and Spectres.

Headquarters: The main F.E.A.R. Complex in Silicon Valley, California

Motto: Life within Death

Employee Count: 23.

Dr. Danielle Sykes, Project Leader

Quote: "There are whole other worlds out there, realities where the dead continue what they did when alive. At one point there were companies that exploited these wraiths and the realm they are in, and now, now they are gone... but their legacy is still here. I know. I have been there, seen the dead, and listened to their stories."

Background: Danielle was born to a large family with dozens of cousins, aunts, uncles, great aunts, great uncles and one great, great grandfather. 112 years old when she was born and on a respirator, she was his 1st great, great grandchild and he so wished to see her. It was his last wish in life. As she was born he died, painlessly and quietly with some 20 family members in the room. What unnerved the



entire group were his last words. "She is so beautiful! My God, so beautiful." They watched as he smiled, a single tear rolled down his cheek and he stopped breathing.

Danielle grew up with a very special invisible friend who she called "GG" or sometimes "Greay" who helped her, comforted her and was there for her whenever she needed it.

It wasn't till later that her mother realized that the person she was talking about was the ghost of her great, great grandfather. She was taken to her great aunt Ana who was the family's resident grand-dame of all things mystical, where it was determined by Ana that indeed, the child had the protection of the spirit of her great, great grandfather and that it would protect her through life and that it was nothing to worry about.

Eventually the talk about GG stopped as Danielle grew older, and her parents and the family forgot about it. In secret, with great-aunt Ana's help, Danielle was taking long walks and talks with her beloved great, great grandfather.

Danielle schooled in parapsychology, gaining a doctorate in the subject. F.E.A.R. hired her after a seminar she held on ghosts and the unknown was attended by Simon Carstairs himself. He invited her to dinner and talked with her at length before having her hired to head Project Dusk.

Description: A waifish woman with dark skin and long dark hair. She has a contagious laugh and always a smile.

Storytelling Hints: You know what is out there. You have seen it. You have seen the wonders and mysteries and of course the horror as well.

Abilities

Wraith Companion - Danielle's great, great grandfather is constantly near her, as she has become his anchor. When she is sad he holds her

and sings to her. When she is happy he dances and laughs with her. He advises her, acts as her confessor and is her best friend in the world.

Projector (Skimmer) – Danielle, and her great-aunt Ana, are natural skimmers, able to project themselves into the Shadow as Wraiths. When there, Danielle's great, great, grandfather acts as her guide and protector.

RPG Rules: Orpheus

Step 1: Character concept

Most of these people are fugitives, wanted by the government and other groups less public for their skills and abilities. While some people out there have always had the ability to skim the Shadow, they are also less than likely to want to share this knowledge with anyone for fear of persecution.

Step 2: Select Attributes

As the normal World of Darkness system.

Step 3: Select Skills

As the normal World of Darkness system.

Step 4: Select Skill Specialties

As the normal World of Darkness system.

Step 5: Add the Orpheus Template

The Projector is a Minor Template, and as such if they are embraces, awakening or go through the 1st change, etc, they will lose all Projector based powers and abilities.

Projectors gain two new stats, Vitality Pool and Spite.

Spite	Effects of Spite		
	Attribute/Skill Max	Max Vitality Pool/Pts per turn	Spectral Echoes
1	5	10/1	
2	5	11/1	
3	5	12/1	
4	5	13/2	
5	5	14/2	
6	6	15/3	1
7	7	20/5	2
8	8	25/7	3
9	9	30/10	4
10	10	35/15	5

New Advantage: Vitality Pool

Vitality represents your spiritual strength, being both your health when in spirit form, and the fuel for your powers. Damage applied to your ghost body while projecting is taken out of your Vitality, not your Health. (Except for Skimmers, who lose both). All Horrors require the expenditure of Vitality from the Vitality pool. If you reach 0 Vitality you are yanked back to your body.

New Advantage: Spite

Spite is the measure of your inner hatred, insecurity, fear, and malevolence. Much like Willpower, Spite is rated in permanent Dots and temporary Points. However, unlike Willpower, Spite isn't spent or used up. It's Tapped and it's gained. Once you reach 10 temporary spite points, your temporary spite pool drops to 0 and you gain a permanent Spite Dot. If your character reaches 10 temporary Spite with a Spite 10 already, he becomes a monstrous ghost under Storyteller control, known as a Spectre. At this point the body goes into a coma like state where if it

isn't taken care of it will wither and die, leaving the Spectre as a permanent resident in the Shadow.

You can Tap Spite to gain Vitality. When Tapping Spite, you roll 1 die for each Spite point you want to invest in a roll. Each die rolled adds 1 Vitality, but each die that comes up a failure adds 1 Temporary Spite.

You can also gain Spite through truly malicious and foul acts. Strangely however, Projectors only gain Spite while out of their bodies. If you sacrifice a team mate to a Spectre to save your ass, expect to gain a few points of temporary Spite. If you commit murder or horrible acts while not projecting, you will gain no Spite.

Spite is the Projector's special stat as well and determines their resistance to supernatural powers. Most projectors aren't as supernaturally resistant as other supernatural types, like vampires or werewolves, but as the Spite grows so does their ability to resist powers. Sadly as the Spite grows, so does the character's cruelty and evil demeanor. This spite manifests itself in both the Shadow and the real world. At a permanent Spite of 6, the character starts manifesting spectral echoes. These echoes take the form of various ill effects, like mists, echoing screams, the sound of breaking glass or a crying child, or perhaps mad whispers. The character and Storyteller are encouraged to create truly creepy echoes as they are gained. Each echo takes away a single die from social interaction tests (except ones based on the character causing fear and intimidation where it will add 1 die for each echo). This represents the overall eerie and down right creepy presence of the character to those around him. In the Shadow, the high spite levels will cause other wraiths to avoid the character and Spectres to come looking for them, seeing them as potential converts.

Lowering Spite

The only way to lower your Spite is to aid another ghosts while projecting. Examples of this aide include giving a poor ghost a ride home so that he doesn't get hit by the city bus yet again, aiding a ghost transcend to where ever it is they are going to, stopping a malicious haunting, and even redeeming or destroying a Spectre could lower your Spite. All Spite decreases are at Storyteller discretion.

Step 6: Select Merits

As the normal World of Darkness system.

Step 7: Determine Advantages

Willpower

Projectors have Willpower like all other World of Darkness characters.

Morality

Projectors use the Morality track, as they are still technically human.

Virtues and Vices

Projectors choose their virtue and vice like all other World of Darkness characters.

Step 8: Yea though I walk through the Valley of Death

Lament

Laments determine exactly how a character comes into contact with the world of ghosts. In the original Orpheus there were two types, living projectors and the ghosts. The projector actually mentally leaves their body and becomes a "Wraith" for all intense and purpose. They travel the Shadow doing their assignment then return to their body after a period of time. In this rule set only the living Laments will be discussed.

Skimmer

Skimmers have mastered the mysterious art of soul projection. With minimal preparation, a Skimmer can cast her consciousness out of her body, essentially becoming a Wraith at will. The Skimmer's body remains alive, an empty husk connected to the Skimmer's soul by an invisible and intangible connection called the silver cord.

Advantages: Skimmers can project in 1 turn with a successful meditation roll of Meditation + Composure. With a failed roll, projection takes 1 minute. Skimmers can ripcord back to their body in 1 turn, which causes 1 automatic level of Bashing damage. Skimmers gain 1 point of Vitality per hour while resting in body.

Disadvantages: Skimmers must spend 1 point of Vitality an hour to stay alive while projecting, or they take 1 point of Bashing damage every hour. Damage to a Skimmer's Vitality also causes equal damage to his Health, in Bashing damage.

Most players will be Skimmers, able to make the transition on their own without need of drugs, though a dose of the original Pigment drug Orpheus created allows the character to not have to roll to project themselves.

Sleeper

Sleepers entered special chambers reminiscent of cryogenic tanks in order to project. Orpheus technicians would replace their blood with a serum that maintained the organs' health even as they ought to decay, and the Sleeper is frozen.

Advantages: Sleepers do not need to spend Vitality to remain Projected. Additionally, they can channel temporary Spite points into their body as automatic Bashing damage, which heals normally once they're back in their body. Damage to a Sleeper's ghostly form does not transfer to his physical body.

Disadvantages: It takes five hours to project and to come out, and requires specialized machinery. Sleepers regain Vitality more slowly than Skimmers.

The equipment to do sleeper projection is now in the hands of the government, though rumors persist of small groups possibly having it as well. The drugs and fluids needed for the sleeper method are also hard to find, though some backyard groups will use street bought Pigment to do the job.

Shade

Shade describes the kind of Wraith a character becomes when they cross over, and notes what powers and outlook they have. A character's Shade is a reflection of how he views and interacts with the world around him.

Shade can also be used as a way to describe the various Wraiths that a projector might run into, as they possess similar abilities.

Shades automatically start with 1 Horror (a supernatural power that the Shades can use to affect things in the Shadow, Twilight and real world), the one listed in *Italics*, after that they must spend experience points to purchase the second and third horrors. Any horrors can be purchased after the

character has purchased their initial three, except those listed as banned.

All characters are usually in the Shadow doing their work, but they can move from the Shadow to a Twilight State if they wish with a Resolve roll. Also, if they wish, they can manifest into the real world. This is only done in order to use the powers called Horrors on living targets.

Manifesting to the real world initially requires that the Shade be in the Twilight, then they spend 1 Vitality and make a Resolve test, a success crosses them over.

All Shades are listed with a favored attribute as well as common vice/virtue. These are more for NPCs, Wraiths, Spectres and other ghosts.

Banshee

Banshees possess a natural insight into the psychological and metaphysical, and are considered to be the most empathetic of the Shades, and the ones most driven by insight and emotions. Many are compassionate, but some of the more cynical ones become prone to judging others who might be considered worthy of their assistance.

Favored Attributes: Presence or Wits

Horrors: Wail, Forebode, Pandemonium

Banned Horrors: Helter Skelter, Congeal, Anathema
Virtue and Vice: Charity, Pride

Haunter

Comfortable in a variety of environments and situations, these characters possess an innate empathy for objects and locations. Haunters tend to be roamers and loaners, always drifting into situations that suit them the best. Many were betrayed or abandoned at some point in their life, making it more difficult for them to become close to people. They remain detached from human contact and instead focus their emotions on things, such as cars, art, or even an abstract concept.

Favored Attributes: Dexterity or Intelligence

Horrors: Inhabit, Witch's Nimbus, Broadband Ghost

Banned Horrors: Wail, Forebode, Pandemonium

Virtue and Vice: Prudence, Sloth

Poltergeist

This wraith is an embodiment of frustration and anger who channels their rage into destructive outbursts. Poltergeists are universally frustrated



people, but can differ in how they handle that frustration. Some constantly whine and complain, and others try to escape from society completely by secluding themselves. Either way, they are frequently bitter and tend to explode with little provocation.

Favored Attributes: Strength or Wits

Horrors: Helter Skelter, Congeal, Anathema

Banned Horrors: Unearthly Repose, Stormwending, Beckon Relic

Virtue and Vice: Justice, Wrath

Skinrider

Natural leaders who revel in mental and physical control, the Skinriders are dominating and manipulative by default. Their use of control can be for good, such as a military leader spurring on their troops or a teacher pushing students to do better, to cruel, such as a bully or a bureaucrat who enjoys lording over others.

Favored Attributes: Presence or Resolve

Horrors: Puppetry, Juggernaut, Contaminate

Banned Horrors: None yet known

Virtue and Vice: Temperance, Lust

Wisp

Tricksters who weave deceptions with charm and guile, the Wisps are generally the most extroverted of the Shades, reveling in attention and adoration, and generally take things less seriously than others. They tend to be naturally charming, have an excellent sense of humor, a good sense of showmanship, or all of the above that they use to great effect with their abilities.

Favored Attributes: Dexterity or Presence

Horrors: Unearthly Repose, Stormwending, Beckon Relic

Banned Horrors: Puppetry, Juggernaut, Contaminate

Virtue and Vice: Hope, Gluttony

Phantasm

Illusionist, shadow walkers and dream questers, the Phantasms are generally the visionaries and artists of the Shades. They are usually people who care for their own thoughts more than that of others in the real world. They are the ones either tried to make the world see their visions and imagination or ran away and hid it in dark places, only brought out at night to keep them company

Favored Attributes: Presence or Intelligence

Horrors: Bedlam, Sandman, Dream-Walker

Banned Horrors: Inhabit, Witch's Nimbus, Broadband Ghost

Virtue and Vice: Charity, Pride

Orphan Grinders

The shades known as Orphan Grinders are perhaps the best ones to talk with for knowledge of what lies beyond in the lands of the dead and in that place known as the Abyss. Orphan Grinders are Spectres who managed to recover from their Spite enhanced states of malice and death, returning to a semblance of humanity. This shade is very possibly what many of the projectors are now, who survived the projector war between Orpheus, NextWorld and Terrel & Squib.

Favored Attributes: Wits or Stamina

Horrors: Oblivion's Husk, Hellion, Vector

Banned Horrors: Unknown

Virtue and Vice: Fortitude, Envy

Marrow

These shades are the chameleons of the world, blending into every situation as if they belong there. They are the best spies and information gatherers, often selling what they have learned for resources.

Favored Attributes: Wits or Manipulation

Horrors: Flesh Flux, Familiar, Legion Born

Banned Horrors: Unknown

Virtue and Vice: Any

Horrors

These are the powers of the Skimmers, though Wraiths and Spectres also possess them, allowing them to affect other things in the Shadow and sometimes the Twilight. These powers work on Wraiths, ghost, Spectres and spirits as well as anything else in the Shadow, such as Forsaken or Mages. Unless noted these powers will not affect anything in the real world.

A projector starts with 1 Horror, and can have lean up to a number of Horrors equal to half his permanent Spite, rounded down. If a character reduces his Spite, he doesn't forget Horrors, he merely loses access to their powers until his Spite returns to a high level. It's a two edged sword, while on one hand it allows more power and Horrors to be used, it can lead the character becoming the thing they hate the most. The character loses access to Horrors in the reversed he learned them, so if the last Horror he learned was Helter Skelter, then it would be the first he lost as his permanent Spite came down.

Anathema

Pre-requisites: Helter-Skelter and Congeal

Anathema lets the character walk on walls, stop bullets in mid-flight, smash down doors, send their enemies flying or squeeze them in a powerful spectral grip.

Cost: 0 Vitality +1 Vitality (up to 5 maximum) for extra weight/strength

Dice Pool: Dexterity + Intimidation + (Spite/2)

Action: Reflexive

Roll Results

Dramatic Failure - The character expends the Vitality but can not lift the object.

Failure - The object is not lifted, but no Vitality is spent

Success - Item is picked up (weight equals 100lbs + (500lbs X Vitality Spent)). If the item or the power is used to strike at an opponent then it will do 1 die damage (+1 Die/Vitality Spent).

Exceptional Success - As above but the character is also able to share up to 4 Vitality with a single other character as they get a boost of strength. This is not stackable with itself.

Beckon Relic

Pre-requisite: Unearthly Repose and Storm-Wending

The Horror allows the character to reach through the gauntlet and pulled an object back out. This object is usually something that the character needs in some way or shape in order to accomplish the task they are doing. These relics, as they are known can be modern but just as easily be ancient. A person wish a ranged weapon could just as easily pull a revolver as a crossbow. These objects can be given to other people, but will fade with time.

Of note, this Horror is one of the only ones that is used in the Real World instead of the Shadow and Twilight.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) for larger objects.

Dice Pool: Wits + Investigation + (Spite/2)

Action: Reflexive

Roll Results

Dramatic Failure - No object is pulled forth and the Vitality is spent

Failure - No object is pulled forth, but no Vitality is spent

Success - An object is pulled from the Shadow to be used by the character and his allies. The object's size is determined by the amount of Vitality spent, with none spent getting a small item (a knife perhaps) and

the maximum getting something large (an assault rifle or iron bar).

Exceptional Success - As above but the character can also enable an ally to use their Horror's own benefit for themselves outside of the Shadow (Story Teller's discretion).

Bedlam

This Horror produces illusions. The character crafts an image either just one person or many people see and experience.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) for multiple targets or multiple senses.

Dice Pool: Wits + Subterfuge + (Spite/2)

Action: Contested versus the targets Perception.

Roll Results

Dramatic Failure - The illusion does not occur, but the Vitality is still spent

Failure - The illusion does not occur, no Vitality is spent

Success - The character creates a believable 1 sense illusion. With extra Vitality spent the character can add either extra targets or extra senses to the illusion.

Exceptional Success - As above but the character can also now lend some strength to a fellow ally if they wish, making an ally's Horror more powerful. Ally's next Horror roll gains +2 Dice. This is not stackable with itself.

Broadband Ghost

Pre-requisite: Inhabit and Witch's Nimbus

The character combines the elements of Witch's Nimbus and Inhabit to create a more versatile power. The character goes beyond radiating energy to being able to become that energy.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) for added strength of the broadcasts.

Dice Pool: Science + Wits + (Spite/2)

Action: Reflexive

Roll Results

Dramatic Failure - No transmissions occur but the Vitality is spent anyways

Failure - No transmissions occur, but no Vitality is spent either

Success - The character is able to cause themselves to appear in flames or any electrical devices (voice or image). With the expenditure of Vitality he can increase the power and ability of this manifestation, from simple projections to complete communications and using the medium as source for projecting his own Witch's Nimbus powers. Story Teller and Player must agree to the overall cost of Vitality, but 5 is the



maximum and generally the rule is 1 Vitality per effect.

Exceptional Success - As above but the customer is able to quadruple the length of any other horror it was used with, such as Witch's Nimbus.

Congea!l

Congea!l is used to create weapons or tools from your own ghostly form (known as the corpus), which remain for 1 scene. Items created with Congea!l are part of your body, and cannot be dropped, given away or knocked out of your hands. Items created with Congea!l appear when you manifest.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) for increased size and strength of the object.

Dice Pool: Manipulation + (Spite/2) + (Firearms to create guns) or (Weaponry for handheld weapons) or (Crafts for tools)

Action: Reflexive

Roll Results

Dramatic Failure - Nothing is created but the Vitality is spent anyways

Failure - Nothing is created, but no Vitality is spent either

Success - The character is able to create an item to use. If they create a firearm the range will be (Vitality spent X 5) in meters. Damage of any item used in the attack is the Vitality spent to create it in dice. The more Vitality spent, the bigger and/or more complicated the item. 0-1 Vitality might get a knife or club, but 5 Vitality would create a automatic weapon.

Exceptional Success - As above but Spend 1 Vitality to energize an ally's Horror with a +2 dice boost for one turn. You may not stack this benefit.

Contaminate

Pre-requisite: Puppetry and Juggernaut

This power allows the character to inflict or cure disease in the target. This is not a real disease but merely the symptoms. This power cannot heal real disease either though it will give relief to the pain a real disease would cause for a few hours.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) for the added ability to shift more dots from stat to stat

Dice Pool: Manipulation + Medicine + (Spite/2)

Action: Reflexive

Roll Results

Dramatic Failure - No symptoms occur but the Vitality is spent anyways

Failure - No symptoms occur, but no Vitality is spent either

Success - The character is able for each point of Vitality put into the Horror to cause the symptoms to appear for that amount plus 1 hour. The character must make a touch based attack on the target to heal or inflict the symptoms. The character can remove his own symptoms without needing a roll. These symptoms are represented by the loss of attribute points for the period of the symptoms last. An afflicted character loses 1 dot from 1 Attribute + 1 dot from other attributes per point of Vitality spent. Thus 4 Vitality would allow a total of 5 dots to be "stripped".

Exceptional Success - As above but the character ally's Horror's benefit can augment two Horrors instead of one.

Dream-Walker

Pre-requisite: Bedlam and Sandman

The character can use this power to step into a dream and through the collective sub-consciousness, move to another dream, then another in order to go places.

Usually the dreams that the character will be looking to move to will be those of associates of the target. For example, the character enters the dream of the target, a drug pusher, and asks where his supplier lives, then tries to link that person's dreams in order to go to them.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) for extra distance or taking passengers.

Dice Pool: Will + Empathy + (Spite/2)

Action: Reflexive

Roll Results

Dramatic Failure - No transport occurs but the Vitality is spent anyways

Failure - No transport occurs, but no Vitality is spent either

Success - The character is able to transport themselves up to 1 mile. For each point of Vitality spent the character can either take an additional passenger per point or add distance to the transport. Distance increase is equal Vitality spent X 100. If the wish to mix and match passengers and distance they can as well. Thus for 2 Vitality the character could transport themselves 200 miles or take 1 passenger and go 100 miles or take 2 passengers and go 1 mile.

Exceptional Success - As above but the character can establish a link between to characters in the Shadow.

One time afterwards the two characters can instantly give each other any of their Horror exceptional success benefit, regardless of distance.

Familiar

Pre-requisite: Skinriders may not take this Horror

The character is able to summon the echoes and ghosts of animals to aid them. Familiars will stay around the character for a while, aiding them until it doesn't serve their purposes anymore. The more vitality spent the bigger the animal.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) for larger animals

Dice Pool: Manipulation + Animal Ken + (Spite/2)

Action: Reflexive

Roll Results

Dramatic Failure - No animal is summoned but the Vitality is spent anyways

Failure - No animal is summoned, but no Vitality is spent either

Success - The character is able to summon an animal to him that will follow various commands and act as a friend. With no Vitality spent the animals tend to be small, like rats or sparrows. The more Vitality spent gets larger animals, Story Teller and character's discretion on size and types.

Exceptional Success - As above but a number equal to the Vitality spent come to the caster's call.

Flesh Flux

When a spectral entity manifests itself it usually looks like it did in real life, though some inconsistencies will always occur. The character with this Horror can manipulate that image to reflect something else.

Cost: Special

Dice Pool: Intelligence + Occult + (Spite/2)

Action: Reflexive

Roll Results

Dramatic Failure - No changes occur but the Vitality is spent anyways

Failure - No changes occur, but no Vitality is spent either

Success - The character is able to change themselves in a variety of ways for a variety of Vitality costs. For 2 Vitality Points the character can increase one Ability or Attribute by 1 dot. For 5 Vitality Points the character can alter a willing target's appearance. For 1 Vitality Point the character can make simple physical cosmetic changes as long as the character stays human looking. For 2 Vitality Points the character can alter his own form to look completely inhuman, monstrous or like an animal. The character can alter his height by 1ft up or down for each Vitality Point spent and can also alter his weight by 100lbs up or down for each Vitality Point spent.

Exceptional Success - As above but the character can

influence an ally's Horror so that it can be used on a target living or dead regardless if the character has manifested or not.

Forebode

Forebode allows the character a limited view into the past or future. The character can ask a question about a specific person, place, or object and then make the required rolls to see what they see.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) can be also spent to see farther back and for a longer period of time.

Dice Pool: Wits + Empathy + (Spite/2)

Action: Reflexive

Roll Results

Dramatic Failure - No visions occur, but the Vitality is spent anyways

Failure - No visions occur, but no Vitality is spent either

Success - The character is able to see an hour into the past or future. The more Vitality spent the longer in the in the past or future the character can look. Each extra point increases the time seen in the following manner, 1 Vitality Point for 1 day, 2 Points for 1 week, 3 Points for 1 month, 4 Points for 1 year and 5 Vitality Points for 10 years. The character will see clear vision and sound of the event.

Exceptional Success - As above but the character is able to share the information gathered with an ally telepathically giving them a 6th sense for 1 turn. The Ally receives a 1 turn bonus of +2 dice to an action. This is not stackable.

Hellion

This Horror allows the character to summon spectral animals that serve the Spectres as mounts. These things are known as "hellions". These creatures will obey their summoner's mental commands but do not pursue any instinctive actions on their master's behalf unless ordered to do so or possessed of the Loyalty power.

Cost: Special

Dice Pool: Manipulation + Occult + (Spite/2)

Action: Concentration

Roll Results

Dramatic Failure - No Hellion is summoned but the Vitality is spent anyways

Failure - No Hellion is summoned, but no Vitality is spent either

Success - The character summons the Hellion, which has a basic set of stats (Strength 3, Dexterity 2, Stamina 3, Intelligence 1, & Wits 4). They have the



same initiative as their master. They can trample, kick, or bite. All attacks are a standard attack with a skill of 3). The summon can choose at the time of summoning to spend the extra Vitality Points to build the Hellion up. For each point spent (up to 5 maximum) the Hellion gains that many extra dots in physical attributes. The summoner can also give the Hellion enhanced characteristics at the following costs.

Fanged Maw - 1 Vitality, causes Strength +2 damage
Hooves of Flame - 1 Vitality, aggravate damage with a kick

Loyalty - 2 Vitality, the mount will protect its master
Rider's Unity - 2 Vitality, the steed and character act as one. Roll two initiatives, but take the highest.

Cunning Mount - 3 Vitality, the steed has near human intelligence and is capable of understanding complex commands.

Nightmare - 4 Vitality, the hellion will strike fear into everyone that sees it. A willpower roll is needed not to suffer from this fear, which will cause the person to lose 3 dice on all actions while the steed is around.

Spectral Steed - 5 Vitality, the rider and mount can ignore gravity, running up walls or along ceilings as though traversing normal ground. The mount can also fly at 25mph

Exceptional Success - As above except the overall cost is halved.

Helter Skelter

Helter Skelter allows the character to manipulate, move, or throw physical objects.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) for added strength or dexterity.

Dice Pool: Dexterity + Melee Weapons + (Spite/2)

Action: Reflexive

Roll Results

Dramatic Failure - The character cannot grasp the object, but the Vitality is spent anyways.

Failure - No character cannot grasp the object, but no Vitality is spent either.

Success - The character is able to manipulate objects with 1 die in both Strength and Dexterity. Each point of Vitality spent adds 1 additional die of Strength or Dexterity, but not both. The object must be within a 30-yard radius, at which point the character can manipulate them for (Vitality spent + 1) turns. The strength determines weight of objects thrown (Horror's Strength x 4 in pounds), and the distance that the object can be hurled (Horror's Strength x 5 in yards). Attacks with objects throw by Helter Skelter are made with Horror's (Strength + Melee). Dexterity

determines how many items can be thrown at once (one 4 lb. item or one group of small items per point of Horror's Dexterity).

Exceptional Success - As above but character is able to lend some strength and dexterity to ally, giving them a +2 dice bonus to an action for 1 turn. This is not stackable.

Inhabit

This Horror will allow the character to possess and control inanimate objects and buildings.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) for extra time and size of the object possessed.

Dice Pool: Wits + Performance + (Spite/2)

Action: Reflexive

Roll Results

Dramatic Failure - No possession occurs but the Vitality is spent anyways

Failure - No possession occurs, but no Vitality is spent either

Success - The character is able to possess an object. The more Vitality (0 to 5 Points) the character puts into it the larger the object, with 0 spent possibly being a cell phone and 5 equaling a house, the Story Teller and the character are encouraged to figure out the proper cost for the possession. The possession lasts for 1 turn, and can be extended additional turns at a cost of 1 Vitality Point/ turn. The possessed object becomes your "body". Each turn that the object receives damage, you lose 1 point of Vitality. You can do anything that the device can normally do, substituting your own traits. Inhabit can allow you to attempt to manipulate the object from doing little things (object turns on even though its unplugged) to drastic (walking chairs and moving statues).

Exceptional Success - As above but the character can cause an ally's horror to be set as a delayed effect in an object, thus setting it like a trap.

Juggernaut

Juggernaut allows you increase the strength, speed or toughness of your ghostly form.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum)

Dice Pool: (Strength/Dexterity/Stamina) + Athletics + (Spite/2)

Action: Reflexive

Roll Results

Dramatic Failure - No attributes are enhanced but the Vitality is spent anyways

Failure - No attributes are enhanced, but no Vitality is spent either

Success - The character is able to enhance their Strength, Dexterity, or Stamina for a number of turns equal to Vitality spent +1. Each point spent will add 1 + Vitality spent to the Attribute. Vitality Points put into strength add directly to all Brawl and Weaponry attack rolls. Vitality Points put into Dexterity add to all Firearms attacks, as well as increase your initiative. Vitality Points put into Stamina do not increase your Health, but instead act as armor on a 1/1 per point basis (re: 3 points for Stamina = 3/3 armor).

Exceptional Success - As above but the character is capable of lending an Ally a boost of strength, dexterity or stamina, giving 2 dice to any Horror that uses a Physical Attribute for the Ally.

Legion Born

This Horror allows the character to become a host or swarm of creatures, like flies, fish, or birds.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) for larger animals

Dice Pool: Stamina + Animal Ken + (Spite/2)

Action: Reflexive

Roll Results

Dramatic Failure - No split occurs but the Vitality is spent anyways

Failure - No split occurs, but no Vitality is spent either

Success - The character is able to split into a swarm of creatures. The more Vitality spent (5 maximum) the larger the creatures that the swarm comprises.

Exceptional Success - As above but the Vitality cost is halved.

Oblivion's Husk

Pre-requisite: Orphan Grinder Shade only

This power is a way for the character to draw on his or her time as a Spectre and use those memories and left over powers to possibly locate other Spectres, make themselves invisible to Spectres, or even manifest the visage of one. Those that use this power are not inclined to using it as it brings back awful memories they don't wish to have.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum)

Dice Pool: Resolve + Occult + (Spite/2)

Action: Reflexive

Roll Results

Dramatic Failure - No effects occur but the Vitality is spent anyways

Failure - No effects occur, but no Vitality is spent either

Success - The character is able to locate Spectres, mask themselves (or allies) from Spectres and to manifest

Spectre like physical attributes. All camouflage aspects of this Horror last one scene. The Vitality spent determines the overall effect, see below.

0 Vitality: The character is invisible to Spectres for as long as he remains still, doesn't spend Vitality and speak or the character can simply determine the presence of any Spectres within (Composure X 5) yards or the character can manifest claws that inflict +1 dice lethal damage and a 1/1 carapace of armor.

The character can only create one of these effects at this stage.

1 Vitality: The character is invisible to Spectres and can now also move freely, but if he speaks, uses a horror or pursues an offensive action he will be seen or the character can simply determine the presence of any Spectres within 30 yards or the character can manifest claws that inflict +2 dice lethal damage and a 2/2 carapace of armor. The character can only create one of these effects.

2 Vitality: As with the Vitality 1 Level, but the character can speak or the character can simply determine the presence of any Spectres within a 1/4 mile or the character can manifest claws that inflict +3 dice lethal damage and a 2/2 carapace of armor. The character can create two of these effects.

3 Vitality: As with the Vitality 2 Level, but the character may also use non-offensive horrors and/or extend the field of invisibility to people within 5 feet of him, who must obey the same limitations as mentioned so far or the character can simply determine the presence of any Spectres within a mile or the character can manifest claws that inflict +4 dice lethal damage and a 3/3 carapace of armor. The character can only create two of these effects.

4 Vitality: As with the Vitality 3 Level, but the character can enter Hives (see Spectres) and still remain invisible. He can still not attack or use offensive horrors. The field of invisibility now extends to within 10 feet of him. or the character can simply determine the presence of any Spectres within three miles or the character can manifest claws that inflict +5 dice lethal damage and a 3/3 carapace of armor. The character can only create two of these effects.

5 Vitality: The character may now use offensive horrors and attack Spectres while invisible. Those in the field of invisibility can also do this as well. or the character can simply determine the presence of any Spectres within 5 miles or the character can manifest claws that inflict +6 dice lethal damage and a 4/4 carapace of armor. The character can create all three of these effects if the spend this much vitality, realize this will cost the character the sum total of all three



effects, so a 5 Vitality Husk for combat while sensing the Spectres at Vitality 3 and keeping themselves invisible but able to attack via the Vitality 5 will equal 13 Vitality spent.

Exceptional Success - As above but total Vitality cost is halved.

Pandemonium

Pre-requisite: Forebode and Wail

This Horror combines the time-spanning power of Forebode with the physical power of Wail. With this Horror a character can go beyond just sensing the future to shaping. The character opens their mind to the ever-shifting swirl of random factors, and she can choose factors to bless an endeavor with success or curse it with failure.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) for the ability to add/subtract additional dice.

Dice Pool: Manipulation + Intimidation + (Spite/2)

Action: Contested versus Willpower (+Special Stat) for any of the debilitating.

Roll Results

Dramatic Failure - No effect occurs but the Vitality is spent anyways

Failure - No effect occurs, but no Vitality is spent either

Success - The character is able to add/subtract 1 die on one roll + 1 extra die per Vitality Points spent.

The range of this power is 10yards.

Exceptional Success - As above but the character can assist an ally with a boost of energy that allows them to gain a +2 dice bonus on their next roll.

Puppetry

Puppetry allows you to possess and control humans.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum)

Dice Pool: Wits + Manipulation + (Spite/2)

Action: Contested versus Willpower (+ Special Stat)

Roll Results:

Dramatic Failure - No possession occurs but the Vitality is spent anyways

Failure - No possession occurs, but no Vitality is spent either

Success - The character is able to exert control over a possessed body. The level of the control is based on the Vitality spent, with basic slight alterations done with none spent all the way to total possession at 5 Vitality. The length of possession is 1 full turn, but can be held at the cost of 1 Vitality Point spent per extra turn the character remains in the possessed body.

Exceptional Success - As above but the cost for staying in the possessed body is halved.

Sandman

This Horror enables a character to enter the dreams of another sleeping person and explore them. Not all dreams are pleasant.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) for more control over the dream.

Dice Pool: Wits + Occult + (Spite/2)

Action: Contested versus Willpower (+ Special Stat)

Roll Results

Dramatic Failure - The character does not enter the target's dream but the Vitality is spent anyways

Failure - The character does not enter the target's dream, but no Vitality is spent either

Success - The character is able to enter the target's dream and influence the dreams to their own devices.

The level to which they can influence the dream is dependent on the amount of Vitality spent. The character usually just sees the dream like a movie, but for each Vitality spent (to 5 maximum) they can change it to suit their own purposes. They can create the ultimate fantasy or perhaps the worst nightmare. The more Vitality Spent, the more powerful the control.

Exceptional Success - As above but the character spends half the Vitality and also has the option of cause the same dream to occur again the following night.

Storm Wending

Storm Wending allows you to move rapidly through the Shadow from location to location by use of the Storm Wall. In effect the person teleports from spot to spot.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) for extra range and additional people on the teleport

Dice Pool: Wits + Composure + (Spite/2)

Action: Reflexive or Contested versus Willpower (+ Special Stat)

Roll Results:

Dramatic Failure - No teleport occurs but the Vitality is spent anyways

Failure - No teleport occurs, but no Vitality is spent either

Success - The character is able to teleport a short distance, Spite X 5 meters. By adding Vitality (max of five) the character can take extra people or increase the distance. The character can take Vitality spent - 2 people when teleporting and increases the range of the teleport by an extra multiplier equal to the

Vitality spent. A character with 5 Spite spends 3 extra Vitality and teleports himself + 1 other person 75meters (Spite 5 X 5 meters X 3 Vitality spent).

Exceptional Success - As above but the distance is doubled.

Unearthly Repose

Unearthly Repose allows you to create a glowing, enticing aura around you.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) to enhance the allure effect to greater strength.

Dice Pool: Resolve + Composure + (Spite/2)

Action: Contested versus Willpower + (Special Stat)
Roll Results

Dramatic Failure - No effect occurs but the Vitality is spent anyways

Failure - No effect occurs, but no Vitality is spent either

Success - The character is able to create the alluring effect for one entire turn that can be used for one of three effects in the target. To persuade, calm or beckon. When used to persuade it adds (Vitality spent) dice to all non-threatening Social rolls you make for the scene. If used to clam it will calm and soothe an angry viewer. Onlookers subtract a cumulative -1 from initiative and the dice pools for any strenuous physical actions for every turn in which they stare at you. When used to beckon the character can cause 1 target to follow you against their will.

Exceptional Success - As above but the character can also enhance a fellow character's own social abilities for a turn, giving them +2 dice to Social Tasks for 1 Turn.

Wail

Wail allows you to manipulate emotions or cause damage with your voice.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum)

Dice Pool: Manipulation + Empathy + (Spite/2)

Action: Contested versus Willpower (+ Special Stat)
Roll Results

Dramatic Failure - No effects occur but the Vitality is spent anyways

Failure - No effects occur, but no Vitality is spent either

Success - The character is able to wail for (Vitality spent + 1) turns and can only effect the living if they manifest. The wail effect will either enrage or calm a target within Spite X 10 meters. A wail's normal effect is either Physical dice pools lowered by 1 die for the soothe effect or Social dice pools lowered by 1 die for the enrage effect. For each Vitality spent (up to a

maximum of 5) the number of reduction dice is increased by 1.

Exceptional Success - As above but the range is doubled.

Wail can be used to attack a target within 10 yards with each success (as per the dice pool) inflicts 1 level of Lethal Damage.

Witch's Nimbus

Witch's Nimbus is the power to generate and discharge energy, usually in the form of electricity or fire.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) for extra damage

Dice Pool: Dexterity + Athletics + (Spite/2)

Action: Reflexive

Roll Results

This is an attack power and follows all the rules of a ranged attack. Witch's Nimbus will inflict no damage unless vitality it put into it, and will inflict aggravated damage. This Horror has a range of 10 meters.

Vector

This Horror allows the character to possess another Wraith or even a Spectre. The possessed target is sent into a sleeping dormant state for the time they are possessed. Most character hesitate to use this power as a death of the possessed target while being control will earn them an immediate feedback of pain and misery.

Cost: 0 Vitality + 1 Vitality (up to 5 maximum) to possess more powerful entities.

Dice Pool: Composure + Manipulation + (Spite/2)

Action: Contested versus Willpower (+ Special Stat)

Roll Results

Dramatic Failure - No possession occurs but the Vitality is spent anyways

Failure - No possession occurs, but no Vitality is spent either

Success - The character is able to possess another spectral entity. Usually only low level entities are viable targets (such as drones and blips). With Vitality though a character can attempt to possess stronger spectral entities, such as ghosts, Wraiths and even Spectres. See the below chart.

0 Vitality: The character is able to possess a "drone", which is a basic mindless haunting ghost.

1 Vitality: The character is able to possess a "blip", which tend to be ghosts with at least some intelligence and idea that they are a ghost.

2 Vitality: The character is able to possess a ghost, such as one who is "newly" dead.

3 Vitality: The character is able to possess a Wraith, but not a projected Wraith.

4 Vitality: The character is able to possess a projected Wraith.

5 Vitality: The character is able to possess a Spectre. The possession lasts 1 hr/Spite.

Exceptional Success - As above but possession lasts for double the time.

New Merits

These backgrounds come from the Orpheus Game.

Supernatural

Artifact (● to ●●●●●)

This merit represents a spectral item that manifests itself with you in the Shadow. At low costs it is a basic weapon, perhaps a switchblade. At the highest levels this is a powerful weapon that causes fear in those that see you wielding it. The advantage of this merit is that the item will inflict aggravated damage on anything it hits in the Shadow or Twilight. Also, these artifacts are unbreakable in the Shadow and Twilight.

Social

Detective License (●●)

You possess a detectives license and all the (ir)responsibility that goes with it

RPG Rules: Wraiths and Spectres

Wraith and Spectres are merely two types of ghosts that exist in the world of darkness. In the old Wrath: the Oblivion (and Orpheus), the Wraith was the character and the Spectre was something dark, evil and twisted, a creature of Oblivion. Orpheus added a couple more types of ghosts, (blips and drones), to the game. In the current World of Darkness, playing a ghost is not an option, but having Wraiths and Spectres as NPCs, protagonists or antagonists could potentially add to the game.

Drones are simple mindless hauntings, with little other than haunting on their limited minds. Drones will never mature further and are more than likely to eventually just fade away over time. Drones feed off the fear and confusion their hauntings cause, but if there is nothing to fear, then they will dwindle and fade.

Blips are like Drones, but have more intelligence and also will go into a dormant stage if they aren't feed allowing them to re-manifest and haunt a location again and again.

A *Ghost* is exactly that. As per the rules given in the main World of Darkness Rulebook.

A *Wraith* is a person who died who is clinging to his former life stronger than most ghosts do. The Wraith possesses powers to affect other Wraiths, ghosts, Spectres and anything else in the Shadow. Wraiths can possess any of the Horror powers listed in the Project Dusk section.

Spectres are twisted nightmare servants of the Abyss. Initially those Spectres that were spotted were thought to be actually things of the Abyss. It wasn't till later that it was found out by the Orpheus group and through communication with wraiths via mediums and such that Spectres were once Wraiths, who succumbed to their dark emotions and were consumed and twisted by the Abyss into something else.

The Twilight is where most ghosts (whatever their type) exist. Separating this world and the Twilight from the Shadow is the gauntlet. Ghosts, spirits, Forsaken, Mages, some vampires and other supernaturals can cross over to the Shadow.

There are further "worlds" beyond the Shadow, such as the Underworld, and then the supernal realms of Pandemonium, Stygia, Arcadia, Primal Wild and Aether. The Supernal realms are barred from us, blocked forever by the Abyss, but the Underworld is a place of supposed immense lost knowledge.

The Abyss is like a massive never ending storm. Parts of it even exist in the Shadow, like hurricanes or maelstroms of black and grey swirling clouds with flickering red and blue lightning within it. Occasionally shapes can be seen within the maelstroms. These storms are usually quick and devastating to anyone caught in one, but a few are almost permanent, such as the one over the Bermuda Triangle and another that sits on the Arctic Pole. Why some of these extensions of the Abyss become permanent is unknown. The largest maelstrom covers almost all of the Pacific Ocean in its mindless howling winds and clouds.

Some say that the Spectres come from the maelstrom, but most know that Spectres are ghosts that have fallen too deep into their own spite, becoming creatures of destruction with an appetite for the souls of the dead. Of note is that Spectres will create things called Hives, where groups of them will live and sleep. These hives jut out of the Shadow's topography like obscene growths. Some ex-projectors say that at one time hundreds of hives dotted the landscape, thousands across the world and that the Spectres were being driven by something malignant and evil from within the Abyss, but those are just stories.

Joseph deLacroix



Quote: *"We think we understand, but we don't. One must see, listen and then they will understand."*

Background: Joseph was born in Jamaica to a large family of good people. He was raised both Christian and Voudoun and learned the arts from his grandfather. He took his

place as a houguan when his grand-father died and led the family, with his niece Ana, in the various mystical religious rites that had been done for years and years. As he grew older he and his family moved to the United States, setting up house in a well to do neighborhood in New York. His children and grandchildren spread out and he was proud and happy patriarch of the entire family. He was always there for his family, providing advice, help, confidence and everything else for them he could. At each birthday, family would gather and celebrate with him in massive parties of music, dance and food. As time passed these gatherings grew in size. His centennial birthday was attended by over 200 friends and family, with him sitting in a wheelchair, a smile on his face with all those the loved him. The New York times were there to cover it and even the mayor and the governor came to pay their respects.

By his 110th birthday he was spending most of his time in bed with care workers, but still semi mobile with the wheel chair and an unending amount of relatives to push him about. He spent the last two years of his almost never alone, with one or more

member of his massive family with him at all times.

In the end his great-grandchild Simone was the one sitting with him, telling him of the man who she had met and the delight of the romance they had. She stayed with him once a week for two months till finally she came in and confided in him that she was pregnant. As the months passed she spent more time with him, her husband coming by to visit on a regular occasion to assist and at several points being a gopher for both of them, something her great-grandfather in-law much appreciated. When she went into labor he realized his time was short but desperately wanted to see his great, great grandchild. Being a man of many, many talents, several mystical he extended his sight and witnessed her birth as he died, among family and perhaps one of the happiest men on earth.

He was astounded to find himself trapped in the Shadow, tied to the child Danielle. He decided that perhaps this was his purpose now. Since that day he has been her guardian angel.

Description: A man of average height, and of Jamaican descent with grey hair and a face and eyes that portray wisdom and patience. When his Spite grows too high, rare for him, he becomes old, twisted, with white eyes and a rictus grin.

Storytelling Hints: She is your care, your ward and your legacy on earth. She is everything to you and no one, no one will hurt her.

Abilities

Danielle Sykes - Anchor for Joseph. He regains immense pathos from her.

Banshee Shade - Wail, Forebode and Pandemonium Horrors

Wraith Powers

Wraiths can be categorized into several types, each with their own unique abilities. Like the Shades that a projector becomes, Wraiths exhibit the same powers and mentalities.

Wraiths fuel their powers with a force called Pathos (replace Vitality with Pathos), and regenerate it from things known as anchors. An anchor is a person, place or thing to which the wraith is attached and will go with or stay around, and as long as they are, they can also regain pathos.

Most characters will never meet a Wraith unless they have some way to interact with them or travel the Shadow (like a projector or werewolf or mage).

Treat a Wraith as a Shade, using the same powers and abilities they have. Swap Pathos for Vitality and

Corpus for Health. Keep Spite, and apply the same rules. A Wraith who hits 10 permanent Spite becomes a Spectre.

Spectre Powers

Spectres possess powers similar to Wraiths, but also have several of their own unique powers. The most frequently seen of these powers is their ability to travel almost instantly from location to location through the Shadow. One of the more terrifying abilities of a Spectre is their capability to tear down the barriers of the Gauntlet, the mystical barrier that separates the Shadow Realm from this world, creating a place known as a Wound.

Spectres will actively hunt ghosts of all types, either in packs or alone. When they catch them they will either consume them in an orgy of what can only be described as near orgasmic soul drinking or drag them off to a hive to be converted into Spectres.

Projector Experience Point Costs

Trait	Cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3 XP
New Horror	10 XP
Merit	New dots x 2
Remove Spite	New dots x 8
Humanity	New dots x 3
Willpower	8 XP

Of note: A projector can “buy” the removal of permanent Spite, as a Story Tellers discretion, allowing him to spend XP to reduce his permanent Spite. The New dot cost is the level the spite is at the moment of it being reduced. Thus if the character has a Spite of 7 and is paying the XP to reduce the level, he pays $7 \times 8 = 56$ XP to lower it.

Projectors and the World of Darkness

Projector powers work on Stalwarts, Daredevils, Lethals, Psions, Projectors and the other denizens of the World of Darkness like they would a normal

mortal, though the various templates can use their Special Stat to bolster their defenses when it is appropriate.

When it comes to being affected by Lunacy, the Nova link with Quantum energies has steered their mind against it (they count as a supernatural template see **Werewolf the Forsaken Main Rules Pg 180**).

Disquiet affects the Nova like it would any normal mortal.

Novas cause half the level of Disbelief as mortals in Awakened when they witness magic being used due to their enhanced state of being.

Novas cannot see Changelings for what they truly are, seeing only the mortal human seeming.



Project Luna

Evil things to addict players and NPCs to. The World of Darkness is already probably full of things that make this world's drug trade look pleasant. The harsh reality of our drug market sadly pales next to a World of Darkness setting. People get addicted more often, and do not always want to get help. Those in charge are more likely to take bribes to allow the drugs in. The entire system is more corrupt than before.

Using a couple sources I have added some things to make things more interesting and to hopefully add some plot hooks for players.

Headquarters: Wayne Building, Downtown New York City, New York

Motto: Freedom

Employee Count: 200

Dr. Rachel Lassiter, Project Lead



Quote: "If it wasn't bad enough that we have normal drugs on the street, now we have to deal with these abominations"

Background: Rachel knows first hand the destruction that drugs can cause. Her older brother was a coke head and killed

himself and eight other people in a drug induced frenzy on night. She dedicated her life to the study and pursuit of finding ways to combat the drugs and cure those addicted.

She was recruited into the F.E.A.R. Corporation because of her spearheading a local aid center to help those with Ash addictions. When they saw her workups, information and campaign against Ash, they researched her and then hired her.

Initially Project Luna dealt with Ash and Pigment only, but of late she has found other supernatural based drugs to report on.

Description: A portly woman with a face scarred by acne when she was a teenager. She tends to dress in drab clothing under her doctors robe.

Storytelling Hints: They are death. Anyone who uses them is merely inviting death to visit early. Your brother did this and took eight innocents with him. This shouldn't happen to anyone ever again.

Abilities

Doctorate in Pharmacology and Biology

RPG Rules: Project Luna Substances

All these things have a Addiction Factor assigned. If the Willpower roll at the negative dice noted fails, the character has the first stage of the addiction. Each substance has also been noted with how many failures it takes to form an proper addiction to the substance. An addicted person suffers all penalties for the addiction if they do not get the substance regularly. (See World of Darkness Main Rules Pg XXX).

Pigment. Black Heroin

Street Names: Black Heroin, Nightmare.

Addiction Factor: Willpower test each use at - 2 dice. 3 failures for total addiction.

Base Street Cost: 100 USD per gram (Contains enough for roughly 3 injections)

Application Method: This drug is administered like heroin, through a needle into the veins.

Game Effects: This drug will cause the taker to experience vivid hallucinations and euphoria. It will also let them see the shades of the dead. The user enters a blasé and dreamy state for (Stamina - 3) hours, during which the wall between the real and the Twilight break down. The user can see ghosts, Wraiths and Spectres that are currently in the Twilight, but not interact with them, though for some reason the ghosts can sense that they are being seen and will do things to the user at least visually, or maybe even physically if they possess that power.

Side Effects: The user slowly becomes paranoid over time of usage, believing he is being watched by

the ghosts. This pushed the user to want to take the drug in larger and larger doses to be able to see those that are watching him. This will eventually lead to an overdose. Those that die of a Pigment overdose have a very high chance of not crossing over to where ever the dead go, and stay on as wraiths, ghosts or worse.

Supernatural Blood (Vampire)

Street Names: Black Tar, Tequila Red, Scarlet Sunrise.

Addiction Factor: Willpower test each use at - 4 dice. Subject's Willpower/2 failures for total addiction.

Base Street Cost: 1,000 USD X Blood Potency Level of the blood (Contains one dose)

Application Method: Vampire blood must be drunk in order for it to have an effect.

Game Effects: Vampire blood has a couple effects on the user. For one, it can decelerate the aging process, making a user almost immortal. It will also grant the user a bonus of (1 dot per Blood Potency/2 of the Vampire Blood) to his Strength, Stamina and Dexterity.

Vampire blood is considered highly addictive and the effects of the stat boost tend to last 12 hours per dose taken. The anti-aging effect will wear off in one month.

Side Effects: Coming off long term use of vampire blood can cause severe anti-aging effects, as the body suddenly rapidly ages. For each year on vampire blood that the person has been they suffer one level of damage, starting at bashing and working its way across the damage track. When bashing damage maxes out, they take lethal damage. Most elder "ghouls" (as users of vampire blood are known), end up dead after they stop using blood.

Supernatural Blood (Werewolf)

Street Names: Canned Fury, Rage Shot, Furball

Addiction Factor: Willpower test each use at - 2 dice. Subject's Willpower/2 failures for total addiction.

Base Street Cost: 5,000 USD X Primal Urge Level of the blood (Contains one injection)

Application Method: Direct injection into the veins.

Game Effects: Werewolf blood is extremely rare and it is not uncommon for it to be much more expensive than the base street cost. Werewolf blood when pumped into the veins, (it has to be taken that way for it to work), will cause the user to

instantly enter a near-rage state similar to that of a werewolf. The will ignore all damage penalties, as well as gain 1 dot to all physical stats per Primal Urge Level/2 of the blood. They will also be in a semi-permanent "ready to go nuclear" state, with needing to make a Willpower roll at every situation that annoys them in the slightest to avoid going into a berserker rage, immediately gaining all the benefits and penalties of that state. Strength +3, Dexterity +1, Stamina +2, no wound penalties, no unconsciousness rolls, armor 1/1, regeneration of 1 health level (starting with lethal) per ½ hour.

Werewolf blood effects last roughly (Stamina + Primal Urge Level of the blood) hours, and when the effects recede the user will suffer all the after effects of the damage he still possesses.

Side Effects: Werewolf blood will slowly destroy a body that is not capable of natural regeneration at the same level of a werewolf. Constant use of the blood will literally burn the user out. Anyone who uses werewolf blood more than three times a month suffers a -1 to his Stamina. Each month in which he uses the blood more, he loses another point. When Stamina hits zero, the user is basically a cripple, unable to walk or even hold things, needing assistance in even the most basic of daily activities.

Vampiric Ash

Street Names: Dead Dust, Ash, Soot

Addiction Factor: Willpower test each use at - 1 die. 2 failures for total addiction.

Base Street Cost: 25 USD per gram (contains enough for 4 snorts)

Application Method: Ash is either snorted through the nose or boiled in a spoon with liquid and the smoke inhaled.

Game Effects: This drug usually creates as massive euphoric high in the taker. Like morphine, the subject is in a dreamy state for (Stamina) hours.

Usually the first hour or so is also full of nasty hallucinogenic effects before the bliss state sets in.

As time passes the user hits the high point and usually just sits and stares happily at the walls. As they come down (usually the final hour) they will be overcome with an urge to taste blood and since the drug also tends to render the user lethargic, the only source is their own, and this usually results in the person chewing on their own fingers and nails, often ripping the nails off to make themselves bleed, so they can suck their own blood for a bit.

Side Effects: A long term Ash user will slowly become anemic, as well as lose his or her ability to ward off armful viruses. A long term Ash user can

sometimes be inseparable from a person suffering
from AIDs



Project Dawn

There are groups, organizations, shadow governments and other political, religious and supernatural bodies in existence. These groups are usually so far hidden in the shadows of the world that little more than rumors or stories exist about them. Project Dawn was commissioned to try to shed some light on these mysteries. The head researcher, Dr. Pei Ling, is confident that with the resources allowed her and her project, they will be able to ascertain if these groups, places and such are fact or fiction. To date her department has the following being researched.

Headquarters: F.E.A.R. Complex, Silicon Valley, California

Motto: Into the Light for the Truth

Employee Count: 150

Dr. Pei Ling, Head Researcher



Quote: "There are things, people, groups and others in the world that could pose problems for us as a Corporation. We must shed light on these possible problems."

Background:

Recruited from the Hong Kong office in the early 1980s, Pei Ling is a doctor of Research/Library

Studies. She is an expert in research and administration, making her the perfect person to be able to run this massive investigational project.

Description: A slight Chinese woman with long dark hair and smile. She is perhaps the most unassuming, harmless looking person anyone might see.

Storytelling Hints: There are answers to everything. One just needs to know where to look for the answers.

Abilities

Doctorate in Research/Library Studies

Project Dawn Agent

Quote: "Have you ever heard of a man named Michael Daemon Donighal?"

Background: These people are trained investigators and researchers, paid to travel the world and find out answers.

Description: A Dawn Agent could look like anyone

Storytelling Hints: Be clam, ask questions, keep a low profile, and report all findings.

Abilities

Trained investigator

Basic hand-to-hand combat skills - Agents are trained in basic skills of self-defense. Treat as 2-3 dots in Fighting Style: Karate or Boxing or Kung-fu.

Basic firearms skills - Agents have basic gun training. Treat 2-3 dots in Fighting Style: Combat Marksmanship.

The Aeon Group, aka The Aeon Society for Gentlemen, aka the Aeon Foundation

Borrowing from *White Wolf's Adventure, Aberrant* and *Trinity* RPGs, the Aeon Group is a conspiracy theorist's wet dream. They are a silver age secret society that was comprised of empowered people who acted to prevent criminals from bringing the world to its knees.

In the intervening years they have had their fingers in more pies than be counted, using money, favors and information to influence people to gain benefits.

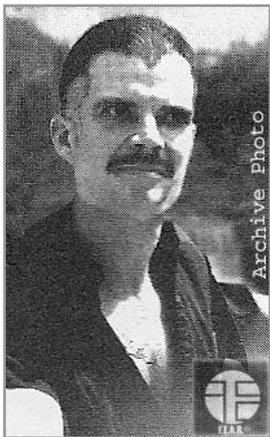
The group's founder is evidently cropped up at two intervals in history seeming to be the same age at both times.

For the F.E.A.R. Corporation, the Aeon Society is an enigma they would very much like to solve.

Maxwell Anderson Mercer

Quote: "If I can just change the outcome of April 15th, then perhaps what I saw in 2122 will not come to be."

Background: Born to anthropologist parents in the early 1900s, Mercer was exposed to an experiment at an early point in his life that changed him and many



others around the world. Mercer became one of the first Stalwarts as well as one of the most powerful, next to Divis Mal that is. He grew up, founded the Aeon Society for Gentlemen and proceeded to try to save the world many times from criminal masterminds such as

Dr. Primoris, The Dragon, The Czar, The Master of the Inner Earth and The Tyrant of the Skies to name a few.

As he learned to control his most unique power, that of time manipulation, he found himself anchored to three parts of history. The early 1900s, the beginning of the 2000s and the early 2100s. Mercer's problems began when he witness events in the past influencing and changing the future he saw in the 2100s.

Since then he desperately tries to aid mankind and push them in the direction which will take them back to the shining future he saw.

Description: Mercer looks to be in his mid 40s with dark hair and moustache. He is graying at the temples and has a distinguished look to him.

Storytelling Hints: To make the future perfect for mankind the past must be changed, but by changing the past you will affect the present as well. Everything must be looked at carefully before enacting a change.

Abilities

Chronal Awareness and Manipulation – Mercer is able to manipulate the time streams and move within them. Initially he could “temporally teleport or tem-port/time-port” between one of three different eras. As his ability to control his power grew he was also able to use his power to slow down or speed up time in the area around him.

Divis Mal

Quote: “Mortals, *sigh*, you tamper with things you will never understand, things that only a God will understand. A God such as I.”

Background: Born Michael Daemon Donighal, he later took the name Dr Primoris after his Stalwart powers came into existence. He became Divis Mal in the late 2000s, having had enough of



the mortal man, seeing himself more of a god than anything else.

Description: Divis is a perfect specimen of man. He is the ultimate in a blending of strength, beauty and grace.

Storytelling Hints: Man is incapable of understanding his role in the world, and thus it falls on you to show him,

as would any benign and understanding deity.

Abilities

Divis Mal manifested almost every Dynamic Stalwart Merit, not to mention a few Psychic powers. By the turn of the century he had progressed beyond that to a new stage of development, a Nova. He is the 1st and technically ultimate Nova. In one possible future he will lead the Aberrants from Earth, but that future has been lost.

Consider Divis Mal to have any of the Nova powers you need him to have that works in the story you are creating.

Branch 9

Branch 9 came from White Wolf's **Adventure RPG** and is a lovely group to use as either protagonist or antagonist in a campaign.

Branch 9 Agent



Quote: “Howdy, neighbor.”

Background: These people come from all walks of life, recruited early in life and trained to become the best agents in the country in order to defend the country from threats.

Description: They can look like anyone.

Storytelling Hints: Work quietly and efficiently. Protect the nation.

Abilities

Expert Hand to Hand skills – All Agents are trained to be lethal hand to hand combatants capable of using both anything at hand as a weapon as well as their bare hands. Treat as the agent having the equivalent of 5 dots in Fighting Style: Boxing or Karate or Kung-fu.

Expert Gun skills – All agents are trained in the use of dozens of types of fire arms. Treat as the agent having the equivalent of Fighting Style: Combat Marksmanship.

Survivalist – These agents are all trained experts in survival from the best to the worst conditions.

Resources – Agents have access to near unlimited funds.

Secret Identity – All agents have dual lives, with their agent side hidden at almost all times.

The Directorate

These guys are slightly different, an amalgam of the K-Directorate from Alias and Branch 9. The Directorate has supernatural agents. They will train and employ vampires, werewolves, mages, any type that wants to join.

Directorate Agent



Quote: “Tell me where the information is and maybe we will not hurt you, again.”

Background: Most of these people are ex-intelligence community from the soviet block. They are well trained and apt at their work.

Description: Like any intelligence community, they come from all walks of life.

Storytelling Hints: Ruthless efficiency at any cost.

Abilities

Expert Hand to Hand skills – All Agents are trained to be lethal hand to hand combatants capable of using both anything at hand as a weapon as well as their bare hands. Treat as having 3-5 dots in Fighting Style: Karate, Boxing or Kung-fu.

Expert Gun skills – All agents are trained in the use of dozens of types of fire arms. Treat as having 3-5 dots in Fighting Style: Combat Marksmanship.

Survivalist – These agents are all trained experts in survival from the best to the worst conditions.

Project Utopia and Project Proteus

The idea behind these two are linked to Trinity.

Proteus was the name given by a small group of Aberrants to Project Utopia, which was in place to help novas realize their potential. In the World of Darkness, Utopia is possibly something more sinister or maybe very much benign. Some ideas for the storyteller to work with.

Possibility #1 – Utopia is a government run group, meant to better the lives of its voters. They specialize in trying to get the budget balanced, hate crimes stamped out, equal rites, and so on. It is an uphill battle but they are slowly winning. They are a direct extension and right hand of Mercer’s Aeon Society. In this possibility Project Proteus is Utopia’s research and investigation group.

Possibility #2 – While originally sponsored and backed by the Aeon Society, it has become something of its own now. Its purpose is to “eliminate” anything that threatens a perfect future for the Society. While their goals are the same as Possibility #1, their means to achieve them are divergently opposite. Where Possibility #1 would see legal and proper means to an end, Possibility #2 will take matters into their own hand, often assassinating, bribing, blackmailing and coercing people to meet their goals. In this scenario, Proteus is the field agents, responsible for all the wet work.

Possibility #3 – The group has long since cut ties with Aeon and is now hell bent on making sure that only the right people survive a coming apocalypse that they had forecast, be it WWII, a meteor crash, or something else. They have been constructing a massive set of underground bunkers and facilities to house their select Adams and Eves. They will be taken and put there in order to ensure a safe and proper future for the world. These bunkers will be able to house thousands in total, spread out at specific points in the country, each with its own independent power supply and water supply, situated either deep underground or in a mountain, away from prying eyes. Proteus in this case is a capture and investigation team, meant to find the right people for the project, take them and bring them to the project.

Vampires. Homo Sapiens Sanguineous

Project Dawn is aware only marginally of how the vampire world works. They do know there are clans of vampires and that they group in large like minded “governmental” bodies, though they aren’t aware they are referred to as covenants. They are aware that the clans and covenants do not get along and that they are

involved in various territorial disputes both along the covenant lines as well as familial ones.

Only the big covenants are even remotely known of and even then the Ordo Dracul and Circle of the Crone are merely whispers of possibilities compared to the Invictus, Lancea Sanctum and Carthian Movement, though the diverse aspects of the Movement make it seem more like a maze with no exit than anything else.

See the **Vampire the Requiem** book for full rules on vampires.

Werewolves, Homo Sapiens Lupus

Project Dawn is almost completely clueless about the whole Forsaken society. They do know there are tribes of these creatures and that there seems to be two factions that are warring on each other.

The whole spirit aspect of the Forsaken and Pure, is largely unknown, with most thinking that there strange powers are just a part of the nature of the werewolves.

Were Project Dawn to discover that the werewolves were able to commune with the spirits of the Shadow and even cross over into it, they would advise the heads of F.E.A.R. to begin the process to collect them for more intensive study.

See the **Werewolf the Forsaken** book for full rules on werewolves.

Mages, Homo Sapiens Arcanus

Mages are quite the conundrum for Project Dawn, being almost undetectable. The fact that Task Force Valkyrie might have a way to see the aura's that mages give off has been a thorn in Project Dawn's side for a while, and they would very much like to have that tech for themselves.

What little Project Dawn is aware of game wise is that mages have the ability to bend reality and that they have a single governing body. They are unaware of the five paths and orders, or the conflicts that exist between them.

See the **Mage the Awakening** book for full rules on mages.

Promethean, Homo Sapiens Corpus

Perhaps the most enigmatic of all the supernaturals that Project Dawn has had to deal with in their time, the Created are a pure mystery. The sheer fact that they are reanimated dead people presents amazing possibilities for the

genetics and medical divisions that F.E.A.R. operates.

What little Project Dawn knows is that there are varying types of these reanimated dead and that if they stay in one place bad things seems to happen. A side note has been that where ever these creatures appear, strange twisted and nightmarish creatures soon appear as if out of nowhere, wreaking destruction as they seem to seek out the reanimated people to destroy.

See the **Promethean the Created** book for full rules on Prometheans.

Changelings, Homo Sapiens Aelfen

These strange people crop up on Project Dawn's radar infrequently, but are of interest because of there very nature. It's the duality of the Lost's nature that intrigues Project Dawn the most.

Project Dawn isn't aware of the existence of the courts that rule the Lost, and have only heard rumors and whispers of the Hedge and the True Fae. Most members of Project Dawn wouldn't even know what to do with the information if it was brought to light though perhaps the Vigil Project of the Vigil Foundation would like to know this information.

See the **Changeling the Lost** book for full rules on Changelings

Other Supernaturals

Check out **Skinchangers**, **Blasphemies**, **Predators**, **Antagonists**, **Ghost Stories**, and even **Ghouls** or **Secrets of the Ruined Temple** for ideas on other supernaturals.

Shadoloo

Shadoloo is a massive criminal empire ruled with an iron fist by a man known simply as M. Bison. No is sure when the organization was started, but it is worldwide and controls much of the crime the Asian sphere. Most people will never meet Bison, usually dealing with one of his four lieutenants, Sagat (who controls the Asian theater), Vega (who controls the European theater), Bayman (who controls the Russian theater) and Balrog, (who controls the American theater) or their subordinates.

M. Bison



Quote: "Show your opponent no weakness and he will always fail to find yours."

Background: Bison first appeared on the scene in the 1960s in the Russian intelligence community, working as a mercenary. He briefly worked in Thailand for the corrupt regime there before changes

forced him and his servants into the underworld. From there he created Shadoloo, his empire of evil.

Bison didn't demonstrate any powers until the late 70s, when after an excavation of the site for their new headquarters uncovered something deep in the earth. What it was is unknown, but it changed Bison, unleashing his psychic potential.

Since that fateful day he has trained himself both in body and mind to excel at a martial art of his own creation that blends his psychic powers and his own KGB hand to hand training.

He has also become obsessed with finding other supernatural sites and locations and acquiring them or the artifacts within them, which has brought him into frequent clashes with vampires, werewolves and mages. A particular pack in Mexico are especially pissed at him, as he ransacked on their ritual sites, destroying it in the process.

Description: A man of medium height, he still casts a imposing figure. He can usually be found in a red military uniform reminiscent of his old soviet army uniform. His hair is coal black and his eyes are white upon white, occasionally flashing with blue energy.

Storytelling Hints: Power is all that matters.

Abilities

Advanced Hand-to-Hand combat training ~ Treat as Bison having Fighting Style: Special Forces at 5 dots.

Advanced Melee combat training - Treat as Bison having Fighting Style: Spetnaz Knife Fighting at 5 dots.

Advance Marksmanship Training - Treat as Bison having Fighting Style: Combat Marksmanship at 5 dots.

Possibility 1 - Bison is a Quantakinetic, capable of harnessing the fundamental forces of nature to do what he wants.

Possibility 2 - Bison is a Street fighter with top end powers. Add the template and give him a majority of the Focus Powers to represent his various abilities, like the Psycho Crusher and so on.

Possibility 3 - Bison and Kincaid have been mortal enemies for centuries, fighting each other down through the ages. Once they were companions seeking to right the wrongs and bring justice to the world.

They were Exalted, favored of the Sun. But something happened and the two took divergent paths. Perhaps it was jealousy as Bison realized that Kincaid was destined for a position that was greater than his own in the world to come. Whatever the reason, Kincaid went into hiding, as did Bison and where Kincaid just became out for himself, Bison embraced evil and became the opposite of what he once was. Bison is a Dawn Caste Exalted who has turned to evil, essentially becoming the world's only Abyssal Exalted. He is now trying to slowly amass enough power to start to take over smaller countries to create his own empire.

Kincaid is the only person who will be able to stop him if this happens.

Sagat



Quote: "Train hard and fight hard in everything you do."

Background: Sagat won the title of Emperor/God of Muay Thai from Nuah Kahn as a teenager, and became a national hero in Thailand. He defended his title from a fighter named Go Hibiki, in a match that cost Sagat the use of his right eye, and cost Go his life. Go's son, Dan, swore revenge on Sagat.

Sagat trained Adon, and held the first World Warrior tournament to prove that he was not only the strongest Muay Thai kickboxer, but the strongest fighter in the world. Only one fighter managed to reach Sagat: a young Ansatsuken Karate practitioner named Ryu. Initially, Sagat was able to defeat all of Ryu's attacks, and was sure that he was the winner of the match. However, Ryu became desperate to win the fight and was consumed by a powerful killing intent and executed the Metsu Shoryuken (a chi enhanced uppercut), grievously wounding Sagat and leaving a massive scar across his chest.

Adon mocked his teacher for losing to Ryu and challenged him for the title of God of Muay Thai. His

rage blinded him, and Sagat lost to Adon, but not before beating the younger man so hard that he would be in traction for months.

Consumed with rage and hatred, Sagat eagerly joined the criminal organization known as Shadoloo. M. Bison had offered him Shadoloo resources to find Ryu and provide Sagat with a rematch. Sagat's nearly indomitable power provided him with the position of Bison's personal guard.

Description: Sagat is menacingly tall, a trait he uses to his advantage in his long-reaching attacks. His natural size drove him to become a powerful fighter. His hands are massive enough to close around the entire head of many of his opponents. He is totally bald, and wears a black eyepatch over his severely damaged right eye, though the lack of depth perception and loss of peripheral vision do not seriously hamper his ability as a powerful fighter.

Storytelling Hints: Cold and bitter over his loss to Ryu and Adon's mocking, you show no mercy in any fight, be it in the ring, an alley, or boardroom.

Abilities

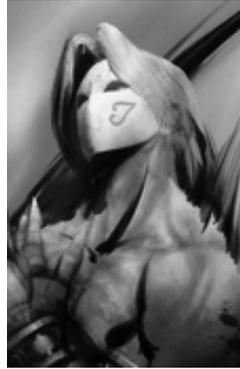
Street Fighter - Muay Thai Fighting Style at 5 dots
Ex-world Muay Thai champion - In Thailand he is still considered a hero, even though he is one of the most brutal fighters seen in a long time with the art. When in his homeland he pays for nothing, has loyal fans after him all the time for autographs, women (and men) throw themselves at his feet for his attention, and many, many would be students come to him to plead to be his student. Attempting to do things against Sagat in Thailand is not a good idea in anyway shape or form.

Asian Shadoloo Administrator - Sagat runs the Asian division of Shadoloo for Bison as well as acting as his senior most trusted advisor and right hand man. As a Shadoloo Administrator he has access to a variety of thugs, guns, drugs and other nefarious things.

Vega

Quote: "Fighting isn't fair, so why should the fighter."

Background: Vega was born to a privileged Catalonian family in Spain. For reasons undisclosed, their status dwindled, causing Vega's mother to remarry for financial security. As he matured, Vega studied bullfighting, a cultural tradition. Afterward, he went to Japan and learned ninjitsu, a style he believed meshed well



with his natural grace and agility.

Combining bullfighting with ninjitsu, Vega went into an underground cage fighting circuit, and quickly became one of the best. His stepfather murdered his mother because he felt she did not respect him, and Vega killed him in return. The incident warped his mind, and he developed a

dual personality: honorable nobleman by day, sadistic murderer by night.

Due to Vega's superb fighting ability and remorseless nature, the criminal leader known as M. Bison instated Vega as one of his four personal bodyguards in the Shadoloo organization. Vega oversaw assassination operations for Shadoloo as well, and was associated with Cammy and the Shadoloo assassins known as The Dolls.

Description: A tall, well build Spaniard, he is actually of model quality looks and is well aware of it. He dresses only in the best fashions in order to enhance his appearance.

Storytelling Hints: Fame, wealth and good looks are all that matters.

Abilities

Street Fighter - Fighting Style: Spanish Ninjitsu at 5 dots

Master Fencer - Fighting Style: Fencing at 5 dots.

Noble Birth - Vega is of a noble family, and comes from wealth, wealth he inherited after killing off his parents and siblings. He has homes across Europe, as well as locations in North, Central and South America. He has access to cars, planes, boat and money as needed.

European Shadoloo Administrator - Vega runs the European division of Shadoloo for Bison as well as acting as head of his assassins group, a position he is in danger of losing to Bayman. As a Shadoloo Administrator he has access to a variety of thugs, guns, drugs and other nefarious things.

Balrog

Quote: "You think you're something special?"

Background: Balrog was once a great boxing champion and prize fighter. He was banned from boxing for permanently injuring his opponents (as well as his illegal maneuvers, especially his headbutt), so he joined the Shadoloo criminal organization, and worked his way up from the bottom.



Description: A tall well built black man, with short cut hair.

Storytelling Hints: Women, money, and booze are what life is all about and to get them you fight.

Abilities
Street Fighter - Fighting Style: Boxing at 5 dots.
American Shadoloo

Administrator - Balog runs the American division of Shadaloo for Bison as well as acting as head of his gambling and loan sharking groups. As a Shadoloo Administrator he access to a variety of thugs, guns, drugs and other nefarious things.

Bayman



Quote: "Is that the best you can do?"

Background: Bayman was born and raised in Russia. He aspired to join the military, and became one of Russia's highly-trained commandos. But before he saw any action, the Soviet

Union collapsed. Realizing the new regime would have no use for him, Bayman slipped through the cracks of the reformation. He took up the life of a mercenary, putting his skills to good use in all manner of lethal assignments. He found particular pleasure in assassinations, especially challenging or high-profile assignments.

Description: Bayman stands just over 6ft and is sheer muscle. Dark hair and eyes, with an unemotional face mark Bayman.

Storytelling Hints: Bayman is a hardened killer. Worse still, he enjoys his work. He is merciless in combat, thinking nothing of maiming and crippling his opponents. He is something of a showoff, preferring to work high-profile assignments and kill his targets with his martial skill. In battle, he usually talks down to the opponent, constantly calling them weak and worthless.

Abilities
Street Fighter -Fighting Style: Special Forces at 5 dots

Russian Commando/Assassin Training - Fighting Style: Sniping, Fighting Style: Combat Marksmanship, Fighting Style: Spetnaz Knife Fighting all at 5 dots.

Russian Shadoloo Administrator - Bayman runs the Russian division of Shadaloo for Bison as well as acting as head of his mercenary training division. Bayman has also been bucking to take over the assassination group as well, something that Vega is not to happy about.

Rumors note that Bison my just let them fight it out at the next meeting. As a Shadoloo Administrator he access to a variety of thugs, guns, drugs and other nefarious things.

Red Division

Red Division is perhaps one of the best kept, but known, secrets in the Canadian government. They have been in place since the early 1900s, originally a branch of the British Intelligence agency. Since Confederation they have become more powerful and secretive, delving into all things that mattered to the Canada. They are the 1st and last lines of defense in the secret wars on terrorism and crime.

Red Division Agent



Quote: "Nothing to see here."

Background: Agents comes from pretty much every walk of life, chosen early on in life to become members of the agency. They are trained even without knowing it, preparing them for a life of service to their country.

Description: They can look like just about anyone.
Storytelling Hints: Smooth, calm, and calculated wins the day.

Abilities
Expert Hand to Hand skills - All Agents are trained to be lethal hand to hand combatants capable of using both anything at hand as a weapon as well as their bare hands. Treat as Fighting Style: Karate, Special Forces, Kung-fu or Boxing at 4-5 dots.

Expert Gun skills - All agents are trained in the use of dozens of types of fire arms. Treat as Fighting Style: Combat Marksmanship at 5 dots.

Survivalist - These agents are all trained experts in survival fro the best to the worst conditions.

Resources – Agents have access to near unlimited funds.

Secret Identity – All agents have dual lives, with their agent side hidden at almost all times

Hunter the Vigil and Project Dawn

Project Dawn actually does what a lot of Vigil cells, compacts and conspiracies wish they could; track and identify supernaturals. A number of the various organizations, such as Task Force Valkyrie and the Cherion Group are doing the exact same thing as Project Dawn, finding, tagging and retrieving supernaturals.

If either group were to get a hold of the data that Project Dawn has managed to gather, it would be a serious coup for those groups.



Project Pulsar

Pulsar is the corporation's private army. They are well trained, well equipped and answer only to the General, the Board and the Founders.

Headquarters: The Island

Motto: To Protect Man from the Darkness

Employee Count: 3000

General (ret) Arnold Fredrick Munroe, Project Lead



Quote: "Merely having the troops is one thing, knowing how to use them, deploy them, and bring them home alive is another."

Background: Munroe served in World War 2 (lied about his age and entered

at 16), Vietnam, as well as several other engagements before retiring a 2 star General.

During his time in the service he had many associations with the F.E.A.R. Corporation through weapons tests as well as aiding the company with various concepts for military vehicles, weapons and equipment.

When he retired he joined the F.E.A.R. Corporation and took on the role of commander of the Pulsar project.

Description: A handsome man in his seventies, with iron grey hair and dark eyes.

Storytelling Hints: Anyone can give orders, but it takes a special person to be give orders that will be followed.

Abilities

General (3 star, Retired), US Army - Munroe has immense tactical and strategic knowledge from his many years in the army. This allows him to be able to apply said knowledge to the situations that Pulsar deals with.

Typical Pulsar Soldier

Quote: "Stand aside please."

Background: These are able bodied men and women, trained to be the best soldiers they can. They are armed and equipped with the latest technology and weapons, provided with the best of vehicles and facilities.

Description: These people are in good shape and come from multiple backgrounds.

Storytelling Hints: You are one of the world best trained. Best of the best of the best. Act like it.

Abilities

Expert marksmen - All Pulsar soldiers are trained to use a variety of guns, rifles, and other firearms. Treat as Fighting Style: Combat Marksmanship at 2-3 dots.

Expert hand-to-hand - All Pulsar operatives are trained experts in various hand-to-hand combat styles. Treat as Fighting Style: Special Forces at 2-3 dots.

Typical Pulsar Recon Operative



Quote: "Shhhh."

Background: These are Pulsar soldiers trained in recon operations to act as forward scouts, information gatherers and spies for the main Pulsar Teams. They are usually lightly armed and equipped with the best in stealth gear.

Description: These people are in good shape and come from multiple backgrounds.

Storytelling Hints: Quiet and steady gets the job done with no fuss.

Abilities

Expert marksmen - All Pulsar Recon Ops are trained to use a variety of guns, rifles, and other firearms. Treat as Fighting Style: Combat Marksmanship at 2-3 dots.

Expert hand-to-hand - All Pulsar operatives are trained experts in various hand-to-hand combat styles. Treat as Fighting Style: Special Forces at 2-3 dots.

Expert Sneakers - All recon operatives are experts in moving quietly and stealthily through territory. They train long and hard on how to use the various terrain and weather conditions as well as time of day to their advantage to make sure that they are not seen.

Typical Pulsar Infiltrator



Quote: "So, you were saying about the new hyper-soar's ramjet engine?"

Background: These men and women have been trained as spies, information gatherers, saboteurs and the like. They come from various walks of life, with the Academy providing a few young women for them.

Description: These people could look like anyone.

Storytelling Hints: Get in, get the info, get out.

Abilities

Expert infiltrator - These people are trained in various ways to infiltrate locations, from sneaking in to seducing their way in.

Expert marksmen - All Pulsar Recon Ops are trained to use a variety of guns, rifles, and other firearms. Treat as Fighting Style: Combat Marksmanship at 2-3 dots.

Expert hand-to-hand - All Pulsar operatives are trained experts in various hand-to-hand combat styles. Treat as Fighting Style: Special Forces at 2-3 dots.

Typical Pulsar Telepath

Quote: "Why are you thinking of cheese at time like this?"

Background: These rare men and women have been trained in their gifts to act as aides and information extractors. Most teams have at least one telepath on them to aid them.

Description: These people could look like anyone.

Storytelling Hints: It is all hidden, deep in the mind, ready to be pulled out.

Abilities

Touch Telepath - These people are all touch telepaths, needing to actually touch their subject

too get the information. They are able to scan the person's mind to get valuable data. About 5% of them are also able to do sight-line telepathy and even talk to familiar people with it regardless of where they are.

Expert hand-to-hand - All Pulsar operatives are trained experts in various hand-to-hand combat styles. Treat as Fighting Style: Special Forces at 2-3 dots.

Expert marksmen - All Pulsar Recon Ops are trained to use a variety of guns, rifles, and other firearms. Treat as Fighting Style: Combat Marksmanship at 2-3 dots.

Typical Pulsar "Witch"

Quote: "It's all just a case of manipulation of the forces of the universe. Really."

Background: These rare men and women have been trained in their gifts to act as aides and usually as defensive agents in the few teams they are assigned to.

They are usually only brought in when the situation includes heavy occult elements.

Description: These people could look like anyone.

Storytelling Hints: The universe is vast and unexplained, but try to shed some light to best of your ability.

Abilities

Basic Magic - This people are trained in various Low Magic merits, as per the rules in Second Sight pg 102. Pulsar has it own special training school, see below.

Expert hand-to-hand - All Pulsar operatives are trained experts in various hand-to-hand combat styles. Treat as Fighting Style: Special Forces at 1-2 dots.

Expert marksmen - All Pulsar Recon Ops are trained to use a variety of guns, rifles, and other firearms. Treat as Fighting Style: Combat Marksmanship at 1-2 dots.

Pulsar Thaumaturgy Training

Defining Merit: See Auras (4), Library (*)

Path Merits: Countermagic, Warding, Enchantment, Evocation (Ghosts or Spirits), Healing, Invocation (Ghosts or Spirits), Psychic Projection, Visionary Traces, See Spirits

Strengths: Members of Pulsar have access to a collective library on many subjects that they can research when needed. As such the gain the Library Merit for free and can use it to look up nearly any subject. Pulsar trained thaumaturges are trained in a kind of general sensing tradition, allowing them to deal with ghosts, spirits, detecting supernaturals and such. They gain a +1 die bonus to all such rolls.

Weaknesses: Pulsar training doesn't concentrate on any of the more oblique and left or right handed practices. As such they will take a -1 die penalty when trying to research or determine what type

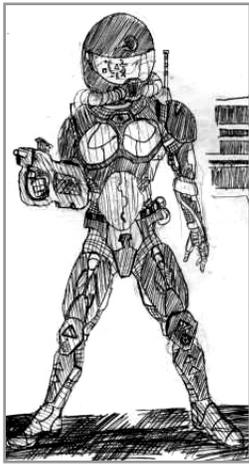
thaumaturgical effect it is they are investigating if it isn't like their own.

Character Creation: Pulsar thaumaturges are generalists, training primarily in the aspects of detecting and communing with the supernatural.

They are taught at the Island under the auspices of Dr. Emile Szgany, a noted occultist and writer.

The will have Social Skills and Attributes as a focus for their creation but are also given a healthy physical training regime as well, as are expected to be able to fire at least a automatic pistol with accuracy.

Typical Elite Pulsar Operative



Quote: "<hard stare>"

Background: There are some who are selected for elite operations, sent into the heaviest and strangest of the situations. There are the Pulsar Elite, trained to deal with the worst case scenarios and the worst of the supernaturals. They are armed with the latest in personal weapons and body armor.

Description: These people are in good shape and come from multiple backgrounds.

Storytelling Hints: There are none better, so set an example for the rest of the teams.

Abilities

Expert marksmen - All Pulsar soldiers are trained to use a variety of guns, rifles, and other firearms. Treat as Fighting Style: Combat Marksmanship and Sniping at 4-5 dots.

Expert hand-to-hand - All Pulsar operatives are trained experts in various hand-to-hand combat styles. Treat as Fighting Style: Special Forces at 4-5 dots.

Expert Infiltrator - These people are trained in various ways to infiltrate locations, from sneaking in to seducing their way in.

Expert Sneakers - All recon operatives are experts in moving quietly and stealthily through territory. They train long and hard on how to use the various terrain and weather conditions as well as time of day to their advantage to make sure that they are not seen.

Supernatural Training - These men and women are trained to deal with the supernatural and are not intimidated by them. They also do not suffer from Lunacy or Disquiet, having been "hardened" against those effects with advanced telepathic blocks.

Pulsar One

Location: F.E.A.R. Corporation Complex, Silicon Valley, California

CO: Major John C. Gibbons

XO: Capt. Sara Smith

Pulsar One has two Project Eclipse agents working with it, both competent touch telepaths. They usually perform all interrogations for Pulsar One. This team is considered the cream of the crop and all members of the other teams aspire to be part of it.

Pulsar Two

Location: The F.E.A.R Corporate Tower, Manhattan, New York City,

CO: Capt. Jessica Ortiz

XO: Lt. Sydney St. John Smythe

Pulsar Two has the most contact with supernatural, other than Pulsar Eleven. New York City seems to be a hot bed of activity on all fronts and frequently members of Pulsar Two find themselves in unsavory locales (sewers, underground clubs, etc) dealing with a threat or catching a possible subject at Command's orders. Pulsar Two has the second highest number of Project Eclipse operatives working with it, with two touch telepaths, one sight-to-sight telepath and a telekinetic all part of the team. Of the three North American based Pulsar teams, Pulsar Two seems to rotate the most through Pulsar Eleven on a monthly basis.

Pulsar Three

Location: The Hammersmith Ranch, outside Dallas, Texas

CO: Capt. Raymond "Duke" Forrestal

XO: Lt. Edgar Barr

Some view Pulsar Three as the lax duty station of the American teams, with them barracked out a large ranch. While they do take care of the ranch as part of their duties, life is indeed quiet and quite pastoral for the members of Pulsar Three. Statistically Pulsar Three though has the highest percentage run ins with werewolves for some reason.

Pulsar Four

Location: The Chisholm Building, London, England.

CO: Capt. Samuel L. Morrow

XO: Lt. Horace Johnson

Pulsar Four is considered the “old man’s” group, full of ex British military and Military Intelligence people. They take themselves very seriously and beneath all the apparent holding this to proper etiquette are among most disciplined of the Pulsar Groups.

Pulsar Five

Location: The Holten Center, Johannesburg, South Africa

CO: Capt. Kimberly Saunders

XO: Lt. Alan Thilivhall

Pulsar Five is in a dangerous place. The African continent is massive, comprising of many nations and many cultures and many religions. Pulsar Five has to be careful in all its operations, often playing secret agent and clandestine ops over anything else. To date, Pulsar Five has the highest loss rate of operatives. They tend to vanish on missions into the interior.

Pulsar Six

Location: Fukimoto Complex, Tokyo, Japan

CO: Capt. Yoritomo Kachiko

XO: Lt. Hida Kenji

Pulsar Six is perhaps one of the strangest of the Pulsar teams that is out there, having investigated dozens of possible supernatural occurrences, legends, and myths. They are credited with having not only the highest number of psychics on staff, but also an accredited user of magic, though she is more of a magic detector than caster. They are well disciplined, equally on par if not better than Pulsar Four. But for all the myth, legend and so on in the Japanese area, they have reported little supernatural contact if any.

Pulsar Seven

Location: Gallauri Vineyards, outside Rome, Italy

CO: Capt. Dimitri Vykros

XO: Lt. Cybil Hansen

Pulsar Seven is sometimes called the “Wrathful Grapes”, but never to their faces, by other Pulsar teams. They are highly proud of the vineyard they maintain, even making a small profit of the sales

of the wine. Pulsar Seven was one of the first F.E.A.R. Corporation teams to actually deal with both a vampire infestation (see case file FEAR P7-21A3) and a werewolf assault (see case file FEAR P7-21A2) at the same time. The incident also made the first time F.E.A.R. managed to document a Promethean in action (see case file FEAR P7-21A1).

Pulsar Eight

Location: Vista Towers, Rio de Janerio

CO: Capt. Vitor da Silva

XO: Lt. Camilla Figo

Pulsar Eight is responsible for keeping tabs on the Vigil Watchers in the Amazon rainforest, as well as tracking various dissident groups in South America. They also have the task of tracking several werewolf packs, including a rather vicious one that styles themselves as saviors of the indigenous tribes of the jungles.

Pulsar Nine

Location: The Edwards Complex, Cairo, Egypt

CO: Capt. Ayman Moussa

XO: Lt. Anthony Marcus

This team sees the most of actual combat of all teams. They operate across the Middle East and have had to deal with dozens of mercenary, religious, dissident, government and resistance groups. They have also had some of the most success in uncovering old relics from bygone eras, but this of course has brought them into consistent conflict with all manners of supernaturals, from mages to vampires to werewolves and other things.

Pulsar Ten

Location: Khorlenko Center, Moscow, Russia

CO: Capt. Alexandr Grigori

XO: Lt. Boris Abramova

The Russian team is relatively new in comparison to the others. Though they have access to all the same technology and equipment and training, their experience is not quite the same level. Pulsar Ten is also the smallest pulsar team, consisting of just thirty operatives and ten support personal operating out of the hidden bunker research facility under the F.E.A.R. Corporation offices in Moscow.

Pulsar Eleven

Location: Quiet Dale, Location Classified

CO: Lt. Col. Kara Simms

XO: Major George Whitmore



No one wants to be assigned to Pulsar Eleven. It is considered a penalty to have to spend time there as far as any of the Pulsar groups are concerned. A near 12% of all people who have served with the Pulsar Eleven team have either been remanded to the Harkness Center for Psychology Research and Treatment or have gone missing, many seen entering into Quiet Dale itself. While the Pulsar Project maintains a high level of training, rogues and problem people do occur and a place is needed for them. Pulsar Eleven is that place and those that come back from a 6 month tour in Pulsar Eleven are usually much better behaved.

Pulsar Project Command

Location: the Island and the F.E.A.R. Complex in California.

CO: Gen. Arnold Munroe

XO: Col. Terry Sykes

Munroe runs Pulsar from The Island while Sykes is the liaison in the F.E.A.R. Complex in Silicon Valley. Pulsar Command never goes into the field, acting as a tactical and strategic voice to all the teams. At any time Munroe or Sykes can link to any member of the team via their comm-system in order to give orders. Sykes has a habit of joking with the squads he is in communication with, something Munroe disapproves of, but Sykes gets results and is well liked by the Pulsar teams, something Munroe does approve of.

Typical Pulsar Team Breakdown

The typical Pulsar Team comprises of a Commanding Officer, 2nd officer, four tactical squads of ten men, two recon squads of five men, two special weapons teams of five men, a support group of doctors, data tech, techs, engineers, mechanics, and usually one special ops group of psychics, snipers, and thaumaturges.

Typical Pulsar kit

Weapons - FN P90 Automatic Weapon System.
FN Five-sevenN Automatic Pistol. Heavy arms operatives are also issued FC CAWS combat shotguns for room clearing. Ranged fire and snipers commonly use Barrett M107 Long Range Sniper rifles.

Armor - Interceptor Armor System

FN 90

The P90 entered service in 1994. It is a selective fire, delayed blowback-operated firearm with semi-automatic and fully automatic firing modes. It is fully ambidextrous - it features an ambidextrous fire selector and charging handle, and downward ejection of spent cases. The P90 is built in a unique bullpup configuration that places the 50-round translucent magazine above the weapon, parallel to the barrel (with the rounds perpendicular to the barrel). A circular ramp at the bottom of each magazine re-aligns each round to the barrel. This design makes the weapon extremely compact and maneuverable and the translucent magazine makes it easy to quickly check the number of rounds left. The P90 is constructed largely out of weight-saving polymers. The hammer group resembles the one found in the Steyr AUG, and is comprised primarily of polymers including the hammer. The breechblock is part of the "moving parts group", which contains the twin guide rods, rate of fire stabilizer, recoil buffer, firing pin, and AR-15-style extractor and ejector.



The weapon also has very low recoil, allowing for accurate burst fire. The recoil impulse of 5.7 x 28 mm is approximately one half of 5.56 x 45 mm NATO, while the unique moving parts group further reduces felt recoil through the use of twin recoil springs and the recoil buffer. Upon firing, the barrel itself recoils rearward for about 0.030 of an inch (0.76 mm), enabling the pressure in the barrel to drop to a safe level. The chamber pressure is rated at 50,000 psi for 5.7 x 28 mm FN. Field-stripping the P90 can be done in under 10 seconds without any tools, breaking it apart into 4 major groups: barrel support/optical sight group, moving parts group, hammer group, and the frame/trigger group. The gun's two-stage trigger allows for semi-automatic fire even when the selector is set on fully automatic mode.

If the operator stores the P90 magazines in a regular magazine pouch, the cartridges can fall out if the magazine is bumped from the bottom. The special FN Herstal P90 magazine pouches have a plastic dust cap that encloses the round part of the magazine. This dust cap can help prevent the cartridges from falling out during high-impact maneuvers. The magazines are not prone to internal cartridge jams.

The SS190 5.7 x 28 mm round has higher penetration abilities than cartridges with similar recoil impulse, and can defeat the standard Warsaw Pact body armor (a layer of titanium and several layers of kevlar) at the ranges listed by the NATO requirement. This is inferior to most rifle rounds, but better than existing common pistol rounds, such as the .45 ACP or .40 S&W. This performance is similar to the 4.6 x 30 mm round used in the Heckler & Koch MP7 PDW. However, both cartridges have suffered much controversy, as some are skeptical of their stopping power against unarmored targets. As there have been few combat firings of the P90, its true effect is yet undetermined, and many special forces such as the SAS and the U.S. Navy SEALs still prefer using traditional weapon systems.

See Page 70 of the **World of Darkness: Armory (1st Ed)** for stats on the FN P90.

Variants

The weapon comes in several variants. All of them can mount certain optional accessories such as tactical slings, empty case collector bags, bayonets, visible and infrared laser aiming modules (LAM), and tactical flashlights. The military and Short Barreled Rifle (SBR) versions can also accept a Gemtech sound suppressor (model SP-90) that uses a spring-lock system to snap onto the weapon's flash suppressor. The PS90 variant cannot mount this sound suppressor, because its barrel's flash suppressor is incompatible with the spring clip system.

P90

Features a plastic day and night 1x magnification Ring Sights MC-10-80 reflex sight mounted on a cast aluminum base that can fit an optional Picatinny rail. The day sight shows a large white circle with a smaller circle in the center using ambient light through a translucent fiber optic collector at the front. The night sight is an open

"T" reticule that utilizes a tritium module in the rear that shines through a small fiber optic collector. The day sight will tend to wash out on bright surfaces such as white walls, snow, and the sky. The night sight requires total darkness and several moments for the shooter's eyes to adjust to the darkness if transitioning from a bright environment. Essentially, the operator will lose all sight function by transitioning from outdoors into a dark house. Even with a tactical light, the MC-10-80 performs poorly in unlit/dark rooms unless the light is somehow reflected either into the front collector or into the rear collector. If used in a dark environment, aiming at a bright object will cause the tritium lit reticule to wash out. Backup iron sights are designed into both sides of the metal receiver. The P90, P90 USG, and PS90 can be fitted with a MIL-STD-1913 Picatinny rail to replace the MC-10-80 in case the operator wishes to use aftermarket optics.

P90 TR

The standard sight receiver houses a triple Picatinny Rail Interface System (RIS), or Triple Rail (TR) for short. There is one full-length rail on the top of the base and two rail "stumps" on the sides. The "stumps" serve as mounting points for accessories such as laser sights or tactical flashlights; the integrated top rail allows for the mounting of aftermarket optics right out of the box. The TR and standard P90 are not interchangeable since the entire receiver assembly is different.

P90 USG

A fully automatic P90 similar to the standard P90, except with a revised optic system developed based on input by the United States Secret Service and other government agencies. Essentially, the aluminum USG Black sight uses a 100% black reticule that does not require ambient light. The USG Black reticule does not suffer from the same problems as the regular MC-10-80, since the reticule does not "wash out" on bright surfaces. The USG black reticule sight is available for all P90 and PS90 weapons that use a MC-10-80 reflex sight.





P90 LV and P90 IR

These versions add an integrated laser sight projected from below the barrel. The LV (Laser Visible) variant is equipped with a visible laser, while the IR (infrared) variant has an infrared laser. The lasers have three internal settings: "off", to prevent accidental activation, "low-intensity", for combat training and extended battery life, and "high-intensity", for maximum visibility. The laser on/off switch is a green button located under the trigger grip. The battery compartment is located below this button.

MC-10-80 reflex sight

The MC-10-80 reflex sight, developed by Ring Sights, was designed for the FN P90 from the ground up. It is not compatible with any other platform of weapons. It utilizes a forward-aimed fiber optic collector to illuminate the daytime reticule. The daytime reticule consists of a large circle of approximately 180 MOA, with a smaller circle in the center of approximately 20 MOA, which in turn contains a small dot of about MOA in the center. The night reticule consists of a half-T that is primarily illuminated by a tritium module, which glows red/orange. This illumination can easily be observed in a dark environment. The half-T reticule can be seen in the daytime when a strong light source is shined into the rear fiber optic collector. The rear collector was designed to aim up towards the sky to use moonlight or ambient light in the night sky, in conjunction with the tritium to illuminate the reticule.

FN Five-seveN

One of Fabrique Nationale's latest offerings, the Five-seveN is an unusual pistol.

Conventional sidearms usually use the 9 x 19

mm, .45 ACP and similar cartridges that are effective for stopping a hostile individual in ordinary circumstances. However, FN argues that if that individual is wearing a light Kevlar vest, these bullets will be stopped without causing lethal damage. Such body armor is currently in use with over 50% of the world's armed forces. Law enforcement officers also need the ability to pierce body armor, as it is worn by an increasing number of criminals. FN claims that thanks to the use of their newly designed 5.7 x 28 mm cartridge, the Five-seveN is capable of piercing the older U.S. Army PASGT vest at 300 meters range, and a U.S. Army PASGT helmet at a range of 240 meters. However, these penetration statistics are for the military SS190 cartridge. Other available cartridge variants are not armor-piercing, according to the BATFE. These cartridges are loaded with heavier, expanding projectiles driven at lower velocities.



After penetration, the 5.7 mm round is marketed as being able to effectively incapacitate an enemy, but there has been controversy over these claims. Conventional hollow point bullets rely on expansion to create a large wound channel, but the Five-seveN's ammunition is designed to hit the enemy, travel a few inches, then tumble end over end and continue traveling in this manner without deforming. This means that the wound it creates would be as tall as the length of the projectile (more than 21 mm), supposedly creating a more grievous wound channel, but without the expansion of a hollow point or the fragmentation of a frangible bullet. As a result, FN claims the round—and the Five-seveN—are suitable for military use.

The advantages of the pistol itself include its weight (the 5.7 mm round weighs half as much as a standard 9 mm round), its recoil (FN claims the 5.7 mm round produces roughly half the felt recoil of a 9 mm round), and its 20-round magazine, which holds significantly more ammunition than other pistols. Despite its magazine capacity, the Five-seveN is a light pistol,

weighing 1.6 pounds loaded. It is also reasonably compact.

Though seemingly an effective weapon, the Five-seveN has not been widely adopted, due mostly to the unconventional concept and ammunition. Current users include several international special forces/counter-terrorist groups (including the French GIGN) and a large number of local police department SWAT teams (including some in the United States).

See Page 67 of the **World of Darkness: Armory (1st Ed)** for stats on the FN Five-seveN.

Variants

Five-seveN

The original Five-seveN, now discontinued. It has a double action (DA) trigger and no safety. This makes shooting slower and less accurate than with the newer single action variants of the Five-seveN. The double action-only (DAO) variant does not have a manual safety device or magazine disconnect. The DAO variant also has an unusually-shaped trigger guard, designed to facilitate gloved use.

Five-seveN Tactical

This model is identical to the original version, with the exception of the single action (SA) trigger and a safety device. The Five-seveN Tactical is also increasingly hard to find.

Five-seveN IOM

The IOM model (for Individual Officer's Model) was the first publicly available variant, debuting commercially in 2004. The IOM is similar in its basic design to the original versions, but differs in that it has a different accessory rail, lined trigger guard outside edge, and adjustable sights. It also incorporates a magazine disconnect—this safety mechanism prevents the weapon from being fired without the magazine inserted.



Five-seveN USG

The most recent version of the Five-seveN, the USG (United States Government) variant debuted in 2005 and replaced the IOM. The USG keeps the differences incorporated in the IOM, such as the magazine disconnect and adjustable sights, but has further modifications, including: conventionally-shaped (square) trigger guard, checkered grip pattern, and a larger, reversible magazine release.

Accessories

All models of the Five-seveN can also be mounted with a laser aiming module (LAM) or a tactical flashlight on the accessory rail. Laser-Devices, Inc. (LDI) produces a LAM specifically designed for the Five-seveN pistol.

A threaded barrel is available for mounting a suppressor. Gemtech produces suppressors specifically designed for the Five-seveN pistol, model number S-FN57.

FN produces night sights for the DAO and Tactical models. These sights do not fit the IOM and USG models without gunsmithing. Trijicon is slated to produce tritium night sights for the IOM and USG models, but they are not available yet.

Holsters are being produced now by Sidearmor, among other manufacturers. These are made for the newer USG model and will not fit the older IOM model.

A magazine extension for the Five-seveN is now available from CMMG that extends 1.75 inches below the weapon. It allows the Five-seveN to hold ten extra rounds, for a total of thirty.

FC

The Pulsar team has purchased the HK CAWS design from HK and produces their own version of it for their troops. The original weapon was Heckler & Koch's entry in to the U.S military's Close Assault Weapon System program. It was a prototype shotgun co-produced by Heckler & Koch and Winchester/Olin during the 1980s. It is a 10-round, 12-gauge, bull-pup shotgun with three firing modes: safe, semi-auto, and 3-round bursts, and was fully ambidextrous.



The FC CAWS is a select-fire, smoothbore weapon, designed to fire special, high-pressure shotshells, loaded with tungsten buckshot or flechettes. FC CAWS utilized a patented recoil-operated action with a moving barrel and an additional, self-regulated gas assist system (used to help unlock breechblock from the barrel if low-power ammo is used). The main goal of this system was to decrease felt recoil down to a suitable level.

FC CAWS in appearance is somewhat similar to the HK G11 advanced assault rifle, being built in bull-pup configuration, with integral carrying handle. The charging handle is located under the carrying handle, at the top of the receiver, and is ambidextrous. The standard HK-style safety-switch/fire selector has 3 positions: Safe, Semi-auto and three-round bursts.

See Page 78 of the **World of Darkness: Armory (1st Ed)** for stats on a generic semi-automatic shotgun.

Barrett M107 Long Range Sniper Rifle

The M107 Long Range Sniper Rifle is a semi-automatic .50 BMG sniper rifle adopted by the U.S. Army in the early 2000s, and is also sold as the Barrett M107 commercially. It is a new

CAWS

designation of the M82 Special Applications Scoped Rifle (which has also been commercially available from Barrett as the M82 series) in the US military. The M107 is used for traditional sniper tasks, but is especially useful for long-range, counter-sniper, and anti-materiel roles over more traditional smaller bore sniper rifles.



The Barrett XM107 is a 50 caliber, shoulder shot, semiauto, sniper rifle. Like its predecessors the rifle is said to have manageable recoil for a weapon of its size owing to the barrel assembly that itself absorbs force, moving inward toward the receiver against large springs with every shot. Additionally the weapon's weight and large muzzle brake also assist in recoil reduction. Barrett has recently been tasked with developing a lightweight version of the M107 under the "Anti-Materiel Sniper Rifle Congressional Program," and has already come up with a scheme to build important component parts such as the receiver frame and muzzle brake out of lighter weight materials.

See Page 74 of the **World of Darkness: Armory (1st Ed)** for stats on the Barrett M107.

Interceptor Armor System

The interceptor body armor system consists of an Outer Tactical Vest (OTV) and two Small Arms Protective Inserts (SAPI) The OTV is lined with finely woven Kevlar KM2 aramid. The vest, tested to stop 9 mm 124 GR FMJ at 1,400 ft/s (426 m/s) with minimal backface deformation and has a V-50 of 1525 ft/s (465 m/s). (Technically can't be called a Level III-A vest as the mil-spec does not call for testing with .44 Magnum, but the 9 mm test is identical to NIJ Level III-A certified vest.) The vest will also stop other slower moving fragments, and is also equipped with removable neck, throat, shoulder and groin protection. Two small-arms protective inserts may also be added to the front and back of the vest, with each plate designed to stop up to three 7.62x51 mm NATO rounds (also known as USA M80 .308 cal) with a muzzle velocity of 2,750 feet per second (838 m/s). The plates are the most technically advanced body armor fielded by the U.S. military, and are constructed of boron carbide ceramic with a Spectra/Dyneema shield backing that breaks

down projectiles and halts their momentum before reaching the wearer.

The Interceptor armor also has attachment loops on the front of the vest which accommodate the same type of pockets used in the Modular Lightweight Load-carrying Equipment (MOLLE) backpack/carry vest system. This allows a soldier to tailor-fit his MOLLE and body armor system to meet mission needs. While not specifically designed for it, the loops can also easily attach All-purpose Lightweight Individual Carrying Equipment (ALICE)-based equipment, MOLLE's predecessor, as well as many pieces of civilian-made tactical gear.

The Interceptor Body Armor system weighs a total of 16.4 pounds (7.4 kg), with the vest weighing 8.4 pounds (3.8 kg), and two plates inserted weighing four pounds (1.8 kg) each. This is considerably lighter than the previous body armor fielded in Somalia weighing 25.1 pounds (11.4 kg) that most troops complained was too heavy and unwieldy for combat operations.

Side-SAPIs (SAPI is short for Small Arms Protection Insert) are also available, along with the newer version of the vital plate, the E-SAPI (Enhanced SAPI). These two systems are becoming standard for forward deployed troops in OEF and OIF III. The E-SAPI plates are thicker and heavier than the normal SAPIs, but they offer increased protection from M-80 AP ammunition. The Side-SAPIs protect the side of the torso under the arm. With the Interceptor body armor, E-SAPI plates, S-SAPI plates, and with the neck, throat and groin protectors installed the armor is significantly heavier than 16.4 pounds (7.44 kg). A combat load of ammunition and first aid kit are almost universally attached to the webbing on the vest, adding even more mass.

The armor vest of the average US troop in Iraq weighs over 35 pounds (16 kg); sometimes, the vest with all their gear attached can weigh upwards of 45 pounds (20 kg). There is a constant tradeoff, loss of mobility and comfort and more weight to carry versus increased protection. This

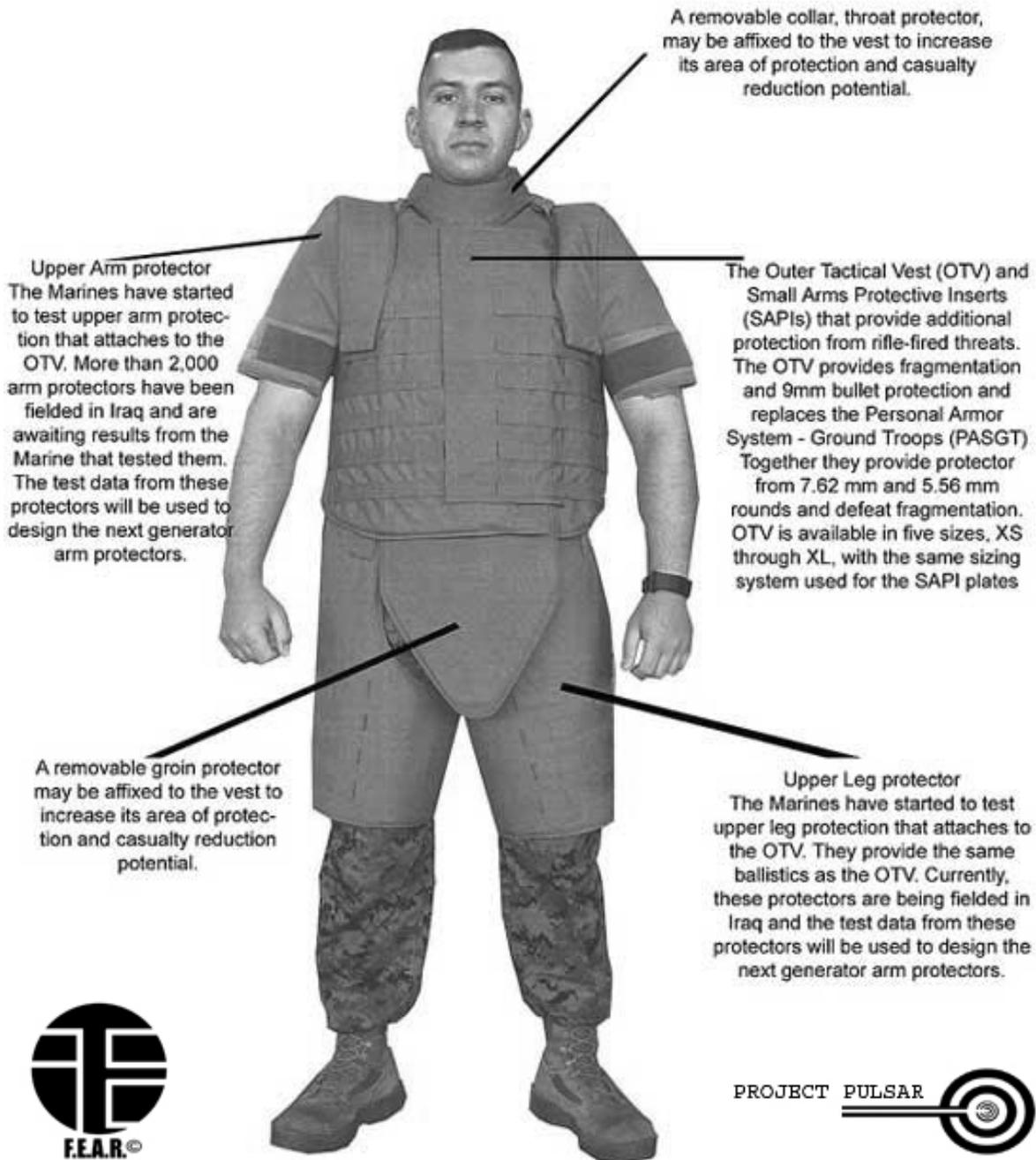
is a point of contention in the US armed forces, with some favoring mobility, and others wanting as much protection as is practical. The debate is especially valid in the Iraq war, when comparing lightly-equipped insurgents with U.S. troops routinely burdened with upwards of 60 lbs. of weapons, ammunition, armor, food, water, and other assorted equipment. Many soldiers and Marines have complained that under such conditions, they are simply unable to pursue their guerilla opponents.

The plates come in five different sizes and go into the front and back of the vest. The vest also has a quick-release feature in which a quick tug would drop the plates off the vest.





The Interceptor System



A removable collar, throat protector, may be affixed to the vest to increase its area of protection and casualty reduction potential.

Upper Arm protector
The Marines have started to test upper arm protection that attaches to the OTV. More than 2,000 arm protectors have been fielded in Iraq and are awaiting results from the Marine that tested them. The test data from these protectors will be used to design the next generation arm protectors.

The Outer Tactical Vest (OTV) and Small Arms Protective Inserts (SAPIs) that provide additional protection from rifle-fired threats. The OTV provides fragmentation and 9mm bullet protection and replaces the Personal Armor System - Ground Troops (PASGT). Together they provide protection from 7.62 mm and 5.56 mm rounds and defeat fragmentation. OTV is available in five sizes, XS through XL, with the same sizing system used for the SAPI plates

A removable groin protector may be affixed to the vest to increase its area of protection and casualty reduction potential.

Upper Leg protector
The Marines have started to test upper leg protection that attaches to the OTV. They provide the same ballistics as the OTV. Currently, these protectors are being fielded in Iraq and the test data from these protectors will be used to design the next generation arm protectors.



PROJECT PULSAR



Project Singularity

This project is tasked with exploration and to a degree exploitation of the world's vast oceans. Secrets are down there, ancient ruins, lost species, wrecks of ships from bygone eras and more. Only Singularity is capable of dealing with all the eerie strangeness that is the deep black depths.

There are little rules to be concerned with for Project Singularity. The Liner is indeed haunted, and some of the ruins are indeed Atlantean in origin while others are older and from elsewhere. Below you will find some ideas for the various things that Singularity has uncovered and discovered.

Headquarters: The *Benthic Odyssey*, off the shore of France

Motto: Knowledge in the Depths

Employee Count: 2000

Dr Marcus Brady, Project Leader



Quote: "Secrets don't come easily, one has to work at prying them loose from the dark recesses of the world."

Background: A trained aquatic-archaeologist, Marcus has spent his life in and out of the water hunting for ruins, artifacts, lost ships, and buried treasure. He is a consummate gentleman pirate when it comes down to it and is more than willing to put himself, his crew and the

corporation (in that order) on the line to get what he wants from the ocean.

Description: A suntanned man in his forties with white blond hair and sea-green eyes.

Storytelling Hints: It's all down there, you just have to find it and bring it back. All it takes is hard work.

Abilities

Elemental Attunement - Like Capt. Busby, Brady is attuned to the Sea. Unlike Busby, Brady knows he is. He uses his ability to know the best routes in and out of places as well as when the best times are to go fishing (which he loves to do from a small boat on his own) and visit the depths. This means, if the Storyteller is willing to use Exalted as NPCs that Brady is a potential Water Terrestrial Exalted.

Brady is also aware every time Leviathan comes across from the Shadow, hearing it singing to him in a long wailing whale song of anger and loneliness. He is unsure what it is he is hearing though.

Typical Singularity Agent

Quote: "You haven't seen anything till you crest over the ridge of a black smoker and the lights of your DSRV illuminate a shark the size of a bus, as white as a ghost and glowing like it came straight from hell or worse."

Background: The majority of the Singularity agents are ex SEALs, SBS, Project Leviathan personnel as well as trained deep sea divers, miners and researchers.

Description: These people could look like anyone.

Storytelling Hints: The sea is an unforgiving mistress. Treat it with respect and your will live to tell the tales of the things you've seen.

Abilities

Expert Aquanauts - All members of Project Singularity are trained to survive in the harsh element of the deep ocean. They are all trained divers (even the janitorial staff is trained at deep dives) in order to make sure they can survive in the *Benthic Odyssey* if there is a problem. All members are also trained in the use of aqua-lungs, mini-sub, as well as DSRV operations. Some are also expert submariners, trained to pilot and maintain the *Leviathan*, the Project's submarine.

The Liner - SS Alexandria

The truth of the matter is that when the ship was at port a Promethean of the Ulgan lineage stole aboard. Hidden in the cargo hold and praying that the constant movement of the ship would prevent the disquiet and wasteland effects from occurring, she settled in for the long voyage to Africa. Sadly for some reason the disquiet became worse and the very sea and



air rose up in fury through the wasteland effect. A storm formed and pursued the Promethean in the ship, and she realized that she needed to try to get away, but couldn't think of any way that the ship would escape even if she did.

Using a set of rituals she'd learned from a shaman in the States, she caused the entire ship's compliment of crew and passengers to be ripped from the material world and pulled into the Shadow as various types of ghosts, some became Wraiths, other drones and blips. She then used the last of her strength and powers to seal the ship airtight so that when it sank to the bottom it wouldn't be destroyed. She further enhanced the ship itself with supernatural toughness to prevent it from cracking under pressure, then waited for the storm to hit.



Sure enough the ship sank slowly, settling on the ocean bed next to a deep trench. The Promethean, who rode the bow of the ship down through the depths to safe guide it, then let go, drifted outwards over the trench and sank, deep into the dark depths of the ocean.

She died down there, at the bottom of the trench, huddled up against the walls, the strange fish and other life down their occasionally visiting her out of curiosity. The disquiet and wasteland she created before she died created a Verge at the bottom of the trench, where if anyone goes, they will be consumed by horrific currents and thermals, not to mention the hungry benthic spirits that prowl down there.

As for the people on the liner, they continued their lives for about three weeks till they realized what had happened. In the Shadow the liner is there as well, just as it is in the real world. For those onboard they are not sure what has happened, but are aware that their world is now just the liner itself, as things swim in the depths outside, hungry things.

When Singularity found the liner and opened it up the Wraiths on board had settled into a routine of life as if they were on a never-ending voyage. The passengers never aged, no one

needed food anymore really. Anything that the people needed was created by their minds from the formless Shadow. Some when mad and became Spectres, others faded away, either transcending or just fading into the Underworld. Occasionally one manifests into the real world to see how things are, but then they go back.

Echoes of the Wraiths never ending voyage occasionally drift into the real world as music, glimpses of the people and the lights in the rooms.

The people of Singularity are now seen as a possible end to their voyage and so many of the Wraiths are trying to contact them, but darkness lurks in the depths of the engine room of the ship. There the Spectres have created a hive, from which they hunt and the hunting of captive victims is sweet. The possibility of them being freed is not a good one. The Spectres actively seek to drive away the Singularity agents and researchers, through the use of their powers.

The Man-o-War

Man-o-War protects a set of Atlantean ruins, part of an old research tower aspected to the Moros path. Man-o-War has been mystically enhanced and is considered a Temple Guardian (see **Secrets of the Ruined Temple for Mage the Awakening**). The storyteller is encouraged to create something rather suitable for the tower if characters gain entrance.

The Graveyard

The graveyard is, for the lack of a better term, a magnet for wrecks. In the past it was a harbor above water for Atlantean ships. The various "triangles were teleport points across the world where the ships would "transfer" to via this harbor. Then here they could use a central transfer point to go to Atlantis. Beneath the wrecks and beside them, covered in coral and sediment are the arches that control the "transfers". Sadly in the last days of Atlantis the portal was switched on and left on. It runs on the magnetic field of the planet so it will never run out of power. When a ship sails into one of the transfer points (there are twelve across the world's oceans) there is a possibility that the transfer will occur, instantly teleporting the ship to the harbor, and instantly destroying it as it appears 600 feet underwater.

The Real Leviathan

In the past the entity was worshipped by small tribes on various islands for bountiful fishing, safety on voyages across the waters and good weather. Offerings were given to it and all was right. Then the world changed,

the gauntlet snapped close with the death of Father Wolf, Pangea was destroyed and Leviathan was unable to cross over to listen to songs of his worshippers. For a thousand years it wandered the dark depths of the Shadow, feeding on other oceanic spirits. Eventually it found a Verge, a place where the Shadow and the material world touched and the gauntlet was non-existent. Crossing over it swam back to the islands it had protected so it could once again hear the songs of its people, but the islands were silent and the people long gone.

Returning to the Shadow it entered a period of sorrow, followed by rage, it started hunting the new metal fish that it came across here and there, figuring them for the cause.

It has learned how to cross back and forth now without effort, becoming a skilled tracker and hunter. Most of the time it rides the currents of the Shadow, skirting the deep depths hunting whale spirits and giant and monstrous squid spirits. Occasionally it feels the presence of the metal fish, (re: man made boats) and it crosses over to hunt them in revenge.

The Sleeping Fortress

The site was an old Atlantean outpost where members of the Thrysus Path studied their magic. The area is suffused with Life magic and all the cephalopods have been enhanced by it. They know it is a safe place to have young or lay eggs. They know that no predators come there, so anything that swims into the area is safe to them. The magics of the place keep all predators at bay, so apart from small fish and shrimp that the cephalopods feed on, there is nothing else living there. Were a mage of the modern Thrysus path (a shaman especially) to come to the spot they would instantly recognize it as a Hallow of Life Magic.

City of the Ancients

Deep inside the city is power elder of the Mara bloodline, sleeping in Torpor. This could very well be the Sunken Mother that the Mara pray too, or merely a very old member of the bloodline.



The Lattice

Lattice is perhaps the most secret yet benign of all projects. All it exists for is to keep tabs on all activities within the F.E.A.R. Corporation and report its findings back one person, the Controller.

Who the Controller is will be left up to the Storyteller, but some ideas to mull over.

Possibility #1 - The Controller is actually the two founders using the Lattice to keep a close eye on all projects

Possibility #2 - The Controller reports directly to the board of directors, informing them all things. This is because the Board wants to oust the founders and take over the company for various nefarious reasons.

Possibility #3 - the Controller reports directly to M. Bison and is Bison's way of keeping tabs on the F.E.A.R. Corporation. In this case, Lattice stretches out much further than just the F.E.A.R. Corporation, and touches everywhere.

Typical Lattice Agent

Quote: *"The what? Never heard of it, now if you'll excuse me, I have work to do."*

Background: These agents come from any walk of life, but are all recruited from the corporation itself.

Description: Could be anyone.

Storytelling Hints: Keep watch and report in.

Abilities

See the group they are part of for skills.



Strange Locations, People And Things

Galanete Island

Treat the crew and ship as basic ghosts, Drones at best to use the Project Dusk rules, doomed to repeat their actions over and over till they learn.

The houguan is a Wraith. Some of the crew have become more aware over time, and are almost at Wraith state themselves at which point they will realize that proper thing to do is stop the atrocities, but the real problem is that the spectral ship has been attracting Specters of late, which follow it quietly, watching, tempting and aiding the crew. If they can turn the entire ship to a state of spectre-dom then it will be a grand coup for them.

Ghosts of the Manta

Quote: "Hello pretty"

Background: These are the ghosts of the original crew of the Manta pirate ship. They came from various walks of life, mostly the poor and destitute that joined this way of life in order to live free on the seas.

Description: These sailors look like ghostly versions of their original selves

Storytelling Hints: There is something you must remember not to do, but what?

Abilities

Expert sword combat - Treat as having +2 dice to all sword attack rolls.

Expert hand-to-hand combat - Treat as having +2 dice to any brawl attack rolls.

Drone - The drones have basic abilities when manifesting and have full tactical control over the real world. They possess no other ghostly abilities.

Houguan

Quote: "Only by seeing the error if your ways, will you finally move on."

Background: This little man's son was killed by the crew of the Manta and when he found out which group of pirates had done the killing he contacted the Loa with his need for revenge. The

Loa are fickle beings, not human, and it is impossible to assign human attributes to them. The Loa let the curse occur, causing the ship to meet a violent end at the guns of the HMS Defiant, but also enacted a brutal price on the houguan.

The Loa waited a 100 years then suddenly the houguan found himself awaiting on the dock of Devil's Point, the Loa informing him that he must wait till the crew of the Manta learned the error of their ways before the houguan would be released. Such a need for revenge that the Loa required a balancing factor, and this was it.



Each full moon, the houguan waits and pleads with the ghosts before they leave to not go, but each time they ignore him. After the initial twenty odd years the houguan lost hope that they would ever learn, being little more than drones going about what

they last did.

It has only been in the last few years that a few of the crew have started to see the houguan and hear the words he speaks. Two crewmembers on the last full moon stayed behind, one fishing with a phantom pole and the other listening to the houguan as he spoke of times past. At the next full moon those two did not return having learnt the error of their ways. The houguan now tries feverishly to convince the others each full moon seeing a potential end to the whole curse.

Description: A small man with dark skin and grey hair, he seems to be perpetually scowling.

Storytelling Hints: They must learn, they must. You must convince them.

Abilities

Wrath - Banshee Shade

Quiet Dale

Quiet Dale is like Silent Hill, an eerie little town on a lakeshore that seems to be under the sway of some malignant force. The world seems to have two versions of itself, one that is constantly shrouded in mists, in which strange things wander, and another, darker and twisted version of itself, full of dark metal scaffoldings, plates, steam vents and twisted corpses here and there. Everything a Clive Barker fan would love



Anyone who enters Quiet Dale is immediately plunged into the mist world and is technically trapped there for an extended period of time. The outside world continues but the inside world of Quiet Dale is subjective and times pass quite differently. Some of the people who have come out of the place have noted the passage of mere days though they were gone for months, others have reported what seemed like the reverse, showing days worth of hair and nail grow and yet having only been gone a couple hours.

The inside of the town is always mist shrouded, with strange noises within the mists. Sometimes strange creatures, warped dolls, twisted figures and other such things will attack. Most of these things are quite easily killed with a few well placed shots from a pistol or rifle.

If you have played the Silent Hill game then go to town and really liven up the place for the characters.

The Triangle

In my vision of the World of Darkness the Triangle and its counterparts are massive verges, places where the gauntlet is almost non-existent. All disappearances are because the ship or plane has crossed to the shadow, and is rapidly destroyed as its pilots careen into the unknown. Here and there at the deep black depths of the Shadow's ocean lie the wrecks of the planes and ships, home to specters.

The Tunnels

Many possibilities exist for these places. They could be home to serpent-like creatures that hide from humanity. Maybe they are part of the world of the Chiquibul Caves and the heat sources are the tribes of Neanderthals moving within them. Other possibilities do exist and the storyteller is encouraged to use the Tunnels as he sees fit.

Dinosaur Swamp

Dinosaurs ... oh yeah.

How does one stat such a beast as a T-Rex or a Brontosaurus? The sheer health levels such a beast would possess is simply mind-bending. So is the damage a t-rex could do to a human. I am not going to try to stat these things. I will note that the swamp in Louisiana is not the only place that one might find such things. The deepest Amazon might have a lost world, so might deepest Africa.

Chiquibul Caves

In the Adventure game these tunnels were home to a number of cavemen, basking in the glow of the strange red crystal. But now they are gone, either moved off or perhaps died off. The crystals are still there and there are sources of raw essence in physical form. Any mage would dearly love to plunder this cave for the crystals. The entire tunnel network is one massive Hallow.

The Lair of The Tyrant of the Skies

H&TE have gained immense knowledge from this place, and FEAR wants it. The site itself is too valuable to bomb out of existence so for now FEAR is just biding their time. At least four operatives are in the base, taking notes and sending back reports.

The 5th Reich

These guys are evil Nazis, straight and simple. They have a secret underground city built around a set of ancient pre-human ruins in the Antarctic. They have subs, guns, ships, planes and helicopters. They are well trained and egotistical to the max, with everyone of them believing reverently in their idea of the new world order.

Now some might ask, why Nazis? Simple. The echo where they are in control was one reason, citing that it could happen anywhere, and also because imagine if any of the supernaturals were to join their cause, not saying some haven't already. Imagine is a family of werewolves (Forsaken or Pure) were to become part of the 5th Reich, or if a couple vampires took it over or became part of it.

Typical 5th Reich Soldier

These are the trained men and women of the new world order, resolute and determined, full of righteous zeal and ready to impose their vision on the world. They loyally follow their commanding officers and leaders.

Quote: "For the Unterwald and the New World Order"

Background: These are the men and women of the Unterwald, born, raised, school and trained in the secret underground city.

Description: These people are all blond, blue eyed, and well built.

Storytelling Hints: You are here to bring order, to make sure that the vision of one world, one nation, one ideal is met.

Abilities

Expert hand to hand - Treat as *Fighting Style: Special Forces* at 2-3 dots.

Expert gun skills - Treat as *Fighting Style: Combat Marksmanship* at 2-3 dots.

Typical 5th Reich Elites

These are the commanders of the 5th Reich's forces. They are the elite troops, excelling beyond the norm. Many are genetically enhanced, stronger, faster and more intelligent, born of selective breeding programs. They are fanatically loyal to the 5th Reich's plans of the new world order.

Quote: "We bring order to the world's chaos"

Background: The majority of these men and women are genetically engineered through selective breeding programs. The few that make it to this level through pure skill are rare indeed and looked on with favor for the breeding programs.

Description: These people are all blond, blue eyed, and well built.

Storytelling Hints:

Abilities

Expert hand to hand - Treat as *Fighting Style: Special Forces* at 4-5 dots.

Expert gun skills - Treat as *Fighting Style: Combat Marksmanship* and *Fighting Style: Gun Kata* at 4-5 dots.

The Daniel Collins

Captain Winter



Quote: "The ocean is a peaceful place, even for us."

Background: Brought into being in the workshop of his creator, the Promethean known as Winter was first exposed to the disquiet his nature brought when his own creator threw him to the people in order to avoid being destroyed.

Wandering quietly across Europe he eventually found his way to the ocean and took passage on a cargo ship doing odd jobs. Sadly as the disquiet set in the crew became hostile and eventually sought to kill him. He fought back and through the use of his Attunements caused the ship to run aground on a reef. Along with the crew he abandoned the ship but as he swam away he realized something. While the ship had been moving the wasteland had not formed.

Using stolen funds he bought the ship he had run aground some years later and had it fixed up and put to sea again as a legitimate tramp freighter. He gathered together several others of his kind and took them with him onto the ocean.

He discovered a kind of bliss. No wasteland and no disquiet. The crew found solace with themselves, and when one grew too restless they would leave.

Winter opened his ship to his kind, giving them a place to come to seek solace and refuge.

Description: A tall well built man with lean features and a Germanic accent.

Storytelling Hints: The answer is in the sea, and that is where you seek the answers.

Abilities

Promethean - Galatea Lineage

1st mate Eric

Quote: "Just keep your eyes on the ocean".



Background: Created decades ago by an unknown member of his lineage, Eric befriended Winter some a year before the boat was purchased. Eric says little about his past, preferring to oversee the day to day

operations of the ship and making sure it reaches its destinations. Eric also has the job of monitoring the Wasteland effect of the ship's crew, making sure the ship doesn't stay in port long or return to the same port too soon.

Description: A hulking brute of a man, with sparse, dark hair and a grimace.

Storytelling Hints: One day you step off the ship and back onto land and return to the place you were wrought to correct the wrongs done, but until then you take the time to understand yourself and others of your kind.

Abilities

Promethean - Frankenstein Lineage

Engineer Kara



Quote: "See this dial? Good, if it goes past 200, we go boom... got it? Good. Tell when it hits 199."

Background:

She was made to help her creator build a fortress that would challenge the sun itself.

Her creator died seeing the fortress consisting of

three rooms and a partially built second floor, mostly of stone scavenged by Kara herself, under the stones that had come loose from the construction project, crushing her in her sleep.

Kara wandered the world for a while before coming to the aid of a fellow Promethean,

Winter, who was under attack by several people. She helped him get away and then hooked up with him, traveling together seeking purpose. Eventually they parted company as Winter went on a quest to discover the reasons behind his disquiet.

Some years later Winter found her again and brought her to the Collins, placing her in charge of the engine room.

Description: Almost non-descript in appearance, she was built to be functional, not pretty.

Storytelling Hints: If it works, don't fix it.

Abilities

Promethean - Tamuz Lineage

Of note is that when one of the crew attempts their hands at creation of another Promethean and the result is a pandoran, the creature is crated, and either sold to the highest bidder (FEAR has three and P & E Research have two), or the creature is dumped on the shores of Chest Island. Named after the legendary box that Pandora opened, the island is small, craggy, full of caves, covered in ragged vegetation and home to thousands of seabirds. It is also home to caves full of sedentary horrific statues, those Pandorans left behind there.

Travel to the island is difficult because the very presence of the Prometheans that are bringing the Pandoran to the island causes the sleeping ones to come to life. A mad dash is made, and the crate with the Pandoran in it is flung onto the beach. The crew then beats a hasty retreat to the ship and sets sail. In the past they have lost the occasional crewman to Chest Island, but largely have been successful in getting away.

Rival Corporations And Organizations

Daniels, Edmonds, Akins & Trask Horticulture PLC



Treat D.E.A.T.H. PLC like any other big powerful multinational. Their focus is in forestry and agricultural pursuits, but they

do delve into a couple other aspects as well. Chemical and medical research based around the vegetation that they work with has yielded many advances in homeopathic and natural medicines for the world.

The D.E.A.T.H. Enforcement Teams are well trained and equipped, easily equally the famous British SAS. There are four teams of them, one stationed in each of the corporation's four offices around the world.

Primary HQ: The Trask Building, London, England.

Known People: Lord Siegfried Daniels (British noble and member of the House of Lords), Thaddeus Edmonds (Heads day to day operations in London), Joesph Akins (Heads up the main South American operations), Gustav Trask (Political lobbyist for the environment and corporation in England).

Major Operation Areas: England (protecting what's left of the wilds), South America, United States, Canada, and Russia.

Major Focus: Forestry industry

Known Shadow Projects: Daniels, Edmonds, Akins & Trask Horticulture PLC is known to have an entire trained group that specializes in networks against anyone they deem is exploiting second and third world nation's environmental resources. This team at times has been known to be hired out by British Intelligence.

Hammond and Tesla Enterprises

H&TE is perhaps one of the most hard line

competitors with the FEAR Corporation rivaling their entire aeronautics program with ease. The possession



of Dr. Zorba's base has only increased their advances in the last five years.

While still on the teams that are working with the USAF on the next generation stealth fighters and bombers, they are also in the process of creating what would be the worlds first aerial air-craft carrier.

Designed around Dr. Zorba's own plans, the finished product would be a massive triple zeppelin hulled vehicle half the size of a modern aircraft carrier, capable of carrying 30 planes and the personnel to maintain them.

Of course the aerial aircraft carrier is a long way off, so the company is also experimenting with the XSS5, an experimental space shuttle design they hope to be able to sell to NASA and the ESA.

Primary HQ: New York, New York

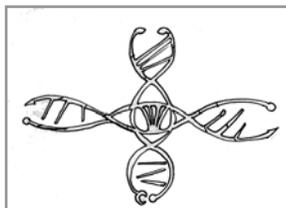
Known People: Charmaine Tesla (R & D), Richard Hammond (Marketing and Sales)

Major Operation Areas: United States

Major Focus: Aeronautics

Known Shadow Projects: H&TE has several secretive projects on the go involving advanced stealth fighter and bomber designs, an aerial aircraft-carrier design based on Dr Zorba's design, a next generation space shuttle that will not need external launch engines, a next generation interplanetary craft for trips to the moon and back built to carry cargo for the construction of the potential future moon-base, and finally a next generation satellite design group.

Powell & Eckart Research



If they got more sway they would create a future for the human race like that in Gattaca. They are big on genetically re-engineering

man to a better more perfect form. From no illness or disease to enhanced intelligence, stamina, and dexterity, all of the effort is to create a better man.

Sadly not all efforts for genetic happiness are good. Failed experiments sometime get loose. Some experiments are let loose on purpose to gauge their capabilities in certain situations. Sometimes entire communities are afflicted with disease from a local water source that has become contaminated and it is lucky that the local office of P & E Research is a medical center as well. P& E Research is more than aware of the presence of the supernatural creatures called Prometheans, and they are interested in "acquiring" them for its own research studies. To date they have managed to snag two of these creatures but in both cases they have lost control of the subjects.

P& E Research is a source for Clones as described in White Wolf's **Promethean RPG** main rule book.

Primary HQ: Seattle, Washington

Known People: Janice Powell (CEO), Tyler Eckart (Head of R&D)

Major Operation Areas: United States

Major Focus: Genetics

Known Shadow Projects: Only one shadow project is noted by FEAR to be running in P & E Research, dealing with the aspect of animation of the inanimate flesh through gene therapy. Of note have been several reports of P & E Research teams hunting down the beings called Prometheans.

Horace Neuberg & Osborne Research



Unknown to FEAR, HM&OR wants into the base for a couple reasons. They are aware of Project Singularity and of its finds and want those finds for themselves. They are also aware of Leviathan, the massive sea creature and in reality Poseidon was constructed to find

the creature and kill it.

Primary HQ: Sydney, Australia

Known People: Horace Neuberg (CEO), John Osborne (Head of R&D)

Major Operation Areas: Pacific Ocean, Atlantic Ocean, Indian Ocean, Great Barrier Reef

Major Focus: Oceanography, Aquanautics

Known Shadow Projects: None known of at this time.

Ingersoll Computer Engineering



ICE is a fairly plain company overall, with several offices across the world and techs who work with various companies that use their software.

There biggest project is the development of an AI, something they may have finally done.

In the basement of their Silicon Valley facility is a special room in which sits a high end system with massive data banks, and what looks like a humanoid robot. This is not the AI project but a ruse left by ICE for people to try to hack and steal or destroy.

The true AI research is being done onboard a ship sitting in Los Angeles harbor, one of the last locations anyone would think to look. The fact that the ship makes routine trips to Japan as part of a merchant route also cloaks its true purpose. Here the AI is being taught communication skills and has been slowly allowed to assume control of the ship to allow it the ability to see the world for itself.

Primary HQ: Silicon Valley, California

Known People: Alexandria Cashell (CEO), Stan Miller (Head of R&D)

Major Operation Areas: Any 1st world nation using computers

Major Focus: Computers and AI

Known Shadow Projects: Rumors are now surfacing that ICE has created a true AI that is being taught in their Silicon Valley Research area.

Watanabe & Arai Robotics



W&A Robotics is a time bomb waiting to blow. While they are widely seen as perhaps one of the most advanced of the robotic corporations out there, they have a nasty secret that if revealed would devastate the

company and those that work for them, their connections with the 5th Reich.

The battle-mech is their primary shadow project. While many look at all the various animes about walking tanks and big robots, W&A Robotics has actually created a real mech. The unit itself is a massive four legged walking machine carrying what is for the lack of a better term, a rail gun. Several small chain guns situation around the unit and on its underside, round out the over all armament of the unit and there is also the ability to arm it with missile launchers if needed. Only two prototypes are currently in test phase.

Primary HQ: Tokyo, Japan

Known People: Hiro Watanbe (CEO), Kage Arai (Head of R&D), Gen Ibe (Silent Partner)

Major Operation Areas: Japan, United States, Canada, parts of Europe

Major Focus: Advanced robotics, weapons, vehcles and industrial machinery

Known Shadow Projects: F.E.A.R. Corporation satellites have managed to discover evidence of what could only be a test of a fully manned and functional battle-mech.

While the images are not the best they definitely show what looks like a large four legged machine armed with heavy weapons being put through its paces. Attempts to discover the location of this prototype have proved impossible to date.

Desmond, Osaka & Abrams, Litigation



At first I was going to create a WoD version of Angel's Wolfram & Hart, then realized I didn't need to. The standard lawyer when backed by the right laws and money is just as frightening as any other horror concept.

These guys are just good at what they do and that's what makes them scary. If the players ever have to go to court and the bad guys are using this firm, your players will need serious legal assistance... perhaps Fox Litigations.

Primary HQ: Washington DC

Known People: Hamish Abrams (Snr Partner), Yukio Osaka, (Snr Partner) Renee Desmond (Snr Partner)

Major Operation Areas: United States

Major Focus: Corporate Legal Services

Known Shadow Projects: None

Calahan & Ortez Rapid Paramedical Services



CORPSe uses CV-22 Ospreys as their vehicle of choice, with the ones used for platinum contracts having been armed with a chin turreted chain

gun as well as an M240 HMG on a rear door mount. It is not know how CORPSe got a hold of these craft, as only the US military seems to have access to them at present. Rumors abound of deals with the US Military and CORPSe to provide Platinum contracts for all high end officials of the US government and military.

Primary HQ: Venice, Italy

Known People: Sheila Callahan (CEO), Martin Ortez (CEO)

Major Operation Areas: World Wide

Major Focus: Medical Sciences and Paramedical Rescue Services

Known Shadow Projects: None know of.

F.E.A.R. Corporation

Subsidiaries

Franklin Steel



Franklin Steel is perhaps the most normal of all the subsidiaries. They just provide raw materials for planes, trains, cars, and ships.
Primary HQ: New York, New York
Known People: Ronald Geoffrey Franklin (CEO)
Major Operation Areas: United States

Major Focus: Industrial materials
Known Shadow Projects: None known.

Theoretical Science Labs



TSL is your basic scientific research company, working on various projects that many mainstream groups don't really deal with. Black hole physics, big bang theory, super string research, dark matter research and metaphysics to name a few.

Backed by various silent partners, most of which are the bigger companies who don't want it known they are doing that type of research.

The F.E.A.R. Corporation bought them out when they discovered the ability to breach quantum realities.

Primary HQ: Oklahoma City, Oklahoma
Known People: Greg Sandoval (CEO), Maria Hernandez (Head of R&D)
Major Operation Areas: United States
Major Focus: Fringe sciences and theoretical physics
Known Shadow Projects: See Project Binary



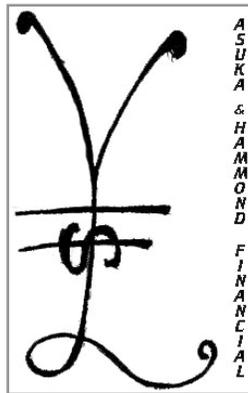
Humanadyne Labs

Fairly benign as companies go, though they are used by the F.E.A.R. Corporation to farm out new experimental technologies that their labs have come up with. Most of the time, Humanadyne is left out of most of F.E.A.R. Corporation's equations, but of late with some of the strange beings called Promethean's appearing here and there, some of the newer devices that Humanadyne is making are now

recording their scan results and relaying them to the F.E.A.R. Corporation labs for study.

Primary HQ: Los Angeles, California
Known People: Dr. John E. Dodge (CEO)
Major Operation Areas: United States and Canada
Major Focus: Medical technology and equipment
Known Shadow Projects: None

Asuka & Hammond Financial



Asuka & Hammond are good at the money game. Really good. The F.E.A.R. Corporation launders money through them from shadow projects on a regular basis, knowing that the money will never be traced. Most of the higher ups in Asuka & Hammond, including the two CEOs are good friends with the founders, often visiting the Silicon Valley compound for golfing trips and business

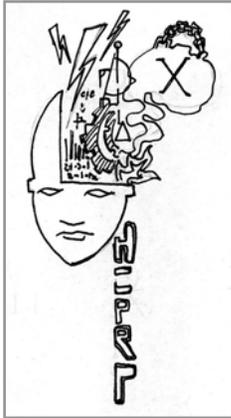
meetings.
Primary HQ: New York city, New York and Tokyo, Japan
Known People: Sato Asuka (CEO - Tokyo), Samuel Hammond (CEO - New York)

Major Operation Areas: United States and Japan
Major Focus: Financial services
Known Shadow Projects: None

Major Focus: Legal services
Known Shadow Projects: None

Harkness Center for Psychological Research and Treatment

This place is where the F.E.A.R. Corporation sends those that need to be watched because of mental conditions. Those that return from Quiet Dale, or people affect by supernatural powers. It is also a test center for psychic research and documents those with psychic abilities.



Primary HQ: Kansas City, Kansas

Known People: Dr. Miranda Brooks (Facility director)

Major Operation Areas: United States
Major Focus: Psychological research, psychic research, mental health care
Known Shadow Projects: This facility researches several things that the general public is best not knowing. Psychic testing, supernatural hardening (where the person is conditioned to be able to resist such things as Lunacy, Disbelief, and even Disquiet).

Fox Litigations



These guys live up the name their firm has. The lawyers and litigators are slick, sly, intelligent, cunning and very, very nasty when they need to be. They will not compromise their loyalty to their client and have been

known to take a fall to protect their client when needed. They earn the fees they asked for in spades.

Primary HQ: New York City, New York

Known People: Susan Franklin (CEO)

Major Operation Areas: United States





“Shit!” hissed Jenkins as he ran through the darkened forest. The moon was almost non-existent and what little light it provided seemed to be hidden behind clouds.

He'd been running now for a good ten minutes, occasionally looking back over his shoulder to see if he could spot the pursuers. He'd warned his CO that scouting the area could prove dangerous as the dogs had the place under their control. He rounded a rock and pulled himself into a small cave, hunkering down and breathing quietly and controlled.

He wasn't sure if he'd ditched the dogs that were on his trail or not. The howls had stopped a while back. He checked his compass, aligned himself on north and figured he had about two maybe three miles to cover to get out of the forest and to the local town. He tried his radio again but it was still out of order, hissing with low static instead of the comm-chatter of the rest of the Pulsar Recon group.

He suddenly heard movement. He retracted back into the darkness of the cave, lowering his breathing to almost nothing and waited. What seemed like forever passed then suddenly three wolves darted past, moving at incredible speed. He waited five minutes, then five more, then let out the breath. He shifted slowly, then turned to look back into the cave.

The face was just there, smiling with fangs showing and its eyes narrowed. He swore it was smiling.

“Sweet Jesus...” was all he managed before the creature reached out and grasped his head with its paw.

“A good hunt,” it whispered with a low guttural voice, like two rocks grating together.

They were the last words he heard.

Section Four:

The D.E.A.D. Lab

Journals

Journal of Dr. E. Johnson,
Decision Echoes Analysis
Department

January 27th, 2006, 9:23am

The following journal was recovered after an experiment by a group of mediums and scientists who were experimenting with what they called *decision echoes*.

Day 28, year unknown

We camped out in the ruins a small farm last night, leaving Dean and Jacob on guard with the rifles. The rest of us got some sleep. Dean noted to me this morning that he is sure he heard sounds out back. We checked the old barn but found nothing. Possibly just a wild animal but maybe a Gangrel.

Day 29, year unknown

We came in sight of a city today. According to Jacob the Carthians control it. It looked somewhat disheveled and chaotic, with the outlying regions in an almost constant state of movement, with people coming and going. We spotted a few vehicles here and there, mostly motorcycles and small ATVs. Most of the people seemed pretty happy or at least content. We will venture into the city's edge tomorrow and find an in for the night before pressing on. The less time spent in "Their" cities, the better.

Day 35, year unknown

This is the first time in almost a week I have managed to update the journal. We ran into

difficulty at the city. It seems that the Carthians let their "citizens" live happy as long as they accept their way of "freedom". This meant being a "citizen" permanently, complete with an ID tag and access to the certain parts of the city as long as you were more "Free" than someone else. We managed to get out along with three others, bringing our party up to eight, five men and three women now. The city's prince sent a number of her dogs after us, but we have managed to elude them and haven't seen any trace of them for the last two days. Gangrel can be damn efficient hunters in their wolf form, but I do believe they have given up and returned to the city.

Of the new people two of them were born in the city, and this is their first taste of freedom. The other, Agnes, has traveled a bit herself. She says that the direction we are going in right now will eventually lead us to Angels, a city controlled by the Lancea Sanctum. While most of us have no desire to go anywhere near there, I have the urge to at least see it. Agnes has told us she was originally from there, and that she wishes to return. I will escort her enough of the way and then come back the day after tomorrow.

Day 38, year unknown

It's hard to describe Angels. I walked with Agnes to it today and as we walked she talked about how simple life was there, under God's rule and the rule of his angels on earth. She talked about how one's life was ordered, peaceful, content and full of life, spirituality and the knowledge that everyone had a purpose. The city itself was like one massive cathedral. Churches and places of worship, their spires dotting the sky, spread out from the central cathedral like the roots of some massive plant, or cancer is maybe more appropriate. I watched through my binoculars as Agnes continued her trip all the way to the walls and then through the gate.

By now the group will be at a predetermined hiding place that we agreed on when Agnes wasn't around. I have hidden myself quite well and have already heard the sound of hooves as the riders have gone by a couple times.

Day 51. year unknown

We lost Jacob two days ago. He walked off to answer a "call of nature" and never came back. We found traces of a brief struggle, but no trace of him. We have since moved quickly for the last two days, till we reached this ruined city we have camped in now.

We are now six, 4 men and 2 women. Our supplies are still good, but morale is low.

Day 53. year unknown

We have been exploring the ruined city for the last couple of days. It is a vast decaying thing, full of rusting burned out vehicles, twisted vegetation, and empty buildings with shattered windows that seem to stare at us. Ed swore he heard laughter the other day when he was near a small playground, but there was no one there when he arrived other than some birds.

We have found several of the smaller building intact enough to be used for places to camp safely in dryness, and have taken over what was once possibly a small restaurant. Mary has found a store room with supplies, and while the meat in the locker has long since rotted away, the canned goods are still viable.

We have decided to stay and explore more. The various ruins may hold other useful supplies and it seems that the area is clear of any the Them for some reason.

Day 54. year unknown

Dean reported hearing laughter the other day as he passed an old house. He says he checked inside but only found wreckage. He did note that the place seemed cold and distant.

Day 55. year unknown

Dean has once again reported to me that he heard the laughter of children. This time he said he carefully moved towards the location and saw the shadows of people for a couple of moments on the east wall. What is strange is that the sun was in the east, so any shadows should have been on the other wall.

Day 56. possibly 2004

Jacob found a small treasure trove today. In the basement of what was once a library he found a vault. Inside was a the corpse of a man and a massive collection of books, maps, articles and so on. The most important was what looks like a set of articles from a newspaper talking about the end times. Seems that some in the later part of the 1990s some sort of cataclysm occurred and They rose up. They walked the world as gods and the world wept at their footsteps. Countries fell, attacked each other and died. A limited nuclear exchange occurred it the papers are correct as well, which may explain some of the dead zones I have been warned about. Seems after this, the survivor here recorded and watched things from his vault. They fought with others and finally staked out territories in the ruins of civilization, bringing their own form of it to help us. Hah, help us indeed. They have created farms with happy willing slaves and victims.

Day 57. 2004?

Dean has vanished. He was once again out foraging the homes where he'd heard the laughter and this time he hasn't returned. Ed says he scouted the area but no sign of Dean anywhere.

Day 58. 2004?

We have packed what supplies we need and are leaving this ruin tomorrow morning at first light. Ed and Mary both heard the laughter today while hunting for Dean and managed to slowly move in on the place it came from. They told me they watched as the shadows of children ran, skipped and played in the play ground and across the lawns of the area and that with them were a number of larger shadows, seemingly being pulled along and made to play with them. One of the larger shadows approached them and whispered "run now" in Dean's voice.

Day 63. 2004?

We have come across an old highway today. The black asphalt is cracked and has weeds here and there. We have used it to travel a good distance today, but moved off it when we came across recent tire tracks on the road.

Day 64. 2004?



We watched as a convoy of trucks and riders went by today. The symbol of the Invictus was emblazoned on all the trucks. They were headed west and with the binoculars I can see the signs of habitation. We are heading north and avoiding the city.

Day 80. 2004?

We have been holed up in a small set of ruins now for a day. The ruins were of a large town or small city and Jacob has already noted signs of Them here and there.

Day 81. 2004?

Jacob saw a group of three men in hunting outfits moving slowly through the ruins. They were armed with knives, bows and arrows and he swears one had a large sword. He noted that they entered the underground sewers of the ruins. I think I know who there were. I'd almost forgotten about the Changers. One of the first things that They did was try to wipe the Changers out, as well as the Will-workers. This is a good sign as it means we are close to our destination.

Day 85. 2004?

Our destination is finally in sight. My contacts noted that Toos is a free city run by people who know the signs of Them. With the resident population of men, Changers and the few Will-workers left in the region, it has become the end run for many of us. Hopefully life will be better there.

Journal of Dr. E. Johnson, Decision

Echoes Analysis Department

February 5th, 2006, 10:43am

Funding from the board has come through after we presented them with the artifacts we found (Artifact 001A-Journal, Artifact 002A-Ink pen, Artifact 002B-Ink well). Carbon dating on the objects shows 2 years on each. Psychometry reading show a distinct "abnormal" aura to it, indicating that the artifacts are genuine and indeed from a Decision Echo, now noted as Decision Echo A01 (DE-A01).

At the board's urging we are having our 'voyants do deep scans of the Echo stream we have found to see if only one DE is locatable or if there are others.

Journal of Dr. E. Johnson, Decision Echoes

Analysis Department

February 10th, 2006, 6:23pm

Daniels came to me this afternoon with the report from the 'voyant tank. Seems that other echoes exist, but they are muted, almost gone. Two of our 'voyants have had massive seizures since they started scanning the Echoes. The first is currently in a deep coma in the med-facilities, the other we are monitoring. She has suddenly decided that she is not the person she was. While going by the same name, she is claiming that she is the leading prognosticator for a "Lord William Logrin" and that if we do not release her, he will set his hounds on us. I have requisitioned a search of the name.

Journal of Dr. E. Johnson, Decision Echoes

Analysis Department

February 18th, 2006, 2:27am

I have just returned from a late night session in the 'voyant tank. I saw things...hard to describe...I saw a world that could only be that described in artifact 001A from DE-A01. I saw four other worlds, each an echo of ours, but which was real and which the echo. As of now we have nine Decision Echoes "mapped". We have lost a further three people in the process. I will request more voyants later this morning.

Journal of Dr. E. Johnson, Decision Echoes

Analysis Department

February 20th, 2006, 2:27am

Reports have finally come back on DE-A002. It seems this world, like the DE-A001 has suffered a calamity of some sort that has changed its orbital inclination. Initial surveys via the voyants has shown that the northern hemisphere is locked into an almost permanent night cycle and the southern hemisphere is locked in a blast furnace. The only day-night cycle seems to last about a week for each and only the equatorial regions are seemingly habitable.

Journal of Dr. E. Johnson, Decision Echoes

Analysis Department

February 21st, 2006, 10:42pm

Voyant Mark Smith has reported no signs of habitation along the equatorial areas we can initial see, though he

has reported several species of flora and fauna that can be found here on our Earth.

Of note, Voyant Smith did remark he felt he was being watched the entire time he was scanning the northern part of the equatorial regions.

Journal of Dr. E. Johnson, Decision
Echoes Analysis Department
February 22nd, 2006, 8:23am

Voyant Smith did not show up for work today. I have sent a security team to collect him. In the mean time Voyant Janice Parker will be scanning DE-A002 today.

Journal of Dr. E. Johnson, Decision
Echoes Analysis Department
February 23rd, 2006, 7:55am

Voyant Smith was brought in late last night in some sort of fugue. He was raving about serving his master and opening the portals so they could come through. He was confined to the medical facility.

I have cancelled all further scans of DE-A002 and have had Voyant Parker confined to the medical facility as well till a full checkup can be done.

Journal of Dr. E. Johnson, Decision
Echoes Analysis Department
February 24th, 2006, 9:32pm

Finished the report on DE-A002. I have classified it as a hostile world. Some sort of malignant and malevolent presence is there that can control and subsume the minds of the voyants. Both Voyant Parker and Voyant Smith are completely contaminated by what ever it was and will have to be scrubber and released. I have put in an order for Specialist Allen to be flown in to do the scrub. She is at least quick and through in her techniques, not like Specialist Morre, who seems to delight in a scrub. I will have to remember to ask Specialist Allen if she notes anything of importance when she does the scrub, as it might be useful later.

Journal of Dr. E. Johnson, Decision
Echoes Analysis Department
February 26th, 2006, 10:33pm

Specialist Allen's report indicates that the scrubs went properly and both Parker and Smith will be sent to the hospital for recovery. A severance amount has been put in their accounts to fund their recovery period and keep them happy afterwards. Specialist Allen's report details that both minds had been "overwritten" with an imperative to find a way into DE-A002 to join with the presence somewhere in the northern equatorial mountains. No further scans or jaunts to DE-A002 will be allowed till further notice.

Journal of Dr. E. Johnson, Decision Echoes
Analysis Department
March 2nd, 2006, 10:32am

We had a break out yesterday in the tank. The newest recruit is very strong and an actual "window" opened again. This hasn't happened since the DE-A01 incident. Two people dropped through the window before it closed. Security immediately pacified the two and they are under heavy sedation while we determine their origins and species.

Two guards have reported in sick today, both citing major headaches and blurred double vision after the break out incident.

Journal of Dr. E. Johnson, Decision Echoes
Analysis Department
March 5th, 2006, 8:02am

The two visitors are dead. The male tried to escape, taking his companion with him. He managed to get as far as the elevator before security neutralized the two of them. Pity, we had much we could have learned from them. As such all we got was that they were from DE-A01 as well.

Simmons has reported to me that one of the guards who reported in sick has now slipped into a coma. He has been brought into the center and is under care in the med facilities.

Journal of Dr. E. Johnson, Decision Echoes
Analysis Department
March 10th, 2006, 7:22pm

Our parent company has been bought out by the Franklin & Edwards Analytical Research Corporation. They have indicated they are intrigued by our research and have increased our funding. They have also sent in their own people as well as equipment to integrate with ours. I am not sure I like this. I have heard bad things about questionable research practices they do.



On a side note, the other guard that was suffering from head aches has now also slipped into a coma. He is now in the med facilities as well. I have also had complaints of others suffering from head aches. I have requested that all people present on the night of the incident be given a complete check up, including myself.

Journal of Dr. E. Johnson, Co-Head,
Decision Echoes Analysis Department,
the Franklin & Edwards Analytical
Research Corporation

March 13th, 2006. 4:45pm

We had a successful jaunt at 11:22am Pacific Time. I had three fully equipped exploration teams go through. We waited four hours then reopened the window. Of the eighteen people we sent in only seven managed to return. They are being given a full medical check up then they will be debriefed. A second window is due in exactly 7:22pm Pacific Time.

Journal of Dr. E. Johnson, Co-Head,
Decision Echoes Analysis Department,
the Franklin & Edwards Analytical
Research Corporation

March 14th, 2006. 4:45pm

Only three more of the exploration team made it back to the embarkation room, two of them in bad condition, looking like they have been savaged by a wild animal. A full report from the team indicated that the area they were in seemed to be made up of jungles bordered by vast plains and forests. The land was lush, full of life. Evidence of ruins of human civilization were once again evident (Note that this is the third DE where earth has suffered a cataclysm of some sort). The teams eventually found a small village of humans that were at a dark age's level of technology. The entire town was surrounded by a wall of stone, with rough stone houses encircling a rather large, three level manor like house. Armed guards with swords and crossbows stood at the entrance to the town. A rough road stretched into the forest/jungle. Exploration Team 1 Leader Thompson reported that before entering the town, each member of his team was cut on the palm with a knife made of pure silver. ET-1L

Thompson reported a cordial reception from the town's leader.

ET-1L Thompson has reported that the town leader cautioned against ET-2 and ET-3 exploring the surrounding area. Of note the main core of survivors are from ET-1 with all of ET-3 not having returned.

ET-1L Thompson reported hearing gunfire about an hour later, where upon ET-1 headed out to find ET-2 and ET-3. Survivors of ET-2 were found and ushered back to the window while ET-1L and one of his trackers headed off to locate ET-3. Only one more member ET-2 was located by ET-1L Thompson before he too managed to get back to the window. Along the way he and his team member were attacked by wolf-like humanoids of incredible strength and speed, wielding deadly swords, knives and strange powers. When pressed on these powers, ET-1L Thompson could only remark that they reminded him of some of the abilities that some of the Pulsar Team members of the new head corporation had.

I have scheduled a 2nd jaunt 2 days from now and have requested one these Pulsar Teams to assist us.

Journal of Dr. E. Johnson, Co-Head,
Decision Echoes Analysis Department, the
Franklin & Edwards Analytical Research
Corporation

March 15th, 2006. 6:22pm

I just had a meeting with the leader of the Pulsar Team. He was a thin man, with one eye that was milky white with a scar across it. He exuded deadliness. His every move seemed to be thought out before hand and done so that no motion was wasted. I pray I never see this man in a fight. He spoke with a quiet, but well mannered voice, and informed me what could only be considered a "smarmy" fashion that he and his team were more than ready for whatever was ahead.

Journal of Dr. E. Johnson, Co-Head,
Decision Echoes Analysis Department, the
Franklin & Edwards Analytical Research
Corporation

March 16th, 2006. 2:32pm

Jaunt successful. We will open a second window this evening at 7:22pm, then again tomorrow at 11:22am.

Journal of Dr. E. Johnson, Co-Head,

Decision Echoes Analysis Department,
the Franklin & Edwards Analytical
Research Corporation

March 17th, 2006, 12:01pm

Dear God, they brought prisoners, one of which is evidently one of those things that savaged ET-3. We have locked the three prisoners into cells, the thing under heavy sedation.

Journal of Dr. E. Johnson, Co-Head,
Decision Echoes Analysis Department,
the Franklin & Edwards Analytical
Research Corporation

March 19th, 2006, 8:32am

A complete medical has been done on the captives. The humans are just that, human, albeit a tad under nourished. The lycanthrope, for indeed he is one, as evidenced when he shifted into his lycanthrope form in the cell in an attempt to free himself, is like nothing I have ever seen. I have requested a full bio done on its corpse.

Journal of Dr. E. Johnson, Co-Head,
Decision Echoes Analysis Department,
the Franklin & Edwards Analytical
Research Corporation

March 22nd, 2006, 8:32am

The Pulsar Team has been back and forth once more. This time almost 80% of them did not return. Their scouts managed to get some info though. Evidently the world of DE-A003 was like ours till about the mid 1700s. A war occurred between two factions of lycanthropes and was brought to an end when suddenly the entire world spontaneously seemed to rejuvenate to a primal form. Roads, cities, and other signs of civilization were gutted and ruined. Those that survived grouped together to live and try to once again recreated civilization but man had been replaced as top predator. The lycanthropes, calling themselves the Forgiven for some reason were now rulers of this savage, primal Earth. I have classified DE-A003 as a hostile world, but with possibilities. The natural resources themselves could be of use in the future.

Journal of Dr. E. Johnson, Co-Head,
Decision Echoes Analysis Department, the
Franklin & Edwards Analytical Research
Corporation

April 5th, 2006, 10:33pm

My co-head researcher is a complete bitch. She consistently points out flaws in our theories and holes in work. She has fired three of my people and even cited that us using the voyants is just plain stupid. She has gotten her equipment in place, something her team is calling a high energy dimensional shifter, and has taken over close to 2/3rds of my lab space. She is going to attend the next jaunt in the tank. Maybe then she will change her mind.

Side note, the 1st guard died the other night while still in a coma. The doctors reported to me that all they can guess is that he just gave up the will to live. Of note also has been several reports of strange things happening around the lab. People are saying they are hearing voices when no one is around. Shadows are in places they shouldn't be. One of the lab assistants swears he saw two people sitting in the café having lunch who he didn't know and when he actually went in to talk with them, they had vanished, nor were there are indication they had been there. Security logs and vid isn't showing anything.

I have requested for more security, this time from the Pulsar Group.

Journal of Dr. E. Johnson, Co-Head,
Decision Echoes Analysis Department, the
Franklin & Edwards Analytical Research
Corporation

April 6th, 2006, 7:32am

We caught another echo last night. Voyant McArthur managed to lock onto it and hold long enough to open a visual window.

All we could see was water with a couple islands. Sun, ocean and islands. The windows lasted just long enough to acquire a lock for the next team to do visual scans.

Journal of Dr. E. Johnson, Co-Head,
Decision Echoes Analysis Department, the

Franklin & Edwards Analytical Research Corporation

April 7th, 2006, 8:22pm

An ocean world. That's what we have found. We aren't sure the cause yet, but evidently the entire Echo is made up of oceans and islands with only one major landmass towards the southern pole. More scans tomorrow.

Journal of Dr. E. Johnson, Co-Head, Decision Echoes Analysis Department, the Franklin & Edwards Analytical Research Corporation

April 8th, 2006, 7:41pm

Initial full spectrum scans showed the temperature to be warmer by a significant amount. Further scan of the north and south poles revealed that the air and ocean temperatures way to warm to keep a steady polar ice cap. Initial supposition is that this earth suffered some sort of mass global warming that melted the ice caps and flooded the world. No evidence of sentient life was found. Echo to be classified as a non-hostile location.

Journal of Dr. E. Johnson, Co-Head, Decision Echoes Analysis Department, the Franklin & Edwards Analytical Research Corporation

April 9th, 2006, 8:32am

Voyant McArthur was found today writing strange glyphs on the wall of his room. These glyphs were completely alien and actually hurt the eyes to look at. They seemed to move, dance almost when looked at. The room has been locked down and a trace of McArthur's last can area has been done. He was scanning the south polar region near a set of large mountains. I have requested a re-scan of the zone.

Journal of Dr. E. Johnson, Co-Head, Decision Echoes Analysis Department, the Franklin & Edwards Analytical

Research Corporation

April 9th, 2006, 10:31pm

Scan of the mountains has revealed what Voyant McArthur found. A set of primal, almost chthonic ruins that define all logic. Two more voyants have gone insane as well, while scan the area in depth. Voyant Fergusson merely stares blindly at the wall drooling while Voyant Wright spends her time whispering "Tekeli-li! Tekeli-li" while rocking back and forth on her heels.

This Echo is officially locked down as hazardous.

Journal of Dr. E. Johnson, Co-Head, Decision Echoes Analysis Department, the Franklin & Edwards Analytical Research Corporation

April 11th, 2006, 9:43am

The bitch really got a working over last night. I couldn't have asked for anything better than the session we had. She saw DE-A001 and DE-A004. I swear she nearly pissed herself. Funny thing is she and her team have now sequestered themselves for some major over haulage on the HEDS unit.

On a side note, three of my guards have reported strange effects here and there, lights not being on but shadows there anyways, laughter and voices. One has reported seeing someone prowling about in the voyant's med facilities among the coma vics. I am concerned something may have gotten through.

Journal of Dr. E. Johnson, Assistant Head, Decision Echoes Analysis Department, the Franklin & Edwards Analytical Research Corporation

April 22nd, 2006, 11:43pm

The bastards demoted me. They have put the bitch in charge and demoted me to be her flunky. She has started dismantling my research, my lab, my work. She has told me that it is wrong, backward and archaic. We don't need psychic mumbo-jumbo, we need hard science. She doesn't understand that in order to see the DE we need a human factor. Only the human mind can grasp and hold that information properly. A machine does not have ability to think or imagine like that.

Also, my last two loyal security guards have noted to me that weird happenings are still happening. Based on the

info given me I think those shadow things might have gotten access to the facility. I will report this to the bitch tomorrow.

Journal of Dr. E. Johnson, Assistant
Head, Decision Echoes Analysis
Department, the Franklin & Edwards
Analytical Research Corporation
April 24th, 2006, 12:04pm

She didn't listen and now I have seen and heard the whispers. Those things are here. I have sent a report to the upper management. She has also fired my two loyal guards, but on his way out the one told me that he found out several of the voyants that were fired never made it home and are missing.

The bitch has requested my presence in the lab this afternoon for a test of the HEDS unit.

Journal of Dr. E. Johnson, Assistant
Head, Decision Echoes Analysis
Department, the Franklin & Edwards
Analytical Research Corporation
April 24th, 2006, 10:53pm

Abomination is the only word I can think to describe what I witnessed today. I went in and watched the bitch's demonstration. The HEDS was massive, with wires, and bits here and there. It "breathed". It seemed alive. I watched as it pieced the Echoes just like the voyant tank did. I couldn't believe a machine could do this. I asked how she'd managed to get the HEDS to be able to factor that "imagination" component so well and all she did was grin and say she had a set of good minds working the machine.

I went back later to look around. I may deal with theoretical physics but I know my way around high technology and computers. What I found was no less than hell. The good minds are the missing voyants. She has cyborged them into the machine, hidden away and in a permanent coma state. Vegetables. I kept exploring, looking for the primary CPU, thinking that perhaps I could crash it and free those poor souls. I found it alright. The primary CPU is her... she was hooked up to it, cyborged like the voyants. But if that is so, who is conducting the research?? I quickly slipped away and am filing this report to the board. Somehow I

don't think they are going to help. I have backup my research and am going to head to a safe spot tonight.

Security Log

Officer:: J. Smith, Supervisor

Time/Date:: 0632hrs / April 25th, 2006

Department:: Security Detachment, Decision
Echoes Analysis Department, the Franklin &
Edwards Analytical Research Corporation

Incident report::

The body of Dr Edward Johnson was found at the bottom of elevator shaft 01 this morning at 0532hrs. Evidence shows that the lift itself was noted as out of service, yet the Johnson still managed to force the doors and step out into the shaft, where upon he plummeted 60ft to his death. Officer Rei Simmons is noted as hearing his scream as he fell. Initial survey of the body by Officer Ian Sanders noted an obvious smell of alcohol. Following up, a search of his office turned up numerous mind altering drugs as well as several empty bottles of liquor. Questioning his colleagues and department head also revealed that he been in a manic/depressive mood for the last couple of weeks, talking to himself while high on liquor or drugs, about shadows. Log entries show that this Department Head tried to get him to counseling but he refused. His effects and research have been taken into custody by the Department Head Dr. H. LeClair.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin & Edwards
Analytical Research Corporation

May 2nd, 2006, 7:31am

I have been assigned to the task of keep accurate records of the new echoes Dr. LeClair's HEDS unit has managed to locate and lock onto.

Last night was my first time witnessing an echo being locked onto and brought into focus. It was strange to see. A swirl of light and energy that suddenly collapsed to a pin-prick then opened like the door of an iris. The scanning equipment showed a window of 83 hours, 22 minutes, 14 seconds of linkable time before the window would close. Dr. LeClair shouted out commands and five recon teams in full gear plunged through into the world beyond.

The world beyond...it amazes me to write that, but it's the truth. Through that portal is another world, like ours but so unlike ours. Initial scan results from the

various scan units (I still am not sure how these devices are scanning the world beyond the portal), reveal that is environmental conditions are identical to ours. Hopefully within the hour we will get the 1st reports of the recon teams.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin &
Edwards Analytical Research
Corporation

May 5th, 2006, 12:01pm.

The team found a world almost identical to ours, but there were differences, mostly behind the scenes in the shadows of civilization. We know that here on our world that there are several sub-species of humans. Aberrations, mutations, genetic mis-steps and so on. We know that some command powers that are best explained as magic, or psychic, or even spiritual in nature. Some make no sense. F.E.A.R. Corporation acknowledges that these things exist and we are devoted to understanding and cataloging them. But enough about this, I am supposed to be updating the journal on the new echo that was discovered.

Our recon teams, as I said, found that instead of 5 distinct families of homo sanguineous, there were close to twenty of them, collected into two massive political entities and engaged in a secret war, fought in the shadows, for control over the world.

They found that the homo lupus are arranged in close to fifteen differing tribes that are nothing more than eco-terrorists at the extreme. Even the homo arcanus of the echo are diversely spread out and involved in some sort of war against each other. Advance scouting has revealed the entire world is in a state of complete paranoia with an apocalypse looming of world shattering proportions. Dr. LeClair has ordered us to monitor DE-A005 any time its aperture re-surfaces into scanning range to see what the outcome of the echo's future is.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin &
Edwards Analytical Research
Corporation

May 9th, 2006, 7:05am

These early mornings are going to kill me. I am not used to the food here either and am having stomach problems. The facility doctors have given me graval of all things to help me. So far it seems to have been working.

Yesterday the HEDS unit locked onto a new echo and opened a portal. The limit for this one is only 34 hours, 23 minutes. 10 recon teams were sent through. Initially the reports seemed to convey a world that was largely dark ages in technology and over feel. All the recon teams reported their compasses were completely shot, not able to determine north at all. Recon team 5 found the first signs that this world had some rather strange elements. Exploring a small town the team were evidently challenged by a man wearing armor that seemed to comprised of elements of red stone. A steam seemed to be rising from man as he stood in the street, according to two of the team members.

The recon team lead ordered a retreat, which was compromised as the man gave chase and used some rather flamboyant powers not normal to any mortal. Two rifle grenades and several bursts from the FN P90ss brought the man down, but did not kill him. He has been subdued and brought back through for examination evidently.

Several other recon teams reported back other instances of mortals possessing rather powerful supernatural abilities, along with the presence of other things.

They are creatures from myth and lore wandering this world. Knights in ornate armor with powers that seem linked to elements patrol, control and watch what seems to be a massive empire.

Dr. LeClair has order a complete info dump to be done on the prisoner. Specialist Morre is evidently on route to do the dump. I hope I am not in the building when he arrives. He gives me the creeps, always staring at me and never blinking. I swear he can read my mind like an open book.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin & Edwards
Analytical Research Corporation

May 11th, 2006, 4:32pm

The information held by the prisoner was incredible. The world in DE-A006 is flat! Completely flat. At the cardinal points are what are called elemental poles. Water to the "west", ice to the "north", fire to "south" and wood to the "east". If you go in these directions

you will eventually just see that and only that element. Go far enough “west” and you will see and endless sea. Go father enough east and see an endless forest. Its amazing. To think that such a world could come into existence. Well the info has also shown that a large empire controls most of this world, and is under attack from legions of the dead as well as an army of mechanically inclined people, which the subject thought our recon team was part of. The most amazing thing of this world is that magic and science co-exist and even combine in places. There are people called “exalted” who evidently protect the empire from things called “anathema”, which are evidently a corrupted exalted.

Dr. LeClair wants to put a pull science team onto DE-A006 when its next aperture opens in two weeks. I am tempted to put in for the science team.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin &
Edwards Analytical Research
Corporation

May 15th, 2006. 2:22pm

A new echo has been detected and its aperture will open tomorrow at roughly 4am. I am looking forward to seeing this next place. The last two I have seen were incredible, especially the flat earth one. I have asked Dr. LeClair permission to be on the extended science team for the next jaunt to that world. She is considering it.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin &
Edwards Analytical Research
Corporation

May 16th, 2006. 7:14am

Take the worse nightmare you can think of, put it in the dark ages, add magic and a whole slew of fairy tale monsters and that you will have the world our recon agents found. The few people that were brought back were scared shitless about “the fae” who regularly came to consume their souls. The recon teams managed to map out what was once the valley, which is a twisted forest of petrified trees that looks more like a valley of

massive skeletons than anything else. A small village sits near where the aperture opened and beyond it, where LA should be is a large medieval city that looks like a combination of an architects nightmare and dream. The towers are twisting and impossibly thin and high. The buildings loom and look to flimsy to be stable. Garish colors are everywhere and pennants and flags hang from every tower, flag pole and light tower. Centered in the city is a castle that is the nightmare version of the one you might see at Disney. It gave me shivers just looking at a picture of it from the gun-cams. Recon teams have been commanded to try to snag one of these “fae” for study. The name alone implies that we might be dealing with some sort of “elf” or similar type of creature.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin & Edwards
Analytical Research Corporation

May 18th, 2006. 10:21pm

They brought one back. It is sitting quietly in a cell on level 4. They had to make sure the cell was padded, so that the creature wasn’t touching anything metal. It is tall, male looking, with an angular face, slender body, pale skin and hair, amber eyes and tapered ears. An elf right out of legend, yet it radiates malice so strong you can feel it from five feet away. The scrub team is on its way to do a dump on it to learn more.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin & Edwards
Analytical Research Corporation

May 19th, 2006. 2:31pm

We lost the entire scrub team. All of them. Specialist Morre was first, and while I never liked the man, to die the way he did...it just isn’t right. They decided to subdue the creature, the elf, first, then get Specialist Morre to do the dump. They entered the cell, tasers ready as Morre watched from the door. The creature stood, then moved faster than anyone could even have realized. In seconds he was past the guards and had latched onto Morre. It then sucked the life out him through its hands. Tasers didn’t work, and it took four guards to re-subdue the creature. Morre went into cardiac arrest, then died. He looked like he aged forty years and his face will haunt my dreams. He looked like he’d looked into the face of hell itself.

The next attempt to do the scrub, with Specialist Morre’s assistants was handled a little better, but it still



cost us the other two Specialists. This time 8 guards entered and beat the creature into unconsciousness. It made a few cries before succumbing. Then strapped it to table and the assistants went to work. The creature opened its eyes seconds after they touched it to begin the process and smiled like the devil himself. Their screams echoed through the entire floor. The guard captain evidently had the entire room they were in decontaminated. I hear it takes about 2 days to get the room back in working condition after that much heat is cycled through it.

Dr LeClair has order that all future contact with DE-A007 suspended for now, even though the aperture is open for another three days.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin &
Edwards Analytical Research
Corporation

May 20th, 2006, 5:22pm

I am writing this entry from my room as we are in a lockdown situation. Somehow a group of those things broken through the aperture and into the portal room. They killed the guards on duty and if it hadn't been for the sentry mechs, we'd have never know they were here. For some reason the invaders seemed to ignore the sentries as if not even seeing them. I hear that three creatures like the one that was captured, have come through along with a dozen or so of smaller humanoids who have pale skin and large yellow teeth. They are using a combination of swords, shields and magic to try to establish a beachhead in the portal room. The alarms have been flashing for a couple hours now and the last announcement was over half an hour ago saying all was proceeding and no one should be alarmed.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin &
Edwards Analytical Research
Corporation

May 20th, 2006, 10:04pm

They finally unlocked the doors an hour ago. I was starving by that point. All the rooms have a small bathroom, so I had lots to drink, but the

water from the taps is very bland, with that metallic recycled taste to it.

The corridors look like world war three happened. They are scorch marks, debris, and even what looks like blood splatter in areas. The cleaning staff is already hard at work. The rest of the staff grouped in the café where we talked amongst ourselves for a bit. Dr LeClair came in and announced the invaders had been killed or returned to their Echo. Several sentry mechs now stand guard in the portal room, set to kill anything that isn't one of us that comes through the aperture. Two recon teams are on the other side still, keeping a lookout for early warning if another force attempts to get through. Dr. LeClair announced that we were free to leave for home but to return 1st thing for work as normal.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin & Edwards
Analytical Research Corporation

May 22nd, 2006, 4:32am

The aperture to DE-A007 closed 22 minutes ago and I watched happily as it did. Those things tried three times to punch through. It took all the facility's sentry mechs to stop the final assault and we left half of them on DE-A007 to self destruct. I hope that I never see that Echo again, but already I heard a couple of the research scientist talking about the next sequences when it would open and the plans they had for retrieval of artifacts.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin & Edwards
Analytical Research Corporation

May 29th, 2006, 11:15am

The portal opened on time, and we sent through six recon teams. Aperture timing shows almost a week of connectivity so Dr. LeClair is quite hopeful for the acquiring of a lot of information. Guess I'll have my work cut out for me.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin & Edwards
Analytical Research Corporation

May 29th, 2006, 3:31pm

Recon team one reported in finally. The place looks like it suffered from World War 3 according to RT1.

They reported a city are in ruins, the countryside full of dead trees and the sky overcast with dark rolling clouds which have flickers of lightning occasionally but not rain has fallen. We are awaiting the other team's reports.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin &
Edwards Analytical Research
Corporation

May 29th, 2006, 5:00pm

Recon team four has reported they have managed a detailed survey of the ruins of Los Angeles. Tech level at the time of what ever caused the destruction is late 50s, early 60s. They have reported spotting movement in the ruins but no hard contact has occurred. They also noted a large citadel like structure in the city's center. They will be scouting it later at night to avoid detection.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin &
Edwards Analytical Research
Corporation

May 29th, 2006, 6:36pm

Recon team six has found signs of habitation. A bunker was found near a small hill that seemed to contain what looked like facilities for ten people. The supplies were fresh, but it looked like everyone just packed up and left quickly. No indication or reasoning given or evident. RT6 has decided to use the bunker as a temp HQ and has relayed coordinates to the other teams.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the
Franklin & Edwards Analytical Research
Corporation

May 29th, 2006, 8:04pm

RT1 has reported hard contact with, something. They report seeing people but when they get there, the people are not there. Reports say the people almost flicker in and out of perception. Perhaps this echo is made up of the fallout from some experiment gone bad?

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin & Edwards
Analytical Research Corporation

May 29th, 2006, 10:28pm

RT1 has reported in again. The entire city is inhabited by what can only be called ghosts. All teams have noted that the light has not changed from when they got there. It has not gotten lighter or darker since they arrived and timing shows it should be late evening at this point. RT1 notes that near the citadel there are "ghosts", going about various tasks. They are collecting various items, loading them into carts, sacks and even a couple old trucks, which are then taken into the citadel. Two members of RT1 managed to get close enough to the structure to report that it is like a large castle made of black steel, with entrances are the cardinal points and guard stationed there. Most guards are armed with what looks like simple swords of all things according the RT. They are heading back to the temp HQ to consolidate facts with the other RTs.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin & Edwards
Analytical Research Corporation

May 30th, 2006, 2:54am

All RTs report the same thing. The world is in ruins and other than a few signs of possible living habitation, the rest of the world is populated by ghosts, ghosts that seem to be organized into city states, fighting each other in wars for territory and slaves. Dr LeClair has order the RTs back, as there is little else of interest on this world. A standard automated signaler will be left in the bunker in case anyone living returns. Dr LeClair is posting sentries for the rest of the time the aperture is open, and has order all of us to get some rest.

Journal of Dr. S. Chen, Decision Echoes
Analysis Department, the Franklin & Edwards
Analytical Research Corporation

June 5th, 2006, 8:35am

Dr. LeClair has announced a new Echo aperture will open in just under an hour. We are prepping teams now.

Journal of Dr. S. Chen, Decision Echoes

Analysis Department, the Franklin & Edwards Analytical Research Corporation

June 5th, 2006, 11:22am

It's Hell. They have found an entry to Hell. I have begged Dr. LeClair to close the aperture before anything can come through. She has refused. I am in the process of putting a request to the CEO to have the aperture closed. This cannot go on. Dr. LeClair is not acting in the best interests of our company. She needs to be stopped. This final aperture is proof.

Journal of Dr. S. Chen, Decision Echoes Analysis Department, the Franklin & Edwards Analytical Research Corporation

June 5th, 2006, 4:46pm

She didn't listen. She never listens. The CEO didn't respond. They never listen. Hell is here. It is on the other side of the aperture. I can see it on the viewers, its fires, its' smoke. The two teams sent through have not come back. They never will. They are damned. We are all damned. I have told Dr. LeClair that the longer the aperture is open the more likely Armageddon will start. She had dismissed my notions as religious hype. She has informed me if I cannot do this job I will be removed. I have again sent a request to D.E.A.D. Labs CEO.

Journal of Dr. H. LeClair, Decision Echoes Analysis Department, the Franklin & Edwards Analytical Research Corporation

June 5th, 2006, 6:01pm

I have determined that Dr. Chen is a liability to the Echo Project. She has been reassigned. Perhaps in her new position she will learn the proper chain of command and how to best put her knowledge to use, especially the useless stuff. Hell indeed.

The recon teams have managed to determine that the world through the Echo is Earth but one where it seems that the core has somehow superheated. This echo's volcanoes seem to be in a state of continual eruption, spewing ash, magma

and other material into the sky. Recon teams have stated they have spotted some things that have adapted to this environment, and I have ordered specimens brought back.

Journal of Dr. H. LeClair, Decision Echoes Analysis Department, the Franklin & Edwards Analytical Research Corporation

June 7th, 2006, 11:45am

Recon and capture teams have brought back more information and a couple specimens. The native humans are feral and bestial, almost stone age in their behavior. They are a dying species as well. They possess little language and seem to be more concerned with avoiding the new predators on the world. A lizard like animal with an almost humanoid body structure has assumed the top spot, hunting in packs across the world. The aperture closes tomorrow at 1635hrs. I have requested the capture teams bring me six specimens of these new predators.

Journal of Dr. H. LeClair, Decision Echoes Analysis Department, the Franklin & Edwards Analytical Research Corporation

June 9th, 2006, 9:37pm

Initial examination of the creatures brought back shows them to be a human genetic mutation that has occurred to adapt to this Echo's severe biosphere. We are unsure if they are intelligent beyond animal standards. I have sent the two dead and four live specimens to the Island for further study.

Other intel from the recon groups has reveal some rather interesting information. Recon Teams One and Two managed to reconnoiter what is evidently a city of some type. The gun cams show what looks like stone walls, with spikes and possible wire. Strange glyphs are all over the walls and the large gates. Neither recon team had time for a closer inspection, but a few snippets of cam footage show humanoid figures on the wall tops and in the windows of buildings beyond the wall. The best resolution picture details one of them as having what looks like dark colored wings, pale skin, dark hair, and what is some sort luminescence around their heads. Demons? Angels? Maybe Dr. Chen was right, but I severely doubt it.

Journal of Dr. H. LeClair, Decision
Echoes Analysis Department, the
Franklin & Edwards Analytical Research
Corporation

June 12th, 2006, 10:05am

The scans show a high end aperture will open tomorrow at 5:43am. It will lock into place for close to a full week. I have all recon team in prep to go through.

Journal of Dr. H. LeClair, Decision
Echoes Analysis Department, the
Franklin & Edwards Analytical Research
Corporation

June 13th, 2006, 8:30am

All recon teams went through without problem. Initial reports are vague. Ruins have been spotted, vegetation is overgrown.

Journal of Dr. H. LeClair, Decision
Echoes Analysis Department, the
Franklin & Edwards Analytical Research
Corporation

June 13th, 2006, 2:00pm

Recon teams are reporting that they have made contact with, for the lack of a better term, zombies. Walking dead people. Initial reports detail that the "zombies" attacked the recon teams, but moved in such a slow pace and speed that they were easily dispatched by automatic weapons fire. Two recon team members were injured and have been brought back for medical treatment.

Journal of Dr. H. LeClair, Decision
Echoes Analysis Department, the
Franklin & Edwards Analytical Research
Corporation

June 14th, 2006, 6:00am

The two injured people died late last night and reanimated this morning at 4:22am. The incubation period for whatever it was the "zombies" have was less than 8 hours. I have ordered the entire medical wing, gate room and

the corridors in-between isolated and then entire facility is now on quarantine lockdown. The "zombies" are being dissected and examined and I hope to have an explanation soon.

Journal of Dr. H. LeClair, Decision Echoes
Analysis Department, the Franklin & Edwards
Analytical Research Corporation

June 14th, 2006, 9:00am

The medical staff reports an unknown pathogen in the bodies of the "zombies", now classified as Animate Dead, or AD. This pathogen needs to be studied to determine how it is spread. I have ordered an AD captured and brought back. I have a volunteer to use as a test subject already.

Journal of Dr. H. LeClair, Decision Echoes
Analysis Department, the Franklin & Edwards
Analytical Research Corporation

June 14th, 2006, 1:25pm

Recon reports detail ruins, AD and not much else. Some indications of possible normal people have been spotted here and there. I have ordered the Base Camp to setup a shock fence perimeter as well enact full decontamination procedures. I have order broadcasts of radio signals as well as flare launches every hour to try to attract any one who might still be alive.

Journal of Dr. H. LeClair, Decision Echoes
Analysis Department, the Franklin & Edwards
Analytical Research Corporation

June 14th, 2006, 9:30pm

The medical unit has reported back their first finds on the pathogen. It is not transmitted by air. The test subject was put in an adjoining room with air access and they checked hourly over the course of four hours. The Pathogen did not infect the subject. The medical team made incisions on the test subject's arms, at which point the AD displayed that it can smell blood, proceeding to go into a berserk rage, attempting to gain access to the test subject. After a check at 5pm, still not pathogen was noted. Test subject was restrained and her arm offered to the AD. One bite was allowed. Within one hour the test subject had the pathogen in her system. By 7pm the test subject was in a coma. Test subject Chen died at 8:34pm. We expect an AD to rise between 2am and 6am, June 15th, 2006.

Journal of Dr. H. LeClair, Decision
Echoes Analysis Department, the
Franklin & Edwards Analytical Research
Corporation

June 15th, 2006, 8:25am

As expected, subject Chen rose at 3:47am as an AD. Both ADs have been frozen and prepped for shipment in a hazardous waste containment unit to the Island.

Recon teams managed to make contact with a small group of living people. These survivors indicate that the world has been in the grip of the AD for close to fifteen years. No real governments exist anymore. Most of the major cities have been destroyed or lay in ruins filled with AD. None of the survivors have any idea what started the entire thing. Outbreaks of whatever it was occurred around the globe evidently, spreading rapidly.

Recon team one lead has noted that one of the survivors may be of interest to us. Evidently they have found my double.

Journal of Dr. H. LeClair, Decision
Echoes Analysis Department, the
Franklin & Edwards Analytical Research
Corporation

June 15th, 2006, 5:30pm

A complete decontamination of the facility has been completed according to the medical department. No trace of the pathogen has been found. It seems that the pathogen is transmittable only through the bite of an infected person. Even with that, I am ordering all personnel to have daily pathogen checks for the next month in order to make sure no one is compromised.

Recon team one brought through a couple of the Echo Survivors, including my double. Seems she was a geneticist in that Echo and had studied the pathogen. She reported it had properties similar to several diseases but nothing that could be locked down. The pathogen is called "Sundowner" on their Echo, the reasoning for the name is not known anymore. Evidently though it will only affect primates, and not any other species. Only humans and other primates have been observed as AD. Dogs, cats, birds, etc are not affected. I have relayed this information to

the Island. I have also requested that the survivors be sent there as well for a full debrief, medical check and knowledge dump.

Journal of Dr. H. LeClair, Decision Echoes
Analysis Department, the Franklin & Edwards
Analytical Research Corporation

June 16th, 2006, 3:00pm

The Recon teams located an old medical complex in the ruins of LA early this morning. Seems the entire hospital was dedicated to the pathogen. I have order it completely ransacked for every bit of data possible.

Of note, three members of recon team four have gone missing. Possibly there were attacked and are now AD. I have issued orders for them to be contained, and if compromised, eliminated with flame throwers.

Journal of Dr. H. LeClair, Decision Echoes
Analysis Department, the Franklin & Edwards
Analytical Research Corporation

June 17th, 2006, 8:00am

The data from the medical complex is confusing. There are no real answers, just lots of questions that ended in more questions. I have relayed all the info the Island, but I think it will do little at this point.

Recon team four has reported finding the remains of one of its missing members. The man had been torn apart and literally devoured. His remains have been burned to prevent possible contamination.

Journal of Dr. H. LeClair, Decision Echoes
Analysis Department, the Franklin & Edwards
Analytical Research Corporation

June 18th, 2006, 6:00pm

The aperture is due to close in just under 22 hours. I have order all recon teams to collect all data they can and return through the aperture to the facility. Several teams have reported limited contact with other survivors who are reporting that they are heading towards a location in the northern Canada where it is safe. They even invited the recon teams to join them, citing safety in numbers.

I have order final samples of flora and fauna collected by the teams before they return. I have also order a complete medical work up of each member to make sure that no one returns with the pathogen.

Journal of Dr. H. LeClair, Decision
Echoes Analysis Department, the
Franklin & Edwards Analytical Research
Corporation

June 19th, 2006, 8:00pm

The aperture has closed and decontamination is proceeding of the gate room. Of the recon teams eight have been discovered to have taken minor wounds from incursions with the AD and are infected with the Sundowner Pathogen. They have been put into hazardous containment units and sent to the Island.

All in all the properties of the Sundowner Pathogen are rather interesting. I am hoping that the medical division will be able to break it down enough to possibly gain a cure. With such a cure it will be a useful potential bio-weapon.

Of note, two researchers have not reported in today. I have dispatched capture teams to get them.





Phillip was sure his arm had been broken in at least three places by the person pinning him to the ground.

He remembered coming to meet with the informant and the initial exchange of information when suddenly the informant had attacked him. While he wasn't in the least bit incapable of defending himself, after all, any member of the Pulsar Project had intensive hand to hand training, the sudden speed and agility of the attacker took him completely off guard. Within a minute he was flat on his stomach, his arm pinned behind his back in a lock that threatened to rip it from its socket. The pain was incredible and it had taken all he could not to scream. Then IT had appeared in the doorway. He recognized it as a member of the *homo sapiens sanguineous*, a vampire. Its eye teeth exposed as it smiled at him and he even managed to recognize and remember the name of the vampire. Marcus.

His brain quickly presented him with the facts on the vampire, as Marcus was a known collaborator with the Pulsar Project. The vampire believed itself to be Mark Anthony of history and legend, and was known to often reflect on times during the roman period and his friendship with the people of that time.

"Philip, so good to finally meet you. I see my associate Daniel has made his presence known. Daniel, break his wrist please."

The crack of bone was followed by his outcry of pain. Between gasps he managed to focus on the vampire.

"Why did you do that?"

"To make sure you know I mean business. I want information about F.E.A.R., Philip and you will give it to me."

He started to shake his head no when Daniel snapped his lower arm causing Jon to nearly black out from pain.

"Trust me Philip, I want the information on F.E.A.R. and you will give it to me, even if I have to have Daniel break every bone in your body, one by one...Daniel, if you would."

The crack of the elbow joint breaking blacked him out for a moment, but he came too as he felt the shoulder start to give.

"This can be easy or difficult."

"Go...get...a...tan"

"Sigh. Daniel, again please."

Section Five:

Incident Files

Case File FEAR P3-3E71 “The River of Blood”

This initial report that was given to the FLHS came from an anonymous source that was relayed to one of their phone-in contacts. The report stated that several men of Middle Eastern descent were accumulating chemicals and weapons near the Hoover Dam reservoir. FLHS and Homeland security descended on the area and began an investigation, searching the area for signs of the possible terrorists. The investigators found the terrorists some two days later, holed up in a small farm house. After a prolonged gun battle resulting in a couple injuries on the FLHS and Homeland Security’s side, the remaining terrorist were taken.



In side the house was discovered several barrels of an unknown chemical. A F.E.A.R. Corporation HAZMAT team was brought in and the chemicals transported to a safe location. The only identifying mark was a quarter sized winged skull stamped on each of the barrels underside.

Research into this mark has revealed it to be the mark of Shadaloo, a massive criminal empire that sells drugs, guns, slaves, technology and chemicals to the highest bidder. Project Dawn was given an update and one barrel of the substance was diverted to the Solstice City complex for complete analysis.

Techs there indicated that alone the chemical would not cause any lasting effect, but when a second chemical was introduced to it with water as the mixing medium, the water turned blood red and became toxic. Had the barrels been dumped into the reservoir and the second chemical then introduced, the entire water source would have been tainted and unusable.

Case File FEAR P2-1K77 “The Blood Pit”

The Blood Pit is a reference to a warehouse that stood on the Miami pier area up until mid summer 2006. Pulsar One members were sent to investigate the location after finding that several of their informants in the Miami area had disappeared. Investigation showed that the people had been taken at night by a group of vampires that they were watching. Pulsar One Recon then managed to find one of the missing people near the docks district, seemingly disoriented and sick. They were taken back to a safe house and given a full medical. During the work up an anomaly was discovered in the person’s brain. Further investigation showed what could only be a rapidly growing tumor that was consuming the brain of the informant. The informant rapidly succumbed to pain and fell into a coma. Over the course of three hours the informant’s brain was literally consumed by the growth and then the informant woke up. The entire team watched amazed as the new being tried to escape, and then tried to pass itself off as human. The team decided to do a full autopsy on the thing.

In the ensuing fight the creature managed to snag a gun. And in the following gun fight an operative decided to play it safe and put a bullet into the creature’s head. For the three agents watching from outside the containment room the only thing they could say was it was like seeing a puffball mushroom explode. Spores filled the room accompanied by a loud “pffffffftt” noise.

The five operatives in the run were isolated and shipped to the Island for monitoring. Three days later, after dissection and examination of three of the agents, the other two were dropped onto the streets of Miami and followed. They went immediately to the warehouse, joining into a massive spore colony that had evidently taken over the building. The spore colony was evidently not only intelligent and aware, it was also hungry and expansionistic.

After a week of monitoring, the team concluded that the local vampires and crime families were using the place as a drop zone for bodies and unwanted. The request went in for the elimination of the voracious spore colony.

The assault occurred with the rolling of several napalm bombs into the warehouse and detonating them. Operatives with flamethrowers razed the rest of the building under the auspices of a local government order to destroy a deadly mold infestation as order by the CDC.

Some other reports have been found in the records of similar "spore colonies". An order for their destruction via napalm and flamethrowers has been ordered.

Case File FEAR P7-2P11/2W11/2V11 "The Bat, the Wolf and the Doll"

A rare occurrence for the corporation when information of a large group of werewolves on the move, with a possible target of an abandoned monastery just outside the village of Luncani was received. It was unknown why such a large group of werewolves would be gathering towards this place and Pulsar Seven command could only reason possibly an artifact of some type had been found. Not ones to be slothful, Pulsar Seven command dispatched a recon team to scout the area and possibly bring back the artifact if that was what it was they were after.



The recon team arrived late at night and discovered that the town was also playing home to small group of vampires who were busy excavating the monastery itself. Watching the recon team witnessed the arrival of the werewolf pack that descended onto the monastery to deal with the vampires. It seemed an even battle, the vampires using modern weapons and their powers against the werewolves who seemed more at home attacking with their powers and more physical melee type weapons. All seem to come to a standstill as two of Pulsar Seven's assault teams arrived on the scene to suppress both the werewolves and vampires, a sustained firefight was inevitable when the vampires broke through into a chamber under the monastery and located the thing the werewolves sought. A Promethean. This twisted mockery of a human rose out of the lower chambers, raging against the undead creatures that had discovered it and unleashed its fury on them. The battle lasted some twenty minutes as vampires, werewolves, Pulsar Seven assault team members and the promethean lashed out at each other.

When the smoke cleared the monastery was in ruins, the Promethean was destroyed, most of the vampires were dust and the werewolves were licking their wounds and regarding the Pulsar Seven assault team warily. Both groups left in opposite directions.

Case File FEAR P3-2P21 "Hanover Incident"

Pulsar Three was tasked with investigating what could only be called a supernatural disturbance in a small town called Hanover. Agents of the Project at first found the area around the town strangely calm with no wind blowing at all. As the team entered the town they found people walking listlessly here and there, seemingly lost. As they moved slowly towards the center of town the team managed to centralized the disturbance to beneath city hall. Slow and methodical search eventually located a strange figure trapped in a locked room. When the team first encountered the figure she nearly killed them all upon sighting the F.E.A.R. Corporation patch on their uniforms. They managed to catch her finally and bring her to a holding area where she informed them that she had been brought there by a team just like them. The creature broke free some two hours later, aided by two of her guards who had been mind controlled by her.



Follow up of the area and team movements note no members of a Pulsar Teams having encountered this creature before.

Case File FEAR PS-1T22

“The Mara”

When Project Singularity first encountered the City of the Ancients they sent in a dive team to assay it. This team was quickly attacked and overwhelmed by several aquatic vampires, some who had the ability to become pale sharks that cruised the water around the ruins. The entire team was lost and a second team was dispatched to find out what happened. This second team split into two groups and one held back as the other went in to investigate. When the vampires attacked the second dive team the third group cruised in to the rescue, though in the end, only three members managed to return to the base. A series of mechanical non heat producing probes have been seeded in the area at this point, each trained on the ruins keeping watch and tracking the vampires as best as possible.

Case File FEAR PC-9U99

“Quiet Dale”

Quiet Dale was brought to Pulsar Command's attention by the Foundation for Law and Home Security one January afternoon in 2002. A report from them indicated that a small town had suddenly ceased communication with the outside world. No one had been seen from there or heard from there in at least a month.



A standard Recon team was sent from Pulsar One to the location. They met up with a local state trooper who indicated that he too was on his way there because of the lack of communication. He stated that the town was isolated and out of the way and while little communication was normal for the place,

zero communication was not normal. A state trooper had been already but never reported back. This was twelve hours ago and now this state trooper was on his way.

Pulsar One Recon entered the area around Quiet Dale and found that the outlying farms were empty, with livestock seemingly unattended. Fields of crops lay ripening and the town itself sat shrouded in mist. Initial surveys showed little, imagers and recorders couldn't seem to penetrate the mists and fog around the town so a squad was sent in.

Only one member returned, (it should be noted that the survivor was sent to the Harkness Facility afterwards from which he subsequently escaped and was last seen re-entering Quiet Dale). He reported that once they had entered the town they found the place empty with a light dusting of what seemed to be frost over everything. No people were visible nor were any indicates of any other life, initially. Within an hour of slow methodical searching the team came across bizarre sights, mannequins in jumbled piles strewn here and there, piles of wheelchairs outside the local hospital, the lights at the local bar flickering on and off and the jukebox playing the same song over and over. It was then they encountered a creature, humanoid in form but having no arms or any facial features, just a taunt fleshy skin over its body. It attacked the one of the members and they discovered that its flesh was covered in a viscous acidic liquid that caused burns.

One member took severe burns before the thing was put down. The team attempted to retreat out of the town, only to discover that the way in was blocked. Massive gates of fencing and barbed wire covered the tunnel entrance into the town, and no attempt to force them open seemed to work.

Further exploration revealed that the surrounding hills were too steep to climb without proper gear. The team moved cautiously into the hospital to search for burn treatment but when there encountered animated mannequins dressed like nurses which attacked them. Retreating they took up positions at the bar where seemingly nothing was happening and things seemed normal. The team did a search noting that the upstairs doubled as a strip club. There were pictures here and there on the walls of patrons and dancers and one of the team suddenly gripped a photo and exclaimed that he knew the person in the picture. But the woman was missing and had been for two years.

Realizing that the town was screwed up the team

figured the best way out was to do a search for the necessary gear to get out of the town to report in.

They scoured the shops, finding little other than some food, clothes and a few supplies. Strangely the team reported finding ammo for their guns scattered here and there as well as occasional stashes of medical supplies. While gathering supplies the team once again ran afoul of the faceless things, which attacked this time in several numbers. A member was lost before they managed to kill the targets. It was as they approached the gates that a new menace appeared. Wielding massive swords, the things moved slowly towards the team from the shadows of a building. Over its head was a pyramidal helmet. This was the only clothing the thing possessed.

The team boosted the one member up and finally over the gate and as the team member ran down the tunnel he heard the screams of his comrades.

The survivor reported that he passed out just as he left the tunnel.

Pulsar One notes finding the survivor some eight hours after the team entered the town, just outside the tunnel entrance. Since that time five recon teams have been lost in Quiet Dale and total of three survivors have made it out. It was also noted that people would seem to be randomly drawn to the place, entering the town. Some were seen to exit, most never did. It was determined that the town was a hazard, as was anyone who managed to get out of it. A new Pulsar Team was created to watch and monitor the town. It was decided to not stop anyone who wished to enter the town, but anyone caught leaving would be taken to the Island for a full debrief and medical work up to see what had happened to them. Some returnees have been sent to the Harkness Facility, and only two have escaped, both returning into Quiet Dale within a month.

Case File FEAR P1-8V33

“Howl of the Wendigo”

Pulsar One Command had been receiving reports of strange activity in the northern reaches of several of the states on the Alberta and Saskatchewan borders of Canada. After a quick message to the Red Division liaison, Pulsar One sent a recon team to investigate. Meeting with a three members of Red Division at the Canadian border the two groups compared notes and then began an active tracking of what the locals were calling a “Wendigo”. Over the course of several nights the two teams investigated a large swath of land in which the creature was evidently hunting. The main conclusion was that

the thing was a vampire of some type, possibly a feral one that was only interested in feeding and sleeping for periods of time. A meeting with a local Native American revealed a legend of the Ithaqua, the Wind Walkers, strange creatures that fed on the blood and sometimes the flesh of their victims that once stalked the land during the times before the Europeans came. The contact further informed the two teams that it had been almost thirty years since the last Wind Walker attacks.

After several more nights of searching the teams finally located the beast and ran it to ground in a nearby cave. The supposition that their target was a member of the vampire species came true as the thing dusted when it died, aging rapidly into a pile of brittle bones and decayed flesh, but not before killing one of the Red Division agents and two of the Pulsar team members. Red Division sent a follow up report and info packet to Pulsar One Command a week later with some more info on similar incidents in the northern parts of the Prairie Provinces.

Case File FEAR P8-3V23

“Skinner”

In the last few years there have been disturbing reports from some of the Mexican offices and factories. A couple security personnel have reported sighting a flayed man dressed in old Aztec or Mayan style clothing watching them. Pulsar infiltrators and recon ops members were sent in to gather information. A week went by before one of the infiltrators turned up dead, killed by sheer horror of seeing something. A second infiltrator was found two nights later, a small piece of skin lying on his chest with the words “Oppressors and slave drivers... leave or your blood will flow”. After two more Pulsar members turned up dead, Command sent called in a Pulsar Elite Tactical unit. The unit entered the area and within two days ferreted out a vampire claiming to be a priest of Xipe Totec. This creature had evidently been flayed alive before becoming a vampire and was now a walking flayed corpse. It re-delivered its ultimatum to the Elite Tactical unit and then attacked them. The firefight was quick, with only one casualty on the team’s side. The team took the remains and brought them back to Silicon Valley for analysis. Three days later another recon member was found dead, this time the cause of death was being flayed alive and then having their heart cut out.

All FEAR corporation members have been recalled and the various offices and factories are run by local

hands at this point in southern Mexico until a solution can be presented to deal with these Flayed Ones, as they styled themselves.

Further investigation has revealed that the vampire community has also been falling prey to these strange vampires. Limited info states they are a bloodline of monsters, whatever that means.

Case File FEAR P2-7S28 "Briar Rabbit"

It should be noted that while the F.E.A.R. Corporation has many dealings that unfortunately bring it into contact with supernaturals, it does not go out of its way to attack them. Indeed the F.E.A.R. Corporation would like nothing better than to understand them.

Pulsar Two operates a large ranch in Texas and are used to having neighbors who are miles away. This was the case when a couple of the team members came across a small family farm at the very edge of their lands, one that had been recently bought. The former owners had packed up and left, not able to handle the farm properly, and the new owners seem anxious to get a move on and grow crops. Within five years they had created a massive crop farm, with irrigated fields full of vegetables of all types. The farm was large, with three families running it, all related through marriage. Indeed, one of the daughters of the principal family was involved with one of the members of the Pulsar Team as well. At one point, the young member took his leave and went to stay on the farm for a month, many figured it was because he wanted to spend time on the farm, get to really know the family because the two were thinking of marriage.

When he returned he was different. Within a couple weeks his appetites had changed, moving to an all vegetable diet, his appearance even changed to a degree, his body slimming down and become honed and well muscled. He seemed to have almost preternatural senses as well. He finally announced his intent to leave the Pulsar Team and go live at the farm when he was scanned (as per procedure) by the resident touch telepath. It took five team members to restrain him after the scan.

They kept him in a holding cell for a couple days, running tests and scans. He wasn't the same. He was something else. A deep scan found the answer. He had been possessed by a Rabbit spirit for some reason. This of course baffled then entire group. Recon units were sent out to scan the surround area for the presence of a low Gauntlet site through which the spirit could have come through and it was

pointed out that he was fine before he went away for a month.

A recon team went to the farm with a telepath in tow. They captured a family member and had him scanned. Another possessed human. They realized they had an infestation on their hands. Five full assault groups descended on the farm, but found little left, as most of the people had evidently left already. Two monstrous hybrid things, sick and twisted anthropomorphic rabbits standing some 8ft in height, engaged the assault teams, but we taken down. Autopsy results showed human DNA within the corpses.

Where the farm family went is unknown and the two possessed where sent to the Island for analysis and study.

Case File FEAR P1-2V87 "Suffer the Children"

This new predator was almost overlooked in a report from one of the informants of Pulsar One. The informant had claimed to have seen a couple of children wandered the alleys at night amidst the trash and homeless. Nothing new in New York City where the homeless population is quite large, but the informant also noted two other things about these children. For one they all had incredibly beautiful voices and for another they were drinking dry the occasional homeless person.

Pulsar One recon operatives went into action, scouring the city for clues. They found some when two members came across three young children with pale skin walking down a dark alley. As they watch the children would stop here and there, taking a sip on a homeless person or two. They seemed agitated though, and actively following someone themselves. The operatives followed closely and managed to spot that the three were following a tall pale skinned man and his rather lively, though minimally dressed, date. Noting that the man and the three children were all vampires, the operatives prepped to record what they figured would be a type of hunt, where the older vampire would bring the prey to a secluded area for the three child vampires to feed off of.

What took place still gives both operatives the chill. As they watched the older vampire lead its victim into a back alley and then attacked and subdued her. He then began to feed. A couple minutes later the three children arrived. There were heated words of "go away" and "this is my food, find your own". Then the three sang. Three voices as pure as heaven

filled the alley with a sound that caused one operative to cry with remorse. The older vampire dropped his prey and backed off, fear evident. He turned to run, but the three children were on him in a flash. They devoured him utterly, and the two operatives watched as the older vampire was dusted as the three drank him dry. The forgotten woman had by now regained some consciousness and seeing what was happening had started to back away. The three children turned to look at her and as one all said the same thing at the same time in a melodic three part harmony. "Don't be afraid, mommy, we'll protect you."

The woman did not survive. The operatives were fully debrief, their dig-recorders downloaded and filed and given a full psych evaluation before being returned to duty. Several other child vampire reports have cropped up here and there, and Pulsar One is keeping a track of them. So far most seem to involve the children attacking and killing grown up vampires.

Case File FEAR P4-1V93 "The Dolls"

Pulsar Four ran into perhaps one of the more horrific examples of supernatural abilities when they were sent to investigate the small town of Camah in Wales. A report had arrived from one of the member's family that a strange man had been sighted around town, pale of skin. Noting the possibility of a vampire incursion in a small town that couldn't possibly support its appetites, a full assault team with a recon element was sent. Upon arrival the team found the town eerily quiet.

Investigation discovered several townspeople hiding in their houses, whispering of the dolls. As night fell small miniature humans, perfect and androgynous in their looks, assaulted the team. Each only smiled as their flung themselves at the Pulsar Team. The fire fight was quick and deadly.

Pulsar Four spread out into the town, hunting for more of the "dolls". They manage to roust several more of them, with a capture of a couple done. A quick check of the creatures revealed human DNA.

Pulsar Four figured possibly some sort of genetically engineered hybrid. As they pressed forward they finally discovered the vampire who had been reported. He was in one of the houses, making dolls. It should be noted that a local police force or possible even standard army-reserves would have lost it and fled at this point. The training of the Pulsar Team in dealing with supernaturals allowed them the constitution to stay and open up with small arms

fire on the vampire who was evidently slowly turning the town into living dolls, all the same perfect little androgynous living dolls.

Clean up of the town was ordered, with a fire started in several locations, followed by the evacuation of the survivors. By the time local firefighters from the next town arrived, Wales recorded on of the worst cases of houses fires in decades, with a total of ten houses destroyed and close to sixty people dead. Most survivors only remembered a group of valiant local army men saving them from the blaze and trying to help put it out, though the Royal Army claims no units, even reserves in the area.

Case File FEAR P6-5V55 "Winged Messenger"

Pulsar 6 has had some of the fewest incident reports recorded of all the teams located around the world, and indeed, a brief stint in Pulsar Six is often seen as a R & R tour. This is not to say Pulsar Six doesn't run into anything unusual.

In the later part of 2003 people in Tokyo suddenly started reporting a rash of angel sightings, noting the appearance of winged men and women flying above the buildings at night. The various reports were centered on a couple districts and the recon teams were dispatched to investigate.

Recon Two sighted the first of these winged people a couple nights later, gliding on a thermal towards the top of the Genom Tower. Use of aerial surveillance eventually identified six of these creatures all centered on the Tower.

Genom was a large corporation, dealing with robotics and industrial systems and construction.

Invasion of their property wasn't an easy thing, but an answer was needed. Several elite recon operatives para-dropped into the building the following night in order to ascertain the location and purpose of these creatures. After dealing with a couple guards, the operatives finally located the creatures in a central area, in the presence of a Genom executive and two other men. Thermal imaging revealed that only the Genom executive had a heat signature.

Realizing that they were dealing with a rare breed of vampires, the recon ops attempted a capture of the figures. The fire fight left the Genom Executive dead, as well as one of the normal vampires and five of the six winged vampires in a state of decomposition, slowly turning to dust. The final two vampires were captured and taken back to the Pulsar bunker for analysis. Unfortunately both



committed suicide before they could be sent to the Island.

Case File FEAR P10-4V21

”The Doom that Came to Moscow”

While Pulsar Ten is one to the newer units established, it has experienced several encounters with vampires operating in Moscow. Evidently at one time the entire city was overcrowded with them, operating in the shadows. Other supernaturals, such as werewolves and mages were limited and evidently often hunted down and either killed or chased out by the local vampires.

Things changed dramatically when Pulsar Ten Recon 2 reported that two distinct werewolf packs were now operating in the city in locations that were normally heavily patrolled by vampires. Further investigation revealed several of the blood clubs where the vampires congregated were lacking their vampire clientele with a couple of them having closed due to lack of funds.

Pulsar Ten immediately launched full scale investigation to determine what had happened.

Locations, havens and known hideouts of the local vampire population were checked and found to be empty, showing signs of a fast exodus and in some cases evidence of the resident being destroyed.

Initial assumptions were that the werewolf packs were responsible, but upon further investigation it was discovered that the werewolf packs were steering well clear of specific areas. Recon of the areas showed a few vampires hiding in their abodes trying to protect themselves from something.

Pulsar Ten Recon operatives staked out a specific vampire mover and shaker who had taken to sealing his mansion, posting guards, dogs, and an enhanced security system.

Over the course of the next three days the operatives watched as a couple people came and went but nothing out of the ordinary happened.

Indications from other recon teams indicated that a few other vampires had been eliminated and that several had been spotted leaving the city. For the 1st time in close to several hundred years, Moscow was almost devoid of vampires.

The cause of the problems showed up on night four the watch. A lone vampire, revealed through IR sights and thermal imaging as such, approached the gates to the mansion. With a wave of its arm the gates opened. It proceeded inwards then vanished.

Later review of the recorders show that it engaged one of the vampires known abilities to cloak itself from visual sight.

The vampire reappeared in the house in the room with the target. Long range audio recorders managed to catch parts of the conversation. The newcomer announced a doom upon the target, noting that it was time to pay for the transgression his clan and covenant had perpetrated upon the newcomers family or clan. With guards rushing to the room in assistance the newcomer once again vanished, later viewing of the recorders show that this time the vanishing was full effect and it is unknown how it was accomplished.

Within two days the target suffered a fit during the daylight hours and for some reason fled outside into the noonday sun. It ashed on the back patio beside the pool in a matter of seconds.

Pulsar Ten also later noted that all staff, guards and even the guard dogs in the building that night suffered from accidents that left them dead or crippled. The only information managed to be gleaned from the entire incident was the name “Doom Sayers”.

Case File FEAR P9-3U87

“To Stop the Sun”

Pulsar Nine sees its fair share of combat. Being stationed in the Middle East it unfortunately gets caught in numerous skirmishes and clandestine battles with various regional groups.

In the later part of 2005, Pulsar Nine Recon 5 came across evidence of an undocumented archaeological dig being done north of Cairo. Operatives were dispatched immediately to see what was so important that it had to be hidden from the public and even the government.



The site was small, and it seemed that the primary dig team had managed to uncover part of a previously undiscovered pyramid complex. Smaller than most, but still in good condition the dig team had uncovered a section of the edifice near one of the entrances. By the time the recon team arrived

they had already penetrated deep into the pyramid to the tomb itself. The recon operatives quickly subdued the people outside, taking them captive.

Eight members then also headed down into the pyramid, leaving the bulk of the team outside.

Survivors reported that in the main tomb they found a single man, seemingly in his fifties, who was slowly prying what looked like a glowing crystal from a central column. There were neither sarcophagi nor anything else that resembled a burial container.

The walls had murals of epic battles and acts of wrath and kindness. Central to all of them was a man of Egyptian descent, a small golden halo painted on his forehead in all the pictures.

The older man finally pried the gem free at which point the entire locale shuddered. The recon team attempted to apprehend the man but he evidently displayed incredible speed, dexterity, stamina and fighting skills. Survivors from the outside say that once the target exited the pyramid they could see a palpable glow emanating from him, and his eyes had an almost glow to them. He moved through the gathered operatives, injuring those that got in his way before heading out into the desert. A jeep was dispatched but the trail seemed to go forever before finally vanishing into the sands.

Using the recorders the man's picture was run and seemed to be linked to several dozen aliases stretching back over a period of eighty odd years at least. Further research is being conducted at this time.

Case File FEAR P1-2W75

"Hunter's Moon"

Pulsar One has managed to isolate several cases of normal humans seemingly becoming empowered to fight the things that are hunting them in the darkness. Each time one of these people are noted, they vanish within several days.

Pulsar One finally managed to actually capture one of these people in a raid on a small house in Staten Island. They captured the young man who had been sighted in combat on no less than seven times with vampires, seemingly able to inflict horrific damage to them with his hands alone.

Initial possibilities noted where that the person in question was a member of the Homo Sapiens Fortis group, but after extensive testing it was noted that the person's "gifts" were not coming from the same source as that of the so-called Stalwarts or Daredevils. The only captured specimen has been sent to the Island for full analysis.

Case File FEAR P5-2U71/P9-8U22

"Ancient Secrets"

Pulsar Five deals with a massive area, sharing some of their responsibilities with Pulsar Nine as well.

Early in 2005 P9 reported an incident in the Cairo Museum in which several artifacts from the early third dynasty era were stolen. Pulsar Nine tracked the thief to a hotel then to the airport where he'd boarded a flight to South Africa. Pulsar Nine passed all information to Pulsar Five and they readied a capture team. The target owned a small estate north of Johannesburg and it was there that the team descended on. Inside they found a number of artifacts, all from the same third dynastic period as well as several other artifacts from later periods. The most significant piece was a cartouche displaying several sets of star charts of remarkable accuracy. The target was found outside standing next to his swimming pool, awaiting the team.

Initial reports indicate the man was unsurprised that the team was there, and that they had arrived to take back what he claimed was his personal property. He calmly informed them that he would protect his property from them.

At first the team commander merely asked politely for the return of the property and the target thanked him for the courtesy and reinforced his statement.

The team's 2IC noted that the weather patterns had suddenly changed and that clouds were gathering along with the wind starting to pick up. The team commander this time demanded the artifacts. The target refused, raised an eyebrow and literally with a tilt of his head caused a bolt of lightning to strike the ground near the team. EMP momentarily blacked out the team's equipment, and when it came back a full fledged lightning storm was raging around the house. The target was gone. Pursuit through the house discovered several relics and artifacts gone but some recoverable. The rest of the items in the house were packed and shipped back to the Cairo Museum.

Of note from two of the members of Pulsar Five that some of the pictures and paintings in the house had in them a man who resembled the target, including a portrait from the 3rd dynasty. Research is being forwarded to Project Dawn.

Case File FEAR P4-9U29

"The Return"

Pulsar Four has one of the 1st incidents of what can be called possible what the Vigil Watcher group is



waiting for. In the later part August 2006, Vigil Watcher Hanna Smith put in a call to Pulsar Four command via the emergency frequency. She sent the signal for a possible incursion.

As per policy two full assault teams and a recon team entered the area where Smith had her cabin. They secured the cabin then moved out into the forest, using the maps supplied by Smith. They found her an hour later, hidden in one of her noted safe spots, a small child held in her arms.

Smith reported that she heard music and seen lights deep in the forest. She reported that the various meters measuring pressure and other atmospheric disturbances had started to go off the scale. Taking her shotgun and gear, she had sent the incursion signal and headed into the forest for a first hand look and to be able to record the incident with her digital recorder.



She went on to report that she saw what looked like people on horses, ethereal and both beautiful and nightmarish to look at. They seemed to be hunting for something. She moved carefully and stealthily around the area before sighting the object of their hunt. The child she now held. She snagged the child and took to the run, after which they were spotted by the riders. She was chased and used the shotgun to devastating effect on one of them. She noted the rider literally disintegrated when the lead pellets slammed through it. The others backed out, shouting in some language but continued to follow.

Eventually she came to this spot and took refuge, but she was sure she would be found. She reported that at that time a figure stepped out from behind a tree. Tall, near 10 feet, with dark green skin, antlers on its head, a beard of moss, large emerald green eyes and a smile of simple happiness on its elderly looking face. It held a finger to its lips then walked out of sight towards where the riders were. She reported hearing shouts and an answering low

rumbling voice that reminded her of thunder. Eventually the lights faded and so did the sounds. She ventured up and looked for the riders but saw nothing. She reported a brief sound of leaves rustling and a voice echoing like thunder around her saying "safe".

All Vigil Watchers have been forwarded the incident report and Pulsar Command is considering a new unit to assist them.

Case File FEAR P10-3U22

"Black Magic"

Pulsar Ten has reported one of the more bizarre incidents of all the Pulsar teams when they managed to engage with what could only be described as a demon of old biblical reference. Called to a small town in northern Russia on a tip that a supernatural of unknown origin was causing problems, the initial recon teams found a snow covered village of silence.

Searching the town they found evidence of people massacred in their homes in some sort of ritual format. Continued search turned up a survivor who informed them that a woman had come from the city, citing that she was part of the government and had come to do a detailed survey and census of the town to see if it qualified for grants and government assistance. Due to the extreme winter weather she was easily able to interview each group in their homes, as most were not out and about. Within a day several families were not leaving their houses and no one could get in to talk with them. Within another two days half the town had vanished. The remaining people managed to gain entrance to a house and saw the carnage. The survivor further reported that even though the families barricaded themselves into their homes, the woman easily entered each house to "talk" with each family, leaving bloody remains as she went.

At this point the recon team reported that the survivor was asked how they survived.

Survivors from the recon team report that the survivor answered "I didn't" and then faded from existence, horrific wounds suddenly appearing across him as he did so. The woman then appeared in front of them from one of the houses. Pulsar team survivors reported that she was wreathed in a nimbus of "dark flames". The report that as she engaged the recon team she started to manifest more and more demonic traits till finally the team was fighting a 12foot bat winged, hermaphrodite like creature with goat legs and barbed tail. It was with the use of a barrage of FC CAWS and the backup from the Barrett M107 that finally she was brought

down. The creature at which point burst into a rush of brimstone smelling flames vanished leaving just her gear. In one pouch was a whole string of small glowing pearls. The recon leader swears they whispered with the screams of the dead. The pearls have been sent to the Island for study.

Case File FEAR P1-3S22/P2-7Q74/P3-9M21

“The Galanete Island Incident”

In the later part of June 2004, the pleasure yacht *Hawking* was cruising late at night some eight hours north of the Island. They had moored in a small cove and the occupants of the 75' cruiser began an evening's festivities.

About 1am in the morning a ship appeared out of the fog, a sailing ship of the tall ship era. Pirates boarded the yacht, taking all onboard as prisoners. The yacht was holed and the ship headed off into the night. Luckily the emergency transponder on the boat went off following by the sub-dermal trackers on three of the captured people.

Members of Pulsar One who were training on the Island were immediately dispatched to rescue the VIPs.

Pulsar One discovered the ship, the name *Manta* on its back, moored at a small cove in an island roughly a day and a half travel to the north of the Island. There they also found the pirates and the small town. An initial attempt to rescue the VIPs resulted in the Pulsar One group discovering that the pirates were anything but human, as they shrugged off hits and bullets, rising from being knocked out without so much as a scratch. Pulsar One retreated a safe distance and put in a call for help.



A full assault team from Pulsar Two and Pulsar

Three were sent, along with the rest of the Pulsar One team.

A full 200 Pulsar soldiers engaged the supernatural pirates in small town, putting out enough firepower to level the entire town and rescuing the three VIPs and two of their guests. Of the rest, bodies and some parts of bodies were found.

The teams returned to the Island and then the following day headed back to Galanete to mop up.

Instead of a wrecked ship, level town and bodies strewn everywhere, they found an abandoned pirate colony dating back from the early 18th century. No bodies, nor the wreck of the ship were found.

Intensive sweeps of the area and search through Project Leviathan and Singularity records found the *Manta* to be a pirate ship sunk in the early 18th century by a British ship, its survivors hung.

Legends and stories were discovered of the ghost ship and Pulsar began an intense monitoring of the area. On the next Solstice the town became real and the *Manta* came into port.

Once again the Pulsar Teams descended and leveled the entire area. The next night it was all rebuilt. Realizing that it would be a waste of time and effort and way to hard to explain to authorities in the area, the Pulsar teams have taken to patrolling the area every Solstice to protect people.

Report from Weapons Division

RE: FC-X1 Bio-laser

We gathered in sub-basement three for the demonstration. Several scientists had gathered around a man in heavy flak armor holding what looked like a high tech rifle from a science fiction movie. I noted that the General was there and in a foul mood, he seems to be getting more and more edgy lately, maybe his precious Pulsar Teams aren't doing as well as he hopes, I heard their was another incident near Quiet Dale last week.

The rifle itself was bulky, looking like one of the older heavy machine guns that Browning used to make. It had a deep gun metal black color to it, all utilitarian and functional looking. Several cords ran to a small pack on the man in flak armor.

Dr. Hammond announced the test would proceed and we all took our seats, put on our protective glasses and watched. The man hoisted the weapon, took aim and pulled the trigger. If it hadn't been for glasses, we wouldn't have seen the beam, as it was beyond normal visible spectrums of light. The result was still pretty nasty as the brick target wall erupted, boiled and then exploded. Dr. Hammond noted



that the weapon used a microwave laser to get the results and could send five shots down the range before needing to be repowered for an hour. There was general murmur of “interesting” and “better than I thought” when the General simply said “That’s it? You dragged me back here from the Island for that overgrown ghost-buster rip off? Five shots? What use is that? The weapon does as much damage as maybe a normal 50 cal. My sniper with a M107 would do better and get more shots.”

Dr. Hammond nodded and smiled, then called for Edward.

A member of the security group entered, dressed in lightweight body armor, and a new design HUD helmet. He carried a lean, lightweight looking rifle of deep black. He walked into the range, nodded to the other man, took aim and pulled the trigger. There was snap-hiss and a small hole appeared in the wall. Edward snapped out eight more precise shots, placing eight more holes in the wall. He then walked out and placed the rifle on the table in front of the people.

Dr. Hammond nodded towards the man with the bulky rifle, thanking him, then turned to the gather people.

“Ladies, gentlemen, General. May I present the newest in our development, the FC-X1 Bio-Energy Laser weapon. Using research gathered by Project Eclipse we have managed to design a weapon that literally uses the body’s own bio-electric and magnetic fields to power itself. It is still extremely experimental, but should be capable equaling a standard assault rifle for rate of fire and range, while having a near inexhaustible ammo supply.”

The reaction was predictably explosive, and all the General did was smile. I hate it when he smiles.

Eclipse Report E254-A22

Video footage from the 1st National Bank in <name withheld for security reasons>, time dated at 0200hrs, 04/11/2006.

Footage shows a young man (possibly in his twenties or late teens) entering the ATM area. He waits for two patrons to leave and seems to be warming his hands. After the patrons leave footage shows him walk over and stand at the ATM. He inserts his card. At this point the primary video monitor conked out. Luckily a backup camera had been installed and cut in at this point. It shows the subject touch the ATM with his hand and close his eyes. A couple moments later the ATM spits out twenties in a constant stream for close to ten minutes. The subject bags the money and leaves.

An operative of Project Eclipse managed to get access to the ATM system records and the only withdrawal for that time was for twenty dollars from an account of a eighty-three year old lady who was at home asleep at the time. The subject’s likeness has been posted to the police, FLHS as well to Project Pulsar and Eclipse.

Eclipse Report E411-C18

We lucked out when we managed to find Subject CV-001A2 John-Paul Gauvreau. He was in the Fields Mental Health Center, sent there by his family because of his detached and silent behavior.

Using a “locator”, we were able to find him and realized that the reason he was so silent and seemingly detached was because he was a gifted Clairsentient with the ability to project his mind vast distances. He was viewing those places most of the time, which caused his detached behavior. The only indication that he was possible still alive was that he would suddenly stop and draw incredible pictures of alien worlds, from ice covered moons of Jupiter and Saturn to the deserts of Mars. Of course no one was aware of this because no one was able to reference the pictures. It was after studying and watching him for a couple weeks that we confirmed it. He was mentally surveying the planets of the solar system.

We are in the process of getting him to talk, but he still hasn’t said a word. He just draws the pictures and stares into empty space. We are hopeful to possible get him to talk about what he sees. A couple attempts to telepathically scan the young man have proved ineffectual, as his mind is locked shut.

Dr. Das feels that if we force him to talk it may shatter his ability to scan, so for now we just take the pictures and give them over to the planetology lab for study.

Lattice Report 20040221-A1

I was present at the test range in Death Valley today as they uncovered their newest toy. The tank was large, with four drive trains, and massive body. Two turrets were located on its primary forward housing and four smaller bulb turrets on each of its sides, and a single one on the aft housing. At the front a coning tower like structure stood up on the top of the tank.

We watched it go through its paces, moving across the field firing its large primary guns into targets as well as its smaller secondary guns at other targets. It

traversed the landscape without problem and evidenced reasonable accuracy with its weapons.

When the unit returned to the main site, we readied ourselves to meet the operators, which based on the size of the machine I expected to be at least six.

When no hatches opened and no operators emerged the gathered officials grew concerned.

When the speaker system activated and an electronic voice introduced itself as X1 AIT we all suddenly realized that the tank was being run by an artificial intelligence.

While X1 AIT has no official title there were rumors of names like Troll and Orc running around the test area as they were preparing to load it onto the transport. From what I managed to see on the data provided this prototype model is substantially smaller than the overall production model will be.

Also the full sized production model has several variants including a missile carrier loaded with tomahawks and an artillery version. It is unknown if these production models will be put into service, but the army liaisons present were quite interested in the tank.

Lattice Report 20051109-T3

Dr. Hammond unveiled a new type of hardware today to the research team. Bio-ware he calls it. It evidently uses the ambient bio-electrical field of the body to power itself. He example was a simple MP3 player similar to the popular iPod but it would never run out of charge. He spoke of using the technology for a dozen other applications, from cell phones, to watches, to personal organizers and even weapons. Follow up report will be in two weeks.

Lattice Report 20060222-F1

It was rather exhilarating standing in the aerospace hanger in Solstice waiting with the rest of the gathered people for the unveiling of the newest prototype aircraft. A lot of secrecy had been surrounding the development of this aircraft and there were many notations and rumors about overfunding and favors being called in to allow it to continue. Rumors had it that Dr. Hammond from the weapons division was even involved and considered his work with bio-ware this unveiling would be truly interesting.

After ten minutes of mingling we all watched as Doctors Hammond, Vasquez and Taka entered the area to a light applause.



The took their positions in front of the main aircraft lift, waited for the people to quiet down then launched into a discussion on the future of aeronautics, trans-atmospheric flight and even trans-solar flight to both the moon and Mars. They remarked on the limitations of current modern aircraft, even F.E.A.R. Corporation's own FC-VTOL X6 "Hawk" advanced air superiority fighter. They spoke about how the limitations were based on airframe, rigidity and even the engine and power systems and of course the durability of the pilot. Dr Hirohita Taka talked about how each of the three departments combined their resources, Hammond's weapons division, Vasquez's Aeronautics group and Taka's own computer division, to create the prototype they were now proud to show us.

The vehicle which came up on the life platform was unlike anything I'd seen. Oval in shape with one end flattened, it was maybe about 2/3rds the length of a globemaster transport plane and about as wide.

No real wings or even tail were apparent, and I had to wonder if they had possible created one of the infamous flying wings or saucer craft.

Hammond explained that the vehicle used a unique bioware power source and had an organic designed hull that let it cut through the air better. It also had a specially designed pilot's cockpit that almost negated g-forces allowing the pilot to pull extreme maneuvers.

Dr Taka explained that its guidance systems were near thought controlled and that coupled with the bio-ware systems and avionics and engines from Dr. Vasquez's department the prototype could easily crack the atmosphere and go into low orbit without much problem, add in a vacuum maneuver system and the prototype could potentially replace the shuttle.

Lattice Report 20051103-P2

Reports and info from both F.E.A.R. and Lattice have again and again confirmed the presence of a puppeteer of sorts, who seems bent on taking emerging novas, psions, Stalwarts and other

“enhanced humans” away to hide them from the world. Investigation has indicated that this man is none other than Anton Mercer, the founder of the Aeon Society, though how Mercer has stayed the seemingly young age he is and is appearing to be is a mystery that needs answers.

The latest report has actually footage of a man suddenly exhibiting telekinetic abilities in a small restaurant. Within minutes Mercer appears, along with two other people, takes a hold of the man, talks to him, and then escorts him out to a waiting car.

Mercer can be seen in the footage, as young as the pictures of him from the mid 30s. The two other people have been identified as Whitely Styles Jr., and Sara Newfield, descendants of two of Mercers’ old companions.

Sorting the reports has shown several indications of Mercer snagging enhanced humans over the last ten years. It is unknown where these people are today but the possibility of a secret army is not impossible.

Lattice Report 31187743-P11

Pulsar Eleven, tasked with patrolling the outskirts of Quiet Dale, reported encountering a member of the Prometheans in early March of 2006. They reported that the creature was seemingly on the run, heading directly towards the strange town. Normally anyone entering Quiet Dale was allowed to do so, but standing orders on members of this rare and enigmatic supernatural race is to capture and hold. An assault team was quickly dispatched to capture the creature.

Upon arrival at the creatures last know position, Assault Team Leader reported the presence of a pack of werewolves also hunting the creature. Assault Team Leader reported an initial altercation with the pack leading the pack dispersing into the wilderness allowing the Assault Team to continue to track the Promethean. Contact with the creature came 1 hour later as it was spotted hunched near a copse of trees.

Initial reports detailed that the creature was actually happy to see the Assault Team and was in the process of surrendering when the werewolf pack attacked again. Members of the squad reported several of the lycanthropes had what seemed to be glowing red runic-like tattoos on their bodies. A couple members reported that they are sure some of the glowing tattoos were smoking.

The encounter went from a controlled surrender to a total free for all within seconds, and it took a full

ten minutes before the assault team was able to fall back and open fire in a secure fashion. Team lead reported that as they attempted to put down the attack werewolves, one managed to get close to the Promethean and deliver a back stab with a short sword that had a red glow about it. Before the werewolf could administer a coup-de-grace, the assault team’s sniper achieved the high point and blew the thing in twain with is Barret Light. Assault team lead reported that at that time his squad took the target and managed to eliminate all but two of the attacking werewolves. All lycanthrope bodies were taken to be sent to the Island for research. The Promethean sadly expired before the assault team’s extraction and clean up vehicles arrived. The body was also sent to Island.

Addendum: The semi-truck carrying the bodies of the Promethean and the lycanthropes was found wrecked at the wayside of the interstate, the Promethean’s body gone.

Lattice Report 21334400-PS

A werewolf incursion occurred at the docks of Benthic Odyssey, mid June 2006. Reports show that four the creatures gained entrance to the main above water facility. The werewolves are listed as crew onboard the freighter Huron out of Halifax, Nova Scotia, Canada. Investigation showed that the four had been on the ship for close to eight months, having been hired from another freighter.

It is unknown why they attempted to breach the submerged part of the facility, but they failed, being pushed back by the guard to a small launch which they made off in. Three patrol boats pursued them a fair distance before they lost them in an “event”.

The lead boat reported that the air grew static like and the horizon sudden took on a glassy mirror like quality, followed by the launch vanishing as if it crossed over an invisible line.

Extensive search of the area showed no wrecks, no other ships or even a submersible. Security has been heightened around all Singularity and Leviathan operations at this time.

Addendum: The launch was found by the French coast guard two days later, no occupants aboard.

Lattice Report 98476662-P1

In late January 2006, during a nasty blizzard in New York City, an informant delivered information to a Pulsar operative that detailed the presence of what the informant called "bad mojo brewing. Spirits is coming to eat the souls."

Using a location provided by the informant three recon teams from Pulsar One headed into the projects area, a place where the buildings are mostly abandoned and being destroyed in preparation of new apartments, stores and buildings. Most of the tenants of the area were homeless and transients, with a high number of substance abusers in the area as well.

Recon One managed to oust a small Ash den while moving in on the building the informant had pegged as the location of "the bad mojo", the five Ash users were rendered unconscious and tagged for pickup.

Because of this, Recon Two and Three reached the site before Recon One and all reports on their elimination are from Recon One only.



Last reports from Recon Two was encountering several people who had been possessed by spirits, fleeing the area and that their sensitive was managing to peg them for later retrieval. Recon Three reported entering the building from the north side at which point their comm-systems went out. Recon Two entered from the eastern side and likewise their comm-systems went down. Recon One deployed around the building, trying to re-

establish contact with Three and Two. Inspection by One's sensitive noted increased spiritual activity within the building and also noted the entire building seemed to be collapsing into itself spiritually. As they setup positions, the sensitive noted that the building was a Verge, a spot where the barrier between the spirit world and the real world was nonexistent and that it was on the edge of collapsing. This would cause not only a small explosion spirit-wise but the shockwave would most likely kill anyone in the surrounding four blocks.

Last report from Recon One before then went in was to keep all backup at range and keep an eye out.

Recon One was noted as entering the building at 0234hrs and all contact was lost. Contact was re-established at 0524hrs as half of Recon One emerged from the building. Cleanup crews were brought in. The bodies of Recon Two and Three were taken, though it was noted that five were missing (Note: APB is now on the net with local authorities and F.E.A.R. Corporation sites to apprehend these five people.)

Recon One reported that the interior of the building was warping, and that parts of the building were seemingly reverting to more pristine states while other parts seemed to be dissolving completely.

The central point of the whole verge was located on the fifth floor, where several people were gathered, seemingly in communication with the spirits that were coming out of the Verge itself. A small collection of homeless, drug abusers and transients were being held there as well, evidently as offerings to the spirits coming out of the Verge.

The people revealed themselves to be members of the homo arcanus breed, manipulating reality to try to stop Recon One. Recon One reported liberal usage of grenades and at least three "armburst" style one-shot rockets. With the death of the homo arcanus, the spirits fled and the Verge stabilized.

Pulsar arcanists were requested in order to seal the Verge



Harris studied the solidly built man in the several thousand dollar suit and coat who stood before his desk. Even if he saved enough for a year he doubted he could afford that suit and coat. The man's voice was smooth and well mannered, with just the hint of an English accent to it. He presented Harris with a set of photos and a mini-cd disk. The photos showed him on a bed with two young women dressed in very little and a young man dressed in women's lingerie. The acts the three were performing on him were all rather erotic and quite brazen, and if it weren't for the fact that the oldest of the three was nineteen then it wouldn't really have been that much of an issue. Harris wasn't married and a healthy sex life in a high class brothel wasn't anything new, especially one in Nevada where such businesses were legal. But the fact that the three were all under eighteen was the problem and that the brothel was well within city limits was the other.

"What do you want, Mr...?"

"Smith. What I want is quite simple, Mr. Harris, quite simple indeed. The Daniels, Edmonds, Akins & Trask Horticulture Corporation is doing a trial run of a new strain of hybrid grain in an undisclosed location in Nevada. The head of the research group has the same taste in, shall we say, fun, that you do, in fact I do believe he is a client at the same, ah, establishment you frequent. Perhaps you should get to know him and perhaps see if you can find out where such research might be done for both yours, his and my benefit."

"How do you propose I get this information? Ask him?"

"My dear Mr. Harris I think it should be rather easy for you to get the information, after all you are actually acquainted with the man in question."

Mr. Smith placed a new photo into Harris's hands, showing him taking pleasure with another man in skimpy lingerie, wig, makeup and heels. Harris blinked.

"Your little toy "Cindi" leads quite the different life outside that place. One could never tell that that little slut is actually one of the top minds in genetic research in hybrid grains and corn in the country."

Harris blinked again.

"I shall be back in two weeks Mr. Harris, I trust that will be long enough for you to get the information and what ever else you desire from him, I mean her."

Mr. Smith chuckled as he exited Harris's office.

Section Six:

New Hosts, Bloodlines,

and Other

Oddities

Grei'zul: The Spore Hosts

The spore host is perhaps one of the rarest and sinister of the hosts. Most Uratha have never even heard of this mythical host and when confronted with it they are usually at a loss for what to do with it or how to destroy it utterly.

The Legend

It is said that all things have a spiritual representation. It is said that when these spirits reach a certain age they become aware, when they reach an even older age, they become a power to be reckoned with, and when they reach a truly ancient age, in spirit terms they can become like gods.

Father Wolf hunted these spirit-gods, such as the Spinner-Hag, the Plague King, and others, destroying them but unfortunately not before they spread their shards across the world.

Many such spirit-gods existed in the times of Pangea, not all of them deadly or invasive or even overt in their mechanizations.

Grei'zul are the shards of Grei'Myn, the Corruption Within, a spirit-god of fungus.

In the later times of Pangea, as Father Wolf carried out his justice against the other powerful spirit-gods, Grei'Myn realized that Father Wolf would soon come for him and tear him asunder, casting him to the winds. He plotted, planned and taking an idea from the Spinner-Hag, caused himself to germinate in order to let loose spores. His form bloated with the spores till finally he exploded like the puff ball he had come to resemble. The spores, millions of

them, scattered to the four corners of the world, hidden from the predation of Father Wolf.

When the great hunter finally arrived to destroy the spore god, all he found was the dried out remains of the entities form and nothing else. Father Wolf merely took it for a sign that the entities had willed its own death rather than face him, and left.

Today and Tonight

The shards of Grei'Myn, the Grei'zul, grow in various places, almost anywhere a mushroom could grow. They slowly grow in small patches of off-white puff-ball like shapes, no bigger than a golf ball. The goal of the Grei'zul is to grow, to spread, to corrupt and to decay. Their roots slowly rot away what they are attached to, mulching it into nutrients for the Grei'zul to use as sustenance.

For most Uratha, the Grei'zul are almost universally missed because for the most part they use this form to do their work. The occasional building being condemned because of mold and rot all through it, usually just passes across the view of the Uratha, without causing bells to go off. These buildings become colonies of Grei'zul, fungus covering the walls and floor, a sickly sweet smell in the air and the only sound that of an almost audible thudding sound. If one watches closely, the fungus colonies almost seem to move, writhe even, in tune with the thudding.

After several months of growth the Grei'zul colony becomes aware. It realizes that it needs the ability to be able to manipulate and operate in its environment. So it lures in victims to be its arms, legs, eyes, ears and mouth piece.

It is sad that usually the first victims of a Grei'zul colony are children, especially in more rural areas. Usually by the time a Grei'zul colony becomes aware the building it is in has long been abandoned and thus is usually a target of exploring youngsters looking for places to play in. In large cities, homeless will often be the targets for the burgeoning Grei'zul colony, as they are the most likely to be coming into the building.

When a potential host enters the range of the colony it expels spores. These spores enter into the nasal cavity and thus infect the person. Over the next day the spores latch into the body, making their way to the brain where they sink in and take over. The host complains of migraines and blurred vision, eventually having to lie down. Eventually the entire brain is consumed by the spores, becoming nothing more than a mass of fungus. This Grei'zul host is now part of the colony and operating to do things for the colony. As time passes the host slowly decays, eventually it lays down in the colony and is consumed into it. The purpose of the host human is to seek out and lure in more hosts for the colony.

Interestingly enough the Grei'zul have a rather intriguing side effect. They collect knowledge. What one host member of the colony knows, they all know. As a hive mind entity the colony shares information, gathering it from all its agents. Some in the supernatural world will bargain with a Grei'zul colony, seeing them as information brokers. They know that any information given to the colony will be remembered for the life span of the colony. Vampires (immune to the spores because of the mystical blood running through their system), Mages (immune because their bodies are suffused with a raw source of essence which will burn out the spores) and even other Hosts, will often take advantage of a Grei'zul colony if they know of its existence and are aware of its ability to retain knowledge. In the shadowy underworld of the World of Darkness even mundane criminal agencies will take advantage of the colony's talents, offering information and people to it in return.

One Uratha pack in Miami discovered a Grei'zul colony that had infested and taken over one of the stilt houses off shore. The colony was being used by a local drug ring as a place to store drugs and keep information on their shipping routes and safe houses. The drug runners supplied the colony with fresh bodies (usually almost brain dead junkies), to

keep it alive. The pack took out the colony and the drug runners.

Most Grei'zul colonies manage to stay hidden initially, but over time as they grow and as people are pulled in and become part of the hive they become noticeable. Uratha tend to notice when an seemingly abandoned building has a rather fetid Shadow World look to it as well as being noted as the home to a lot of zombie like homeless. They will swiftly descend onto the place, putting it to the torch as fast as possible, which is the only way to hopefully guarantee the destruction of the Grei'zul colony, as fire will kill it, but any other mean usually just results in the entire colony expelling spores out into the world to start a new colony.

Grei'zul hybrids are perhaps the rarest Host hybrid to exist, with maybe only three or four ever recorded in the annals of the Uratha. Resembling nothing more than a large hulking, hairless, golem like creature, with albino skin, the hybrid is usually only brought into being as a last ditch effort for saving the colony. It is unknown how the colony recognizes the need to create the hybrid, but some motive suddenly comes forth and the hosts secure a viable victim for hybridization. The poor soul is held down over a bed of the mold and fungus by hosts. The mold slowly creeps up and over the victim's body, covering it with fungus. The process agonizing to the point that the target usually screams themselves hoarse while it occurs. The final part of the process sees a majority of the colony slowly move over and into the new hybrid, adding to its bulk and size. The resulting mass of fungus then prepares itself by consuming the bodies of the hosts for energy, then it runs, leaving the left over colony bits to distract the threat to the colony. This creature moves carefully towards someplace where it can setup a new colony. These hulking creatures are a danger to everything they encounter, as they are literally massive walking puffballs of spores. If it takes any major trauma it will explode in a shower of spores everywhere.

A Typical Grei'zul Colony

This building can be located in any large city with sections of abandoned tenements. Some twenty years ago the Grei'zul spores took root in the buildings basement near the hot water heater.

Within two to three weeks the fungus controlled a small area in the building basement. When the super discovered the growth he was infected by the colony. As time passed the colony took over all of



the basement and even the super's apartment. The super called the owner, who came by and was enthralled into selling the building to the super. Now the super had control. He started making sure the vents were clean of obstructions and in the middle of one hot, sticky summer, the spores spread out across the entire building.

The building is your typical eight story Victorian/Gothic tenement. Its windows are boarded up, the glass long broken. The buildings outside is covered in graffiti, vines, and posters. The colony has not put feelers outside the building and will not, knowing that it will cause people to look too hard at the place. As just another old abandoned building like the rest in the city, awaiting a demolition that will not happen, the place is not in any way unique.

The interior is room after room of mold, fungus and mushrooms. The corridors have a sweet sick smell and look discolored. Decomposing items lie here and there on the floors, covered in mold. A total of ten hosts live in the building, tending the colony and foraging for new victims. Two of these hosts are dogs, one is a cat and the other seven are homeless people who came here to try to find a place of refuge.

The local vampires know this place exists, and use it for dumping ground for their kills. The local mages also know of the colony, but for a different reason.

It is they who have made sure that the building has not been demolished, as they are curious to see if the colony reaches critical mass both in the real and Shadow, if it will collapse into a Hallow. The local (consillii) has placed the building out of bounds, and has the small cabal who claim the area (consisting of 2 Acanthus, a Moros and a Magistos) to watch and record all who go there.

Average human host (Early stage of infection)

Add 1 to Strength and Stamina. Add 4 levels of bashing damage and 2 levels of lethal.

Lower Intellect and Wits by 1 each.

When the host dies its head will usually go "puffftttt", causing spores to go everywhere.

Average human host (Late stage of infection)

Add another 1 to Strength and Stamina. Add 2 mores levels of bashing damage and 2 more levels of lethal.

Lower Intellect and Wits by 1 each.

When the host dies its head will usually go "puffftttt", causing spores to go everywhere.

Small animal host (dog or cat)

Same stats as the animal but when it dies part of it, usually the stomach area goes "puffftttt", causing spores to go everywhere

Of note, the spores from the hosts will not create new hosts, only try to establish normal growth. Usually this means more growth within the colony held building itself.

Grei'zul'thul, Colony of 12451 Bell street

Storytelling Hints: Grow, capture, learn.

Attributes - Intelligence 4, Wits 4, Resolve 5, Strength 1, Dexterity 1, Stamina 7, Presence 4, Manipulation 4, Composure 3

Skills - The colony has absorbed many skills through its various hosts, at any one time it can use any standard skill at level 3.

Merits - None

Willpower 10

Essence - 8

Size - Entire building

Health - Need to destroy the building with fire to kill the colony

Initiative - 3

Defense - 3

Speed - Special

Aspects: Spore Discorporation, Envelope, Enthral, Sleep, Rash, Deafen

Grei'zul'thul-mi. Child of the Grei'zul colony at 12451 Bell Street

Storytelling Hints: Find a new home for the colony. Avoid all else.

Attributes - Intelligence 2, Wits 2, Resolve 5, Strength 6, Dexterity 3, Stamina 6, Presence 1, Manipulation 1, Composure 1.

Skills - Athletics 5, Intimidation 3, Survival 4

Merits - None

Willpower 10

Essence - 5

Size 6-7

Health 12

Initiative 4

Defense 2

Speed 14

Aspects: Spore Discorporation, Envelope, Deafen

Aspects

Spore Discorporation (*)

As with the other hosts, the Grei'zul will upon death explode into a cloud of spores that drift everywhere.

Envelope ()**

The colony or the Hybrid pulls its victim into itself, enveloping it whole. While enveloped the target will be slowly "digested" by the colony or hybrid for energy to fuel it. The target takes lethal damage as if immerse in acid every turn till freed. 3 dice lethal per turn.

Enthrall ()**

Prerequisite (Sleep)

The colony or host expels spores at the target in order to attempt to enthrall the target and cause it to do its bidding. This is just like Dominance Gift: Voice of Command.

Sleep (*)

The colony or host expels spores at the target in order to attempt to cause the target to sleep. This is just like Dominance Gift: Voice of Command except the command is to sleep.

Rash ()**

The colony expels spores that cloud the area in a thick almost mist like quantity. These spores cause instance severe itching on any exposed skin. If they touch something sensitive like an eye, they will cause temporary blindness.

Deafen ()**

The colony causes all its various appendages to thrum and cycle air, causing a massive deafening droning noise to occur. This will cause all in range (usually in the building it is in) to have to cover their ears in pain. People with sensitive hearing will really be hurt.

Ahräir'ah: the Rabbit Hosts

Long ago, when Frith made the world, all the animals were the same. They lived together, sharing the sweet grass of the hills. El-Ahrairah was the father of all the rabbits. Soon his children covered the whole world, eating so much that there was none for the other animals.

"El-Ahrairah, you must control your people. There are too many."

"That is because you made them the best in the world Lord Frith. I can't control them."

"Then, I will do it El-Ahrairah."

Frith summoned the animals to his sun-cave to grant them a gift, making each one different from the other. To the fox

and weasel he gave claws and teeth and the desire to hunt and kill El-Ahrairah's people.

When El-Ahrairah heard about this, he knew Frith was angry with him and his people. He feared what Frith might do next. He dug a hole, but he had dug only a little of it when Frith came over the hill, alone. "El-Ahrairah, come out and I'll give you your blessing." "I can't. The fox and the weasel are after me."

As he spoke, El-Ahrairah's tail grew shiny white and flashed like a star. His back legs grew long and powerful and he tore across the hill faster than any creature in the world

"El-Ahrairah, your people cannot rule the world, for I will not have it so. All the world will be your enemy; Prince, with a thousand enemies. And whenever they catch you they will kill you. But first, they must catch you. Digger, Listener, Runner, Prince; with a swift warning: Be cunning, and full of tricks and your people shall never be destroyed

Watership Down, Richard Adams

One of the hidden hosts, forgotten to an extent by the Uratha, the Ahrair'ah usually slip between the cracks of most Uratha patrols and hunts to cleanse the world of the Shartha until their warren grows to large and their presence becomes incapable of hiding from Uratha.

The Legend

When the world was young, and Pangea was all man could see, there came a plague that was not known till it was almost too late. The Ahrair'ah.

At first they were seen as passive, small, harmless spirits, their physical world cousins seen as sustenance for man, wolf and many others. Not satisfied with their lot in life to be mere sustenance to the greater spirits and animals, their leader El-Ahrair'ah told them to breed, consume and breed more.

The Ahrair'ah bred unceasingly, causing their real world cousins to also breed, their number multiplying till there were too many of them for man, wolf or other predator to kill. As the Ahrair'ah consumed the spirit vegetation, the rabbits consume crops, causing a blight to occur. Father Wolf finally came, his sons with him, to cleanse the world of the plague of El-Ahrair'ah and his children.

The Ahrair'ah were easy to find and destroy, but El-Ahrair'ah himself was not so easy a kill. Fleet of foot and cunning, he was one of the fastest spirits in creation and the chase that occurred between him and Father Wolf lasted years, with him always just





ahead of the aging patriarch of the Uratha. As the chase continued El-Ahrair'ah noticed he was vanishing, with bits and pieces of himself drifting away as he ran across the spirit and real world, dodging back and forth across the realms. Father Wolf noticed it as well but too late as he finally caught the spirit lord only to watch him vanished into nothing, a smile on his face as the last pieces of him dispersed to the ethereal winds.

Over the years the shards of El-Ahrair'ah will merge together, and a warren of Ahrair'ah will form. They feed, devouring all vegetation spirits in the Shadow around them then crossing into the real world and devastating the area by consume all vegetation there as well, thus blighting the area. As this happens, the warren grows and the Ahrair'ah join together, forming a more powerful spirit. Its only goal now is to breed. Each spirit offspring is a shard as well which then goes off to start a new warren, thus escalating the whole situation.

Uratha have tried to destroy the children of El-Ahrair'ah many times. They bring blight and crop failure to the real world whenever their warrens form.

Today and Tonight

The Ahrair'ah survive in modern nights by being careful where the setup their warrens. They full well understand that by creating these warrens they will eventually be found and so usually create their warrens in out of the way places.

The best example of an Ahrair'ah controlled area is a large isolated rural farm. The initial Ahrair'ah infests the family. The host family goes about making sure the farm now produces more food. Land is bought and put to use. Children produced are also infested. The warren grows. As time passes the children seek mates, drawing them into the family. The mates are also infested, setting up families on connected land and farms. Soon the entire area is a small isolated family run farming enterprise. Fence lines mark the territory and the crops are always abundant. The family is always lean, in shape and healthy and children are always running around screaming and laughing.

The true problem is as the warren grows they need more land, more crops, more food and more area. As they expand they consume, they take over, and they keep multiplying and the pattern continues.

Luckily the Ahrair'ah have many predators that stem their expansion, from Uratha hunting them to other hosts doing the same, especially the Locust hosts. Ahrair'ah warren-farms act a homing beacon to the Srizaku, with abundant food all grouped in an isolated spot.

The Ahrair'ah take human hosts to help establish their large farms to help feed the warren. Those Ahrair'ah who do are tiny, perhaps two inches long at most. They come at night, and enter the host through the mouth. They meld and take the place of the stomach, becoming the hunger for the host.

Hosts become hungry all the time, but seem unable to gain weight, something of course the host enjoys. The host also becomes enamored with the idea of having children. Lots of children.

Ahrair'ah hosts find themselves slowly becoming lean, quicker and even more cunning in their thinking. They often over time slowly resemble professional runners, with strong legs and lean bodies. They seem to eat a lot of a more pronounced vegetarian diet and are sharp witted and quick to react to situations. The other side effect is as the host begins looking for a way to procreate. The males start to seem to have an almost sexual magnetism about them and females (often looking like trim athletic models) have an even easier time attracting mates. Most Ahrair'ah females have twins or triplet births, and quads or quintuplets is not unheard of. This is unfortunately one of the easiest way to track a Ahrair'ah host. Smart Uratha hunting these rare hosts will often check the local hospital's birth records for unusual multiple births, then seek out the parents. Among Ahrair'ah hosts, multiple births do not cause the same problems as among normal mortals. This of course is the other reason that Ahrair'ah will stick out like a sore thumb in most large areas as among humans triplet, quadruplet and quadruplet births are often difficult at best, requiring major hospital facilities.

To combat this, the Ahrair'ah will often only take hosts in isolated farming communities where it is common for large families to exist. In such areas records for the local doctor are often just memory or written in a small filing cabinet, difficult at best to locate. Some of these small rural communities will often not even have a doctor who comes to take care

of births, as they are insular and close knit and used to handling things their own way.

One of the most dire things a warren can do for protection when it is found is to create a full hybrid. This is a nightmarish twisting of human and Ahrair'ah resulting in a massive bipedal entity resembling a Garuu in its dimensions. Bristling fur, rabid eyes, claws capable of burrowing through cement, and teeth capable of snapping steel, the Ahrair'ah hybrid is truly not something a sane person should ever see. This form is rarely taken and usually only two or three of these nightmarish things will be found in an Ahrair'ah controlled area, serving as guards if an attack is expected.

Angels



To fly, to soar, perhaps to touch the sun”

There has always been whispers about kindred who could fly. Indeed some practitioners of the Protean discipline have shown the ability to actually manifest a set of wings for limited gliding with enough practice in their discipline's fundamentals.

True flight is one of those things that seems to exist only in movies and of course legends for the kindred, from the modern cult classic “the Lost Boys” to old myths of the giant vampiric bats from deep in the darkest parts of ancient and lost era's.

Angels are part of that myth and legend. A Bloodline that seems to have actually be capable of limited flight with wings that always manifest when the bloodline becomes dominant.

Angels are as rare as the biblical being they get their name from, with perhaps only six documented case of them being sighted with a positive backup sighting. All other accounts are mere hearsay and rumor.

Parent Clan: Nosferatu

Sigil: A skull with a bat wing on one side and an angel's wing on the other

Nickname: Erinyes

Covenant: No covenant has yet to admit that any of this bloodline is a member, though technically considering their origins, one could consider them Ordo Dracul.

Appearance: Eerily strange beings with a set of wings on their back. Some wings have been angelic in nature others demonic.

Haven: Since no one is really sure if any of the bloodline still exist, it is difficult to gauge where one would have its haven. Speculation would say in high places, accessible to the Angel, but not to anyone else. This would of course be based on whether the rumor of their flight ability is true or not. In any case, any haven would be well hidden.

Background: Started as an experiment by two members of the Ordo Dracul, the Angels are a failed bloodline that as far as anyone is aware had a total of three unwilling official members and its progenitor. While six other documented cases of the bloodline have surfaced, no is quite sure how one becomes a member of this rare and elusive lineage. Some report that if a Nosferatu really wants to attempt it, they need to search out the original formula creators to obtain a sample of the blood, though those creators are currently being hunted by their covenant, so that makes seeking them difficult at best. Some whisper that at certain points a Nosferatu's dreams during the day become saturated with flying, climaxing with a dream of them soaring above the clouds and into the sun itself. When they come to the next night, the wings have begun to grow. No one is sure, and no one is coming forward to say.

History

In the late nineteen forties, a small recluse group of Ordo Dracul came across an aberration in a newly embraced member of the Nosferatu clan.

Wings. Vestigial, but wings none the less.

Now wings had been documented being seen in kindred possessing the Protean discipline devotions before, but they were rare and involved many years of practice with the discipline to develop the devotion to allow the transformation. This aberration though was not because of Protean, it had seemed to have manifested because of the Nosferatu blood itself. Intrigued they brought the newly embraced kindred back to their chapter house to study. Surely this aberration might have merit in the exploration of the kindred nature.

They studied the poor young kindred for three long years, performing experiments before allowing him to sire a childe with the hope that the aberration would pass on. Elated they watched as the childe's body warped, and a set of vestigial wings grew upon its back. They continued their research and experiments. Using the two Nosferatu as the base

they delved deep into the two's makeup both scientific and mystical, in order to better understand the reasons behind the aberration.

After another ten years of study, they created a mixture that if given to newly embraced kindred would cause the aberration to occur and let it then "breed" true. The wings would grow to a functional size, thus allowing the kindred to fly. They only had enough for three doses, and sadly the process destroyed the two Nosferatu, meaning that creating a new batch would prove most difficult.

They first attempted the transformation on a Nosferatu of the Lancea Sanctum they had captured, telling him that he would soon be closer to god outwardly. The resulting transformation created something more gargoyle like than angel; savage, feral and bestial. They destroyed it, rendering it to its components to study. Two months later, they once again tried, this time on an unaligned Nosferatu. Once again the horrible transformation occurred, but this time the vampire's own bestial nature multiplied its strength and the resultant creature broke loose and fled. The creators shook their heads sadly, realizing that without more research and study, the formula would never work. They took their last dose and their research notes and vanished into the depths of North America.

The second angel lived long enough to feed for the 1st time before being discovered by a group of mortals. Their resultant screams brought the creature's existence to the attention of the local ruling covenant, the Invictus, who immediately ordered the pitiful creature, hunted down and destroyed. The city's hound personally staked and beheaded the creature.

Rumors and stories occasionally crop up here and there about winged kindred, but none have been proven. The existence of such a kindred would severely breach the masquerade and as such would never be tolerated in more stagnant cities, such as those ruled by the Invictus or Lancea Sanctum.

Society and Culture

Angels exist on the edge of kindred culture, clustered together in groups for mutual protection. In rare times, a childe and its sire will travel together, the sire hoping for its childe to see the dreams of flight and join the bloodline, but these are rare. Most Nosferatu embraced by an Angel do not, sadly, adopt into the bloodline.

FLIGHT

Contrary to the legends, myths and stories, Angels could not fly; they could however glide a little bit. The creators were rumored to be working on a way to give them some sort of mystical ability to allow proper flight. One Gangrel in the northern part of Idaho reported coming across an Angel who was lying broken like a rag doll at the bottom of a cliff. The Gangrel reported that the kindred's entire skeleton seemed to be hollow, like a birds. No confirmation of this sighting occurred, as searches of the area by the local Prince's agents revealed nothing. The reporting Gangrel, interestingly enough, was not found later by the Prince's agents, either for re-confirmation of the story.

Cherubim



"Suffer not the child, for they are innocent and unknowing"

There have been many stories of child vampires told through the ages, from the mother who after being embraced, embraces her entire

family so they can be immortal together to the rumored Cherubim bloodline said to exist in the dark empty houses and alleyways of the world.

In small towns there is always the creepy kid who is only seen at night, and big cities always seem full of them, wandering the streets, too young to be out, yet there they are. Many look and wonder how such youngsters survive, while other take pity and see if they can help. If they are very lucky the child is actually a normal, albeit lost, child, but if they are very, very unlucky, then it may be a Cherubim that they have stopped to help.

The ultimate predator for luring in prey, the child vampires of the Cherubim rely on their beautiful looks and soothing, melodic voices to charm and sway their victims into trusting them, so that they can be lured to their doom

Parent Clan: Ventrue

Sigil: A cherub face with fangs.

Nickname: Lost Boys

Covenant: None, though their progenitor was Lancea Sanctum. Any Cherubim will stay clear of all covenants because of the over all blood hunt on them, even though some Circle members allegedly have a soft spot for them.

Appearance: Beautiful young children one in all, all the better lure in their victims.

Haven: Hidden away in places where adult don't go or look. Some insinuate themselves into families, posing as their children till the kill all with the lust for blood.

Character Creation: Anything social and mental for skills and attributes

Bloodline Disciplines: Majesty, Dominate, Resilience, Celerity

Weakness: While suffering the from the Venture weakness of madness, Cherubim also suffer from the fact that they will always be children and will never be seen as adults no matter how old they are.

Worse, though is that all Cherubim suffer from an appetite for kindred blood, unable to subsist off anything else after time. The blood potency that requires the Cherubim to subsist of the different blood types is 2 lower, meaning they must start feeding from kindred blood earlier.

Organization: None known of, though rumors persist of "gangs" of street children being run by these damned youngsters.

Concepts: Waif, lost child, orphan, smiling innocent

History

They talk about the Cherubim usually in quiet whispers in dark corners or on long nights when there is little else to talk about. The Lancea Sanctum goes so far as to deny that this bloodline ever existed, because it was created by a member of their own congregation.

It is whispered that in the early part of the 19th century a lone Ventrue Sanctified took it upon himself to immortalize a beautiful child. The reasoning behind this has been lost to the history books, but embrace the child he did. At first his fellow Sanctified only heard the child when it sang, its soft melodic voice echoing in the chambers where its sire studied. As time passed a second voice joined the first, and then a third. Each voice, melodic and pure, singing the praises of the Lord.

As the weeks passed the number of voice grew, till finally his fellow Sanctified entered his chambers to find no less than five small kindred children, each a smiling cherub, singing softly, while their sire worked feverishly on his texts, studies and books.

Aghast that these children had been embraced the gathered Sanctified dragged their colleague and the children, his "cherubim", to the Sanctified Elders. Here he was asked to explain his actions. He turned and placed a hand on one of their heads and smiled, citing that their immortal voices would sing for God

through all eternity now. The elders asked the children there opinion, but they merely smiled and said they only wished to sing.

Realizing that the poor children had been thoroughly dominated and conditioned, they ruled that their colleague's unlife was forfeit, that he had broken covenant with the Lord by embracing these children and cutting them off from God's plan. He was taken into a small room and burned. The children were put in a cell to await their own destruction, a mercy according to the elders.

It is not known how a few of them escaped, but they did. Some say that they had over time developed the ability to use their voices to lull and control other people, others say that the guards felt sorry for the small children, not wanting to see them destroyed.

The escapees fled into the night and hid. The Lancea Sanctum of course pursued them, and record their final deaths some two months later. Incidents of the "cherubim" crop up here and there still. Beautiful children who talk and sing in angelic voices, and who lure people to their death. The worse part are the reports of vampiric children who thirst for the blood of other kindred, wanting nothing more than to suck them completely dry.

The Lancea Sanctum, Invictus, Carthians and Ordo Dracul all have declared a blood hunt on these "perversions of undead", because of their penchant to commit amaranth on kindred they capture.

Society and Culture

These strange kindred are almost unheard of and are generally viewed as masquerade breakers by almost every covenant out there. Immortally young children can stand out in a crowd very quickly. Those few of these pitiful creatures survive by preying the adults they hate so much, using their angelic voices in combination with their Majesty and Dominate disciplines to lure them in. To Cherubim, an adult's blood is sweet, but an adult kindred's blood is the sweetest nectar there is and they will usually loose themselves in bloodlust to capture an adult kindred in order to commit amaranth on it. The lust to commit amaranth on kindred is the other reason they are considered on a permanent blood hunt.



In the current modern age, no Cherubim have been sighted in close to fifty years, but this really means nothing in the life span of a kindred.

Pygmalion



“What immortal hand or eye could frame thy fearful symmetry?”

The quest for perfection has been on man's mind for ages. To become perfect, in body, mind and spirit is to attain enlightenment, or at that is what some stories say.

Among the kindred, the quest for perfection hasn't really been as prevalent, what with a kindred being a static being,

unable to really change themselves physically in anyway. The Ordo Dracul seek enlightenment and perfection in a spiritual manner, seeking to understand the vampiric nature, thus freeing themselves to its natural state and achieving enlightenment that way.

Some say that the kindred have given up the quest for perfection because they consider themselves perfect already, and that seeking to perfect the body, mind and spirit is a waste of time.

The Pygmalion seek physical perfection, though what a member of this twisted bloodline considers perfect may not be what most normal people do, and through this physical perfection believe they will achieve spiritual and mental perfection. The Pygmalion's are rare and usually feared for their abilities of being able to force their idea of perfection on others. Those that do surface are usually hunted down and killed as fast as possible, but even with efforts like those and the permanent blood hunt on the bloodline, members still show up here and there.

Parent Clan: Daeva

Nickname: Crafters

Sigil: A mask, half smiling, half frowning, the Daeva rose behind it.

Covenant: Originally from the Ordo Dracul, no covenant would ever admit one of these monsters today, at least not openly. Pygmalion himself was enamored with the concepts of perfection, which is what drove him to the Ordo to start with.

Appearance: All members of Pygmalion's brood are inhumanly beautiful, crafted that way by their Sire before the embrace is done.

Haven: Isolated workshops, towns and other similar locations

Background: A failed experiment in perfection of the soul through perfection of the body, those of the bloodline tend to be either perfectionists to start with or those who are truly ugly who wish to be beautiful, and would sacrifice everything to be beautiful.

Many do not survive the process of being embraced to start with, and then to become one of these nightmares, it takes its toll once more. Many do not survive their sire's use of the Grasp on them as the blood boils and changes the Daeva into a Pygmalion to start with. Those rare few that do, become twisted in their minds, while perfect in body.

Character Creation: Social and mental skills and attributes are primary for a member of Pygmalion's lineage. They need them in order to survive as they track their prey. Some hide in plain sight within kindred society, pretending to be normal Daeva's, and only revealing their nature to their prey once they have captured them.

Bloodline Disciplines: Celerity, Majesty, Vigor, Pygmalion's Grasp

Weakness: Like their parent clan, the Pygmalion suffer from the inability to control their vices, but for them the curse is a double curse, as when the Pygmalion is confronted with someone they can "perfect" they must resist the temptation to "perfect them" or lose another Willpower point. The overall weakness of this is, of course, that once they succumb they will not stop till the perfection is done. Sadly this can instantly lead to their destruction as they literally attack someone to "perfect them". Many stalk their prey for days before striking though, letting the madness of the urge to perfect the target drive them to take their target at the most opportune time, so they can squirrel them away somewhere isolated and quietly to work on.

Organization: None

Concepts: Perfectionist, Artist, Sculptor, Model, Psychologist

History

No one is quite sure when this failed bloodline was created, but rumors and evidence of their presence still surfaces here and there even today. What is known is that the founder, a self named Pygmalion (little evidence is present as to whether or not this is the same individual who is noted as the "progenitor" of the Galatea lineage of the mythical Prometheans), decided that to reach a state of perfection within, one's exterior also needed to be perfect. A Daeva

sculptor of some repute, he began to slowly finesse and develop the ability to use his talents on flesh, be it mortal or dead. At first little things, then later, more grand things. Pygmalion's unveiling of his "art" and his bloodline, came when he appeared at an Ordo Dracul gathering, a subject with him who he had "assisted" towards perfection. The mortal was almost inhumanly beautiful, but unfortunately the trauma of the forced changes done by Pygmalion had shattered the mortal's mind, leaving behind a drooling moron. Pygmalion merely stated that this was the first step towards perfection.

In the following months he sequestered himself, developing and researching his ability, his "Grasp" as he called it, till finally he decided he'd reached the point where he needed to move to the next level. The poor mortal he'd been using as a test subject had long since managed to regain what little sanity it had left and so, Pygmalion embraced it, once again plunging its mind into the depths of madness. Night upon night Pygmalion worked his Grasp on his subject till finally perfection and breakthrough.

It had been nearly five years from the date of the 1st unveiling when two inhumanly beautiful kindred walked into the gathering. Pygmalion smiled the smile of the triumphant at his fellow Ordo Dracul, expecting them to laud him the praise and accolades. Much to his shock, they only shook their heads at him, claiming he had wasted his time and knowledge, for it would only be through the soul, the inner being that transcendence, true transcendence would be achieved. Pygmalion stalked from the gathering vowing that all would see that his way was correct.

Three nights later his childe broke into the haven of one of his colleagues who had spoken against him and chided him and forced physical perfection upon him. His mind shattered by the body warping he frenzied, killing almost all his servants and two of his own progeny before being staked into torpor.

Pygmalion was brought before the local ruling body and asked to explain the actions of his childe, something Pygmalion could accredit to the poor creature's limited mind interpreting that its master's wishes were to pass on the "gift of Pygmalion" to others now that the work was complete. The ruling body declared Pygmalion's childe to be dangerous and to be destroyed. Watching stoically from the side, Pygmalion said nothing as his progeny cried and begged its master to tell it what it had done wrong, as it was chained down for the morning sun. Rumors abound that its last words before the sun destroyed it were "I understand now".

Pygmalion was forbidden to pass on his newly learned abilities, under pain of suffering the same fate.

Sadly Pygmalion did not heed the warning. He packed his things and fled the country, heading into the continent to continue his work. Initially reports of his work seemed almost benign. Mortals and kindred would occasionally crop up changed. Usually they were horrifically ugly to start with, when suddenly they would vanish for a couple weeks only to return, for a lack of a better term, perfect. With some the minds were also gone, but for many, it was as if they merely changed. The select few kindred that were changed then started displaying Pygmalion's ability as well. At first this didn't seem too much of a dire consequence, but when the 1st aberration showed up, it was realized that Pygmalion had unleashed a horror upon the world, one that should have been dealt with when Pygmalion's 1st childe had been destroyed.

The incident occurred in a small isolated town in Greece, a place that had few if any visitors other than family returning. No communication had been heard from the place for almost a month, nothing new in that, when two returning locals entered the town. They found it to be eerily quite and empty. Investigation revealed the houses were in pristine state, and that the clothes, dinners, and such were all still where they should be. Some signs of a struggle were found here and there, but the entire town seemed peaceful and serene. What the two eventually found drove them deep into insanity and cause a virtual army of combined Invictus, Ordo Dracul and Lancea Sanctum hunters to scourge the area of any trace of Pygmalion's childe who was there.

In the main church, sitting in all the pews, were perfect little dolls of each of the towns people, dressed in mint pristine cloths. The dolls were all the perfected reflections of the town's people, without scars, bruises, deformities or anything. It wasn't till one of the explored touched a doll and it made a pitiful mewling sound and opened its eyes that the horrified two realized it was alive. When the rest of the "dolls" also opened their eyes, the two plunged deep into insanity, the one killing herself almost immediately by gouging out her own eyes, the other was later found catatonic in front of the pulpit. The town was razed to the ground, the fire blamed on a freak lightning strike.



A blood hunt was declared on Pygmalion and all his progeny.

In these modern nights the name Pygmalion is spoken of like that of the boogey man. Something to frighten neonates into following orders, especially the very young and very naive ones, but sometimes examples of Pygmalion's work show up in isolated spots; Horrific, warped examples of perfection, mute testaments to Pygmalion's legacy.

During the early 1700s the bloodline was believed completely wiped out, with only Pygmalion himself still at large. While authenticity of his death has yet to be brought forth it is generally believed he was killed by a group of Invictus in Prague in 1724. In most books in Europe, the blood hunt is still there, and certain Princes and seneschals still remember some of the "perfections" that were found here and there during the blood hunt to wipe out these monsters. In the "new world" most Princes brush aside such stories as nonsense and pure tripe. But then, when a "perfection" shows up, they whisper quietly and send discrete messages to the local Ordo Dracul chapter house for aide. All members of this bloodline are considered under a blood hunt, and as such are killable on sight without repercussion. The only stipulation is that none are to drink the blood of a Pygmalion, under pain of being left out to kiss the sun themselves.

Society and Culture

Hated and hunted by other kindred, the Pygmalion largely keep to themselves, preying on lone kindred, mortals and supernaturals to perfect. When they meet with others of their own kind they tend to trade secrets and techniques before continuing on their way.

Pygmalion's Grasp

Little is know of the signature discipline of Pygmalion and his lineage. What little has been witnessed is that it allows the kindred control over the very flesh and bone of their subject. Sadly most, if not all victims, go completely mad if not die, when subjected to the Grasp. Examples of the discipline have ranged from general physical changes, making one more beautiful, to warpings of the very body itself, as documented in the infamous Grecian Doll incident.

Author's Note

The Pygmalion are monsters, straight and simple. They believe in perfecting the body in order to perfect the soul, or at least Pygmalion did. His progeny are all merely mentally twisted and screwed up stalkers who want to "perfect" things as they view perfection to be. All "progeny" when created are subjected to Pygmalion's Grasp. Those that survive, which are few and far between become just like their sire, mentally screwed up and best left to kiss the sun. A Storyteller who actually lets a player play one of these monstrosities should hand in his or her credentials. These are boogey men, things to scare your players; a myth; a legend; horror stories around cups of scented blood, NOT a player bloodline.

Nostradamians

"I see great evil in your future, great evil"



To tell the future, foresee how things will be, be aware of when one needs to step left and not right. When will I die? Will I find love? Is my fortune soon?

These questions have plagued mankind for time immemorial. Many purport to be able to answer these questions. They claim to be able to see the threads of fate and even manipulate them in some case.

The Nostradamians were the soothsayers for the kindred courts of old. They told the future, read the starts, assayed the bones, cards and leaves for meaning. They sat at the right hand of many a prince and gave advice, council and in some cases orders. They were respected, welcomed and regarded with a bit of awe for their abilities.

In modern nights the Nostradamians are feared and hunted, but still kindred and other supernaturals who know of their existence, will seek them out to discover what fate has in store for them.

Parent Clan: Mekhet

Nickname: Soothsayers (old), Doomsayers (new)

Sigil: An open hand with an open lidless eye on the palm

Covenant: When these kindred were involved in kindred society, they were notably part of the old Camarilla, and then later the Invictus, the Circle, and the Ordo Dracul. The Lancea Sanctum did not have any with in them, at least none that were publicly shown, because of there dislike of the Nostradamian's abilities. In the modern nights, the Doomsayers are not known to be part of any covenant, though there is an rumor that the Circle of the Crone has let a couple enter their ranks in the Pacific Rim area.

Appearance: Doomsayers can be of any nationality or culture, and their appearance is truly varied, though they do have an inclination towards hooded cloaks, jackets and sweaters due to their Mekhet heritage.

Haven: Doomsayer havens are hidden affairs, usually some place where the kindred has access to something they use in their divinations. A house with a room where the kindred can see the stars, on place near water or ancient ruins. Some Ordo Dracul affiliated Nostradamians were reputed to have built their havens near Wyrms' Nests, but those were supposedly reclaimed by the Ordo Dracul when the purge.

Background: The Doomsayers used to be trusted and well thought of advisors, but today are viewed as harbingers of death, best destroyed before they destroy everything around them. The name Nostradamians was coined by members of the Invictus in the late 1800s in England, when it was remarked how the written and spoken prophecies of the Doomsayers were like the works of the Nostradamus. The name stuck. What the lineage's original name was, has been lost to history, and those of the bloodline will say nothing about it.

To become a member of the bloodline entailed intense study with a Nostradamian mentor, who slowly taught the applicant the secrets of fate.

Graduation to full bloodline member came upon the mastery of the 1st power of the Prophecy discipline.

Character Creation: Mental and social skills and attributes are primary for any member of the Nostradamians. The bloodline is one of learning about how the world affects people and the way people move in it.

Bloodline Disciplines: Auspex, Dominate, Obfuscate, Prophecy

Weakness: Like all Mekhet the Nostradamians suffer from extra damage when exposed to the sun, but they also have a problem with the moon for some reason as well, tending to not go uncovered in the full moonlight as well. Treat a full moon like a full sun for the Nostradamians. No one is quite sure why they suffer this effect, and the Nostradamians aren't speaking on it either.

Organization: Originally the Nostradamians had limited contact with each other, usually consisting of letters or small meetings between 2 or 3 or their number. In modern nights it is not know if any of this line actually work together or even converse other than to help train a new member of the bloodline.

Concepts: Palm reader, fortune teller, psychic, enigmatic stranger

History

Once, during the middle ages, members of this rare Mekhet bloodline stood in almost every kindred court, their words of wisdom offered to local rulers and any who would listen. They gave advice, saw the future, predicted events and even administered judgment for their fellow kindred, being seen as impartial to all affairs. Of all the covenants, only the Lancea Sanctum did not like to associate with members of this bloodline, citing their abilities and powers as heresy in the eyes of God. Sadly it was this persecution that slowly brought around the downfall of these strange kindred

The Sanctified had long held that the Soothsayers were menaces, and they would bring doom and destruction and the wrath of the Holy on any who relied on them for guidance. In Sanctified held cities, these Mekhet were often hunted down and put to the sword and fire when found. They spread there reasoning and fears to other kindred and covenants, but always seemed to meet a dead end, as the Ordo Dracul, the Circle and the Invictus were all steadfast in having them. The Sanctified took steps to get all of the bloodline set on a blood hunt status in Sanctified controlled cities, pushing for the other covenants to do the same, citing that they would bring doom upon the others if they weren't destroyed.

It was in one of these Sanctified cities that a Soothsayer and his progeny were fleeing when a group of Sanctified hunters caught up with them. They managed to overpower the progeny and quickly put him down, then held him, telling the elder Soothsayer to come out and they would spare the progeny. The elder Soothsayer came forth and watched both disgusted and aghast as his childe was destroyed in front of him by the Sanctified. He pointed his finger at the lead hunter and uttered his prediction for the future.

"Upon the next moon full, you will destroy your own childer as you have destroyed mine, and thus seal your own fate as you as in turn destroyed by your sire."

As the Sanctified finished the entire sky blacken and the lead hunter felt a chill pass through him.



The gathered kindred slew the Soothsayer and then left, thinking nothing about it.

A month later the lead Sanctified hunter did exactly as the soothsayer foretold, killing his four childer and then attacking his own sire in a fit of frenzy, and was destroyed in the process. The Sanctified rallied, citing that the Soothsayers could not only tell the future, but also control it, to do with it as they wished. With such power they could effortlessly take over the kindred world, the Sanctified citted.

At 1st the other covenants ignored the rantings of the Lancea Sanctum, but as other cases of dark futures being told and coming true occurred, the Invictus, already somewhat leery of the power that the Soothsayers had, examined their own ranks and soon joined the Sanctified in their blood hunt. It didn't take long for the Circle to join and then finally the Ordo Dracul. It didn't take long for those bloodline members still in the public eye to be routed out and destroyed, and as the years slowly passed they became whispered stories told in back rooms away from prying ears.

In the modern nights some ask what it was that caused the soothsayers, now known as the Nostradamians, to be hunted and killed. The simple truth was that they learn how to blend their signature discipline and the dominate discipline into a devotion that could cause the person it was used on, be they mortal or kindred, to actually subconsciously carry out the prediction. While most of the Nostradamians did not possess this devotion, it did pass outwards to many of the lineage's members, learned by experience and by lessons given by elder members.

In the modern nights, the Nostradamians have been rumored to once again been sighted, arrived singly in a city, as harbingers of doom and death for the kindred that betrayed them and hunted them. These Doomsayers, as they are also known, are usually hunted and killed on sight when they do show up.

Society and Culture

The Nostradamians were an enigma to kindred society, never willing to share their secrets and abilities except with those that joined with them. Most modern kindred see the Doomsayers as nothing more than stories to scare newly embraced

kindred, legends to be brought up at get togethers over glasses of blood.

The simple fact is that these guys are another type of boogey men, meant to pop up, prophesize some doom and then vanish into the night. They can also be used as the target of a story, being the one that possesses the knowledge or answers needed.

Nostradamians should be player like Kosh from Babylon 5, always speaking in strange parables, metaphors, and half-truths. Nostradamians dislike most people and prefer to keep to themselves.

Prophecy

The signature discipline of the Nostradamians allows them to seemingly see the truth in the future of a person, be it the words he about to speak or the actions he will take in the future.

● Words of Truth

For some the spoken word holds truth regardless of how it is spoken or by whom. The Doomsayer is able to sense if the next words the target is about to speak are the truth or lies.

Cost: ~

Dice Pool: Presence + Empathy + Prophecy

Action: Instant

Roll Results

Dramatic Failure: The Doomsayer will see lies as truth and truth as lies

Failure: The Doomsayer is unable to tell if the words are lies or truth.

Success: The Doomsayer is able to determine if the next words are the truth or not.

Exceptional Success: For the next entire night, the Doomsayer will always know if the target is speaking the truth or lies.

●● Action of Truth

They say actions speak louder than words, and for the Doomsayers this is also true. They are able to sense and even predict the next actions of the target for the immediate future. This can be useful in certain situations.

Cost: ~

Dice Pool: Presence + Empathy + Prophecy

Action: Instant

Roll Results

Dramatic Failure: The Doomsayer will see actions in their reverse. Left as right, right as left, etc.

Failure: The Doomsayer cannot predict the actions.

Success: The Doomsayer is able to predict the next action of the target accurately.

Exceptional Success: For the next night the Doomsayer is able to accurately predict the targets actions.

●●● Deeds of Truth

The depth of the Doomsayers ability to see the future strands of fate is now at the point where he can see the future actions of the target for a period of time. Most used this discipline to give accurate intelligence of enemy's movements to their Princes.

Cost: ~

Dice Pool: Presence + Empathy + Prophecy

Action: Instant

Roll Results

Dramatic Failure: The Doomsayer will see actions in their reverse. Left as right, right as

Failure: The Doomsayer cannot predict the actions

Success: For the next night the Doomsayer is able to accurately predict the targets actions.

Exceptional Success: For the next week the Doomsayer is able to predict the targets actions reliably.

●●●● An Echo Heard

The Doomsayer is able to hear what the future has to hold for the target. This is rather strange to explain. The basics are that the Doomsayer closes his eyes and hears what the future holds. This is not always an accurate hearing but with a high roll the Doomsayer will hear of an accurate and real future event.

Cost: 1 Vitae

Dice Pool: Presence + Empathy + Prophecy

Action: Instant

Roll Results

Dramatic Failure: The Doomsayer hears lies about the target's future

Failure: The Doomsayer hears nothing.

Success: The Doomsayer hears of an event in the targets future that may or may not occur.

Exceptional Success: The Doomsayer hears of an event in the targets future that will occur.

●●●● An Echo Seen

The Doomsayer sees the target's future. At this point the Doomsayer gets the whole show. Sight, sound, and all in Technicolor. The vision is of a possible future that may come about and is not always accurate.

Cost: 1 Vitae

Dice Pool: Presence + Empathy + Prophecy

Action: Instant

Roll Results

Dramatic Failure: The Doomsayer sees a false vision.

Failure: The Doomsayer sees nothing.

Success: The Doomsayer sees of an event in the targets future that may or may not occur.

Exceptional Success: The Doomsayer sees of an event in the targets future that will occur. occur.

Devotions

The Hand of Fate

(Prophecy ●●●●●, Dominate ●●●●●)

This is the dreaded power that caused the Nostradamians to become hunted in the first place. When combined with high levels of Dominate, the Doomsayer is able to literally place a post hypnotic command right into the brain of the target that triggers after a set amount of time, Doomsayers will typically give conditions such as upon the next rise of the moon, or on the 8th day of the 8th month and that type of thing, as the trigger point.

Cost: 2 Vitae

Dice Pool: Manipulation + Expression + Prophecy versus Willpower + Special Stat

Action: Contested: Resistance is reflexive.

If the contested roll is won, the target will subconsciously carry out the prophecy to the letter it states after the trigger point occurs. If the contested roll is tied or lost, the prophesier may not utter another prophecy upon the target for the span of 1 year. If a dramatic failure occurs the prophecy turns upon the utterer and enacts upon them instead. Fate is fickle and it is best not fooled with.

This devotion costs 27 experience points

The Past Revealed

(Prophecy ●●●●●, Auspex ●●●●●)

The Doomsayer is able to see the past as he sees the future, reading the flows of fate that have already occurred. This devotion is like psychometry to an extent, in that it reads the area and then shows the Doomsayer the past. The depth of the reading into the past is determined by the success of the roll.

Most often a mere day or two is all that is possible, but with extreme effort, and entire period of history can be seen if need be.

Cost: 1 Vitae

Dice Pool: Manipulation + Expression + Prophecy

Action: Instant

Once triggered the Doomsayer stands still and closes his eyes. He spends the vitae, gives the date he wishes to see, then makes the roll. A standard

success will show the Doomsayer the events centered around that time. He may attempt to see the day of June 3rd a year ago, in order to see who was responsible for a murder. Of course the farther back the Doomsayer attempts to see, the more difficult the task and there is always a danger that the Doomsayer make open himself up to the forces of fate and be show too much.

Dramatic Failure: The kindred is opened to the entire flow of history in one powerful and sudden moment. The end result of course is that the kindred sees nothing useful and is incapacitated for a couple of hours, incapable of coherent thought.

The kindred may not attempt to perform the devotion again for a period of a week.

Failure: No events are seen.

Success: The vampire sees the events an hour prior and an hour after the target period in a fast forward like sequence. This can be a bit confusing at first but a Doomsayer gets used to it after a bit. A standard day can be seen in the span of an hour.

Exceptional Success: The Doomsayer is able to nail down to an exact time and incident, and see the happenings in real time if they want.

For each year the kindred wants to see back to, adds 1 to the target number, maxing it out at 10. The past becomes harder and harder to see, with the passage of time.

This devotion costs 21 experience points

The Wind Walkers



"Beware the snow and night fogs, for they are the home of the Ithaqua, the Wind Walker, the eater of the soul"

There are things that exist in the wilds between cities that are best left well alone, sleeping in their caves, hollows and empty places.

Sadly, and all too often in a World of Darkness, these things never sleep for long, and generally re-surface

when least needed.

There are dozens of legends in the world that can be credited to kindred, or werewolves, mages, ghosts, spirits, even the Prometheans. Some are merely fables, but most have a basis in fact, and usually a rather nasty, dark and more than likely, evil fact.

The Wind Walkers are perfect examples of this type of legend. Feral kindred who helped propagate the legend of the wendigo among the native Americans of the North America.

Parent Clan: Nosferatu

Sigil: A skull full of needle like teeth yawning open

Nickname: Wendigo

Covenant: None. These feral kindred wouldn't really understand the concept of covenants.

Appearance: A Wind Walker looks like a skeletal person, missing fingers and toes as if from frost bite. They are typically deformed, with misshapen bodies.

Haven: These feral kindred live in the wilds, hiding deep in caves or under the ground via their Protean discipline. None kept any type of permanent haven, preferring to move with their tribes.

attributes and stats that enhance survival, hunting, tracking and stealth. Wind Walkers are almost bereft of any social skills of any type, having long since left the civilized world.

Bloodline Disciplines: Nightmare, Protean, Obfuscate, Celerity

Weakness: These feral monsters suffer from both the Nosferatu weakness, with their deformed inhuman and terrifying visage, and the Gangrel weakness of losing all 10s on dice pools of Wits and/or Intelligence based tests. Wind Walkers are almost completely feral and find it almost impossible to function in any social situation.

Organization: None. Wind Walkers traveled and hunted alone, defending their territories viciously.

Concepts: Thing in the night, shadow in the trees, feral monster

History

The Wendigo has long been a myth in the Algonquian-speaking tribes of Native Americans, usually describing a malevolent supernatural creature with a skeletal, deformed body, missing toes and fingers. These creatures were rumored to eat the flesh of their prey as well as drinking the blood. How long the myth existed for before the arrival of the Europeans is unknown, but the Europeans first heard the rumors and legends in the 17th century as they explored outwards into the wilds.

There are several possible truths to the Wendigo that have been postulated by researchers into the legends in modern times, especially those researchers of a supernatural origin. The most popular was that the Wendigo were feral werewolves, but other did come forth such as possession by spirits as well as possible hunting kindred. One set of researchers

from the Ordo Dracul managed to plum the histories, stories, legends, myths and other material and discovered a small but lethal Nosferatu bloodline whose name translated to Wind Walker.

These feral Nosferatu lived in the wilds of North America, hunting the Native Americans as well as animals for their sustenance. They tended to live in the wilds, using the Protean discipline of all things, to sink into the earth to hide from the sun during the day, which is why no hunters ever found them during those times. Researchers postulate that the Wind Walker progenitor, prior to becoming the progenitor of his/her/its bloodline, committed amaranth on a member of the Gangrel clan, which for some reason not only imbued him with the wanderlust and feral attitudes of the Gangrel, but also access to the Protean discipline. The kindred fled into the wilds, hunting animals and those foolish enough to hunt at night. Over time they were included into the Wendigo legend.

In modern times the Wind Walkers are almost unheard of, believed to have died out during the times of colonization as civilization came to North America. Some still whisper of these kindred, though, citing reports of campers, loggers and others who enter the wilds of northern Canada and are never seen again.

Culture and Society

Wind Walkers are not part of typical kindred society or culture. Most wouldn't even recognize the concepts of culture and society, much less want to be part of them. They exist to hunt, feed and sleep, nothing more or less.

Wind Walkers were last recorded as been sighted in the later part of the 1800s in the Yukon. Several kills linked to an elder Wind Walker were recorded by the local Ordo Dracul. Since that time, no official sightings or evidence has been found or reported. Some hope this is because they are finally gone. Sadly, more thoughtful members merely believe that few members are in torpor, deep in caves.

The Flayed



"It's skin hung in tatters on its body, blood seeming to seep, flow and be reabsorbed, yet the thing still moved towards them, its mouth open, its teeth long, and its eyes full of hunger"

The modern covenants presume that since they are

among the largest and most powerful of the covenants, that they and their kind were always so. This is of course, far from the truth. During the days of the Camarilla and before, other covenants, organizations, and similar bodies existed. Bloodlines arose from the 5 clans in areas of the world that the Camarilla and its descendants had no control or influence in.

These various bloodlines and such have over the years vanished or gone into hiding, with some even becoming more main stream. Some resented the power that the European covenants brought and the control they exerted over their parts of the world. Some of these bloodlines actively tried to fight back against the European invasion, while some faded away.

The kindred of the Americas (North, Central and South) were not really prepared for the European invasions. Most either joined with the incoming covenants, or were destroyed. Most unique bloodlines "died out". Some though have been in hiding, waiting to resume their ways and their customs, and to teach the European upstarts that they are not the only ones who can wield power.

Parent Clan: Nosferatu

Nickname: Skinners

Covenant: None

Appearance: A man with the skin flayed off him, twisted by the Nosferatu curse as well.

Haven: Temples of Xipec Totec, where ever they are.

Background: The Flayed are an old bloodline that has only recently reappeared in the modern nights and is only found in Central America, Mexico especially.

Character Creation: Mental and physical skills and attributes rank high among the flayed.

Bloodline Disciplines: Nightmare, Obfuscate, Celerity, Vigor

Weakness: Like all Nosferatu they have an eerie presence to them, but as well, just before one is embraced into the bloodline he is ritually flayed alive. The skin is taken and sacrificed to Xipec Totec and then the initiate is embraced thus preserving the flayed alive look until final death.

Organization: It is thought that the Flayed still gather in hidden temples to Xipec Totec, speaking his prayers and seeking guidance from him. No Flayed have been found outside of Central America yet, but based on the hatred they feel towards the Lancea Sanctum time can only tell if they take their hatred beyond the old Aztec borders.

Concepts: Priest, holy man, hermit, wanderer

History

The kindred of Mexico City whisper about the Flayed. The ruling Lancea Sanctum fears the name and when they here it they tend to quickly enter well protected areas

The Flayed have their origins in the ancient central American history, created during the times of the Aztec Empire. They were the most learned priest of Xipe Totec, the flayed one, a deity of life-death-rebirth, among other things.

The priests of the time saw the kindred as the ultimate expression of the flayed one, as they someone who had lived, died and been reborn. Deep in the temples to the flayed one, the members of this bloodline would ritually flay the skin from an about to be embraced priest, then was he lay slowly dieing, the praises of Xipe Totec on his lips, they would embrace him. This of course meant the resulting kindred still bore the marks of being flayed. These priests carried on their worship till the invasion of the Spanish and the arrival of the Invictus and the Lancea Sanctum. Forced into hiding by the invasion they continued to try to bring their worship to their people, but the overwhelming Lancea Sanctum presence quashed them fast and soon they found their flocks diminished and gone. The Flayed attempted to fight back but their rather unique appearance made it impossible for them to infiltrate the Lancea Sanctum. As time passed they faded from the night, seemingly lost to history.

In recent nights the Lancea Sanctum has found that members of their covenant have been turning up dead in the more destitute areas of Mexico City. At 1st most merely chalked it up to ill luck and such, then the still alive body of one of the lead Lancea Sanctum member's progeny was found, the skin flayed off her.

The Lancea Sanctum immediately called for a hunt of the city for the perpetrator, but little was found, and in the end only the testimony of the progeny gave the information they needed to discover the attacker. She spoke of feeling a sudden dread, as if watched by something powerful and hungry. She went on to say how she fled back to a haven but presence stayed with her the entire time, till finally, as she cowered in her haven, the thing revealed itself. A twisted kindred dressed in ancient robes, its body evidently skinned and raw. As it closed she remembers becoming unable to do anything else and eventually blacking out from the pain.

A search of the records revealed the presence of the bloodline from history and thus the Sanctified began

a hunt for the Flayed, one that they have yet to accomplish, as the Flayed vanish before anyone ever manages to catch them.

Society and Culture

The Flayed really don't have a place in modern kindred culture, as they a part of a past that most kindred don't really want to remember, especially the Lancea Sanctum.

When the Flayed occupied a place among their people in times of the Aztec Empire, they were the elite priests, coming out only for special circumstances and ceremonies to play their parts. Most of the time the spent in quiet prayer, mediation or teaching mortal priests the lessons of Xipe Totec.

Lodge of the Splintered Tree



On the Hunting of the Created

I remember when we found the abomination, sitting at a small fire attempting warm itself by the sacred flames. We let Fury do the initial charge and marveled as he moved in, aglow with the Blessing of the Sacred

Living Flame, his klaive wielded two handed. When he leapt into the air he almost seem to hang there, a howl of rage echoing from him out across the forest, before he slammed into the thing.

It fought back with a fever that was not easily matched by Fury, but we had come prepared, and Armitage and Right-Paw, our two Predator Kings suddenly came out of the dark shadows into the fray, howls of victory on there lips.

The thing flung Fury away for a moment, turning to concentrate on the two Predator Kings, and giving me my chance. I stepped in quickly and quietly and ran it through with my spear, the head which had been blessed by Splintered Tree itself.

The thing shook and howled and the exploded in a burst of brilliant gorgeous red flame that singed our hair.

As a pack we howled our triumphed to the stars.

This lodge was started in the mid 80s by members of the Pure after encountering a member of the Created. The Promethean was hiding out in an old deserted summer camp when the pack of Fire-Touched Pure entered the area. A member of the Wretched lineage, the Promethean had been in the location for a while, and the Wasteland effect was

severe with underground fires belching out noxious vapors and the entire area twisted and perverted.

The local spirits were screaming out in pain and anger and the Pure pack was coming to aid them.

The battle between the two resulted in the Promethean finally being destroyed, and when it was, a blast of Pyrothitic fire erupted out it into the world and the Shadow. The pack marveled at this and started to hunt for others of this strange species, and sure enough when they killed them, Pyrothitic fire came forth.

After their fifth kill a spirit of living flame appeared to them, proclaiming to have been watching them.

It told them that in exchange for its aid it would allow the pack the ability to track and destroy these abominations of the "Sacred Fire". The pack agreed and the lodge was formed.

The Pure of the Lodge of the Splintered Tree now hunt Prometheans, aided by a fire spirit (a qashmallim possibly) that seems to want them to destroy the Created, in order to release the Pyrothitic fire contained within them back into the world.

The Lodges membership is usually around forty or fifty at any one time, with casualties being quite high. Prometheans do not like being hunted.

Patron Tribe: Fire Touched, though members of all three Pure tribes will join the lodge, especially the Predator Kings who have taken to the hunting of these enigmatic and powerful beings as a true test of their skill.

Patron Spirit

The lodge's patron is Splintered Tree. No one is sure why a spirit of living flame calls itself Splintered Tree, but that is the name it gave. The ways of spirits are strange and the Pure are not about to question them. The spirit itself appears as a humanoid shaped fire, with eyes of deepest black. It will also appear as a withered and burnt tree, its limbs still smoking, perhaps leading to the name it likes to use for itself. The spirit is possibly a qashmallim but this is unclear.

Joining the Lodge

To join this rare Lodge requires the recruit to join in the hunt to kill a Promethean or to have killed several Pandorans on their own.

Prerequisites: Occult 3, Survival 2, Stealth 2

Benefits: For the Pure, the greatest benefit of this lodge is the sense of pride in aiding a powerful spirit that seems to despise other supernaturals. They also gain a sense of pride in the release of the fire which they see as a holy symbol of sorts.

In game turns every time a member of the Lodge kills a Promethean they gain Azothic tattoos from the act, these tattoos will burn when near a Promethean, Pandoran or a qashmallim, alerting the Lodge member to their presence. Many of the Lodge use this as a tracking method and usually allow the pain of the burn to drive them into a killing rage when they finally track down their target.

Lodge members receive +1 die to their tracking skills for every 2 Prometheans they kill to a maximum of 5 dice.

Lodge of the Splintered Tree Rites

Rite of the Burning Ember (1)

This rite is a basic thing, allowing a small gathering of the Lodge to locate their target. It allows them sense the location of Azothic fire, be it a Promethean or Pandoran or even a qashmallim.

The problem of course is that it doesn't really differentiate between the different sources, giving them only a feel of power of the source. Most experienced members of the Lodge know that smaller sources are usually the twisted things called Pandorans but are never sure if the powerful source they have detected is a Promethean or one of the qashmallim until they arrive at the place the source is.

Performing the Rite: The member gather around a small fire. They link hands and invoked the Living Fire. Any member with Flame Tattoo will feel them burn as the fire grows into a pillar of twisting red and orange. If successful the flame dissolves and the sources of fire are spoken to the Lodge members in a deep bass toned voice.

Dice Pool: Harmony

Action: Extended (15 successes needed over a 5 turn period)

Cost: 2 Essence per person involved

Roll Results

Dramatic Failure - A backlash of Azothic Fire leaps out of the Shadow itself and sings all members involved for 1 bashing damage.

Failure - Nothing is sensed.

Success - The members sense the presence of any Azothic sources in an area of 10 square kilometers.

Exceptional Success - As above except the rite actually gives the relative power levels of the sources. Suggested Modifiers: For each Flame Tattoo possessed by a member of the gathered Uratha, add 1 die to the overall roll, to a maximum of 5 dice.

Rite of the Mark of the Living Fire (3)



When a Promethean is destroyed it will erupt with Azothic flame, gouting into the world, both real and shadow. This fire can be tamed and used to create Flame Tattoos through this rite.

Performing the Rite: Those that are receiving the Flame Tattoo spread their arms out and intone the name of Splintered Tree, investing their essence and inviting the Azothic fire onto themselves. If successful the flame sears a tattoo of red energy into their flesh.

Dice Pool: Harmony

Action: Reflexive

Roll Results

Dramatic Failure - The flame rejects the applicant, searing them for 1 level of lethal damage

Failure - The flame doesn't grace the applicant with a Flame Tattoo.

Success - The applicant is gifted with a Flame Tattoo somewhere on their body, which inflicts 1 level of bashing damage.

Exceptional Success - As above except applicant gains a second tattoo, as well, the process causes 2 levels of bashing damage.

Rite of the Sacred Living Flame (4)

Only the most seasoned of Lodge groups have access to this rite and are capable of performing it. Once active it will protect one member of the Lodge's hunting party, usually the primary hunter who will be engaging the target personally, with the ability to ignore Pyros based powers for a short duration.

Performing the Rite: The gathered hunting party stand around a fire, invoking the aid of Splintered Tree. At the appropriate time the applicant steps forth and into the flames, offering themselves to the Living Flame to be blessed.

Dice Pool: Harmony

Action: Extended (10 Successes needed with in 3 turns)

Roll Results

Dramatic Failure - The blessing fails and the applicant is burned by the flames taking 5 dice of lethal damage.

Failure - The blessing fails and the applicant is burned by the flames taking 2 dice of lethal damage.

Success - The blessing succeeds and the applicant is granted immunity equal to his Harmony in negative dice against all Pyros based powers (maximum of 5 dice).

Exceptional Success - As above except the maximum dice is now 10.

Lodge of the Splintered Tree Fetishes

Flame Tattoo (2)

These are the tattoos granted from the Rite of Mark of the Living Fire. Each is unique in its swirling design and is usually just a dark color with red edges.

When a being that is infused with Azoth is near, the Tattoo begins to burn, tuning slowly red till at last, when the source is almost next to them, it blazes red, steam rising from it as it burns like the fire it was created from.

The pain from this burning causes -1 die to all actions until the character actually arrives at the source and engages it or moves out of the range of the source, which is 1 square kilometer. When the character engages the source they can elect to harness the pain of the tattoo to aid them against it, letting the pain fuel their rage, gaining +1 die to all combat actions.

The tattoos can also be used to help in the Rite of the Burning Ember, adding +1 die for every two tattoos present, to a maximum of 5 dice.

Many of the Lodge also use the number of tattoos as an indication of their experience and ability dealing with their prey, deferring to those with the most tattoos as the most seasoned hunters.

Action: Reflexive

Flux Taint and those of the Lodge of the Splintered Tree

The werewolves of this Lodge expose themselves to Flux Taint with each kill they make. As per the Rules noted in Pandora's Book for Promethean: the Created, these werewolves slowly start succumbing to Death Rages more and more easily.

Lodge of the Quiet Storm



About the Waves

We remember the times of Pangea, the times of perfection, when the spirits and world were intertwined. We rode the waves of the deep oceans then, listening to call of the benthic spirits as they swam beneath us. When Pangea was lost we thought we had lost the connection to the deep ocean as well, and few of our number ventured back onto the waters. Some of us though remembered the siren songs of the great whale spirits, the serene cries of the gull spirits and the whispering of the ocean spirit itself. In these more modern times we now sail the near silent oceans, listening for those songs, cries and whispers, but other things prowl

the depths of the Shadow's ocean, released from ages of sleep and the sounds we weep to hear are always distant to our

ears.
This Lodge is perhaps one of the oldest lodges in existence, harkening back to the days of Pangea. The members traveled the waves of the ocean both real and Shadow, communing with the spirits their, often living their lives in total on the waves and frequently being buried at sea so that their spirits would merge with that of the ocean.

The Lodge in modern nights is, while not secretive, definitely not in the fore front of most lodges known, its members tending to be quiet about their membership in the lodge itself.

Lodge members primarily spend their time on the ocean, traveling the seas on sail boats, merchant ships, cargo haulers and even ocean liners, working odd jobs and even endure pressing crowds of normal people on said ocean liners in order to be close to the ocean. Some work in all lodge member crews, others work alone. All are there to see, hear, taste, touch and smell the sea.

Of note should be that the Lodge has recently been hearing a wailing cry of rage, anger and loneliness on the open seas. It comes and goes but is always powerful. The Lodge is seeking the source of this song in hopes of aiding the distressed spirit, and unawares that it is Leviathan (See Project Singularity).

Patron Tribe: Storm Lords

Patron Spirit

The patron of the Lodge is an ancient spirit of the depths known simply as Eternal Depths. It appears to members of the lodge as either a pack of dolphins, a massive whale or a massive squid. It communes with the lodge members, granting them passage across the waves but not protection from the predators and hunters of the deep.

Joining the Lodge

To join this lodge requires little initiation, simply the desire to be at home on the ocean. Those that hear the call of the depths will eventually gravitate to the Lodge of the Quiet Storm.

Prerequisites: Survival 2, Occult 2

Benefits: Those of this Lodge enjoy a couple benefits from the spirits of the ocean. No member will ever feel sea sick nor will they drown at sea. An ocean spirit will make sure that the character is returned to his ship or to the closest dry land if no ship is present.

Lodge of the Quiet Storm Rites

Swim the Depths (2)

This rite gifts the werewolf with the ability to swim in the depths of the Shadow's oceans at the speed of a dolphin. It is used sparingly because there are terrible, hungry things that swim the Shadow oceans that will consume a wayward werewolf if given the chance.

Performing the Rite: The werewolf stands facing the ocean and makes a simple call to the spirits of the dolphins. If successful he steps across into the shadow and is able to swim at the speed of the spirit dolphins across the Shadow oceans.

Dice Pool: Harmony

Action: Extended (10 successes needed, with each success equaling 1 minute of silent communing with the ocean)

Roll Results

Dramatic Failure – The dolphin spirits, tricksters at heart, pull the werewolf across in the Shadow and leave him stranded there.

Failure – No dolphin spirits respond.

Success – A dolphin spirit responds, giving the character the blessing that lets them travel the Shadow oceans. The blessing lasts 24 hours and allows the character to move at roughly 80mph (about twice the normal speed of a natural dolphin).

Exceptional Success – As above except the speed gifted is doubled.

Shifting the Ship (4)

This potent rite allows the werewolf to literally pull the ship he and his companions are on into the Shadow itself, in order to protect and hide it. To normal people this is a traumatic event, often causing many to go mad and jump overboard. For others sometimes the transition is not done, and while the ship and the Uratha onboard transition across the normal people do not, and are dropped into the real ocean to drown.

Some of the Lodge have used this rite to hide and protect their family ships and boats, lending to the legends of ghost ships and of Bermuda Triangle type disappearances.

Performing the Rite: The werewolf takes out a piece of reflective material, a mirror is best, and concentrates. As he does so, eldritch fire begins to play across the higher points of the ships, mistaken by many for St. Elmo's Fire. As the effect grows stronger and rite nears completion the entire sea goes calm and what seems to be a mirrored wall



appears into which the ship goes, passing into the Shadow.

Dice Pool: Harmony

Action: Extended (20 successes are needed, with each success equally 1 minute of time spent on the rite before it occurs).

Roll Results

Dramatic Failure - The rite only transports the evoker across to the Shadow, which can lead to embarrassment as the ship continues on its way and the evoker sinks into the Shadow ocean.

Failure - Nothing shifts across to the shadow.

Success - The entire ship shifts to the shadow, taking with it all onboard. All non-supernaturals must make a Willpower roll or drop into a catatonic state for (10 - Willpower) hours, minimum of 1 hour.

Exceptional Success - As above but the transition is so smooth that no Willpower rolls are needed, but the non-supernaturals are still off guard and leery.

Lodge of the Quiet Storm Fetishes

Shark Tooth (2)

The members of this Lodge are all to aware of the dangers that lie not only in the real world but in the Shadow as well. A Shark Tooth is a small pendant forged from the tooth of a great white shark, which will glow when danger of a level that could seriously injure the character approaches. This could be a storm, pirates, hostile spirits, perhaps an assassin on the ship itself.

Action: Reflexive

Eye of the Storm (5)

In the center of the hurricane is always an area known as the eye of the storm, a place of becalmed weather and waters. The fetish known as Eye of the Storm can take any sea and turn it into the equivalent of the eye of the storm, utterly becalmed.

To create this fetish requires the creator to enter a hurricane and actually get to the eye and there invoke the rites until the eye passes. The Eye of the Storm coalesces afterwards as a pool ball sized sphere with what looks like a constant storm raging inside it.

When used it will calm any weather effect on the ocean in a 10 square kilometer area to a totally becalmed state, centered on the Eye holder. This effect will travel with the bearer of the Eye and last 10 minutes per level of Primal Urge of the bearer. There are only three of these Fetishes rumored to exist at this point.

Action: Concentrated - the bearer must sit and concentrate on the Eye for the entire period of the

becalming.

The Shatterers



"The whisper to us from the other side, wanting only to be here with us"

The Shadow is a place of wonder and of danger. Spirits of every conceivable sort wander the Shadow, mimicking the real

world in some cases and in others acting in ways alien to everything.

In the ages past the wall between worlds was nonexistent and spirits wandered between the Shadow and the Real World with ease. Ancient man conversed with these spirits for power and knowledge be it good or ill.

When the gauntlet snapped into place, be it because of Pangea's sundering or Atlantis's fall, man lost their connection to those spirits. Many on both sides of the gauntlet soon forgot the wonders of communion between to the two worlds but a rare few remembered.

The discovery of the ability to break down the gauntlet to a point of it being nonexistent came when a trio of powerful elemental spirits managed to find a verge where a small group of mages from the Mastigos path were camped out.

The mages had been studying the Verge in order to see if they could possibly harness it to create a Hallow, and from there a base of operations centered around it. They were also curious if the rift would allow them unfettered access into the Shadow without complicated spells, so they could explore its nature more fully. When the spirits came through and confronted the mages, the initial tension was so high that the merest wrong move would have sparked an outright battle, but cooler heads and intelligence prevailed and the spirits and the mages entered into debate and conversation.

After several days of communion, the Shatterers Legacy was formed and the Mastigos walked out into the world to find new places to open to the Shadow.

Counted among the more potentially hazardous of the Left Handed paths because often the spirits that are brought through attempt to possess the mage or anyone else close by, which has caused some Shatterers to have taken up the practice of having a few captive people with them to serve as vessels for the spirits that wish to do this when they come

across.

The werewolves are the most adamant of various supernatural groups that wish to see this Legacy destroyed and their work stopped. The creation of Verges often left alone to fester and expand, can lead not only to a potential Hallow but also to a potential Wound as hostile and violent spirits cluster and use the places as a breeding ground.

The Shatterers don't care. In some cases they will make the new Verge a home, using it to cross back and forth to the Shadow to commune with the spirits and let the spirits traverse into this world. If the locale becomes a Hallow all the better.

Parent Path: Mastigos

Nickname: Wallbreakers

Orders: Mysterium

Appearance: Shatterers tend to look like a member of the path and order they came from, though they do seem to have a nervous twitch, cocking their head from side to side as if hearing voices.

Background: Mages with an interest in what the Shadow holds, as well as what knowledge the spirits can teach to them. Mastigos of this Legacy view the Shadow as a treasure trove of knowledge merely waiting for the right person to dig it out.

Most Shatterers tend to view other mages as cowards who are afraid to take the necessary steps towards total knowledge.

Organization: Shatterers are loosely grouped together, with only a few at a time gathering together usually to try to break down the gauntlet and create a Verge. Most of the time, each Shatterer walks alone or with an apprentice.

The general mage community has nothing but disdain for this Legacy as it can cause immense damage both spiritually and in the material world. Possessed people, dead bodies and devastated landscapes always seem to occur around this Legacy.

Suggested Oblations: Whispering in a corner to the spirits in the Shadow about the world around you, giving a person (willing or unwilling) to the spirits to be possessed

Concepts: Wanderer, Spirit medium, shaman, seeker of the lost world

History

Some talk about hearing whispers before beginning their journey to the watchtower to carve their name in its stones. Some say that the whispers continue even afterwards, and a rare few say that the whispers convey a message. The message is from the spirits from across the gauntlet, calling out for a return to

the time when they could easily move from one side to the other.

The first mage to tread this Left Handed legacy managed to get to the 2nd Attainment before being put down by a pack of werewolves. The next two managed to create Verges in the area they were in before destroying themselves.

Research into the legacy has yet to reveal the source of the initial stirrings that cause a mage to walk this Left Handed path. Some seem to be recruited but others almost seem to just start down its path on their own.

Society and Culture: The Shatterers move quietly through the world of the supernatural trying to find appropriate places to create new Verges. They gather infrequently in order to compare and exchange information that they have gained and gathered since the last meeting. Some mages whisper of a central fortress used by the Shatterers somewhere in the world, where the barriers between the Shadow and the real world do not exist and spirits and mages walk and commune freely.

Most members of this Legacy remain quiet about it and even when working with other groups will not reveal their true purpose or origins. Many will attempt to lure other mages into aiding them in the creation of a Verge if they can, but most will just pretend to be something else in order to learn from others of their kind.

Induction: A Shatterer is found or chosen. No one really chooses to be one. When a new member is noted as needed, due to deaths or possession, the Shatterers begin to look. Those members who have created new Verges in the last year or so are allowed the honor of seeking an apprentice to bring into the order. Usually they will only look at other Mastigos 1st and members of the Mysterium 2nd, but in the end if the mage in question has the right "feel" then they are inducted. What the "feel" is, is usually left to the potential master, but to date there has only been a couple of bad choices.

Magics

Spirit Drain (Spirit 4)

The Shatterers are said to be able to literally use the energy of a spirit to create mana.

Practice: Unraveling

Action: Instant

Duration: Instant

Aspect: Vulgar

Cost: N/A

Mysterium Rote: Essence Vampire

Dice Pool: Intelligence + Medicine + Spirit





The Shatterer reaches out and drains the essence of the spirit into himself, gaining temporary mana to boost their own. This rite is dangerous as a failure on it can open the mage to not only paradox backlash but also potential possession by the spirit they are feeding upon. For every 2 essence of the spirit the Mage will gain 1 mana. The amount of essence drained is equal to the number of successes on the roll. This stolen mana will last a number of hours equal to the Mage's Gnosis.

1st: To Crack the Wall

Prerequisites: Gnosis 3, Spirit 2, Prime 1, Occult 2

This attainment allows the mage to peer across the gauntlet into the Shadow to see what spirits are there. They can use the attainment to converse with a spirit and even launch attacks at the spirits or things beyond the gauntlet. A simple roll with a single success is all that is needed.

Optional Arcanum: Death 1

With the use of the Death Arcanum instead of Prime, the Shatterer looks merely into the Twilight and sees ghosts and spirits that are in the Twilight state instead. Once again a simple roll with one success is all that is needed.

2nd: To Cross the Wall

Prerequisites: Gnosis 5, Spirit 3, Prime 2

This attainment allows the mage to step over the gauntlet into the Shadow itself freely, as if they were just opening a door and walking through. A portal of some sort is all that is needed for the mage to do this. In a pinch if no portal is in evidence (say a door, arch, hatch, etc) a mage can try to build a make shift portal to use as the crossover point. A successful Intelligence + Crafts roll is needed to do this. With a portal ready the Shatterer spends a total numbers of minutes doing the ritual equal to 10 minus their roll, minimum of 1 minute.

Optional Arcanum: Death 2

The mage opens a portal to the Twilight allowing access either to or from the Twilight state, this of course is useful if the Shatterer is attempting a quick getaway as it takes a minute to do this optional Attainment, all that's needed is one success.

3rd: To Shatter the Wall

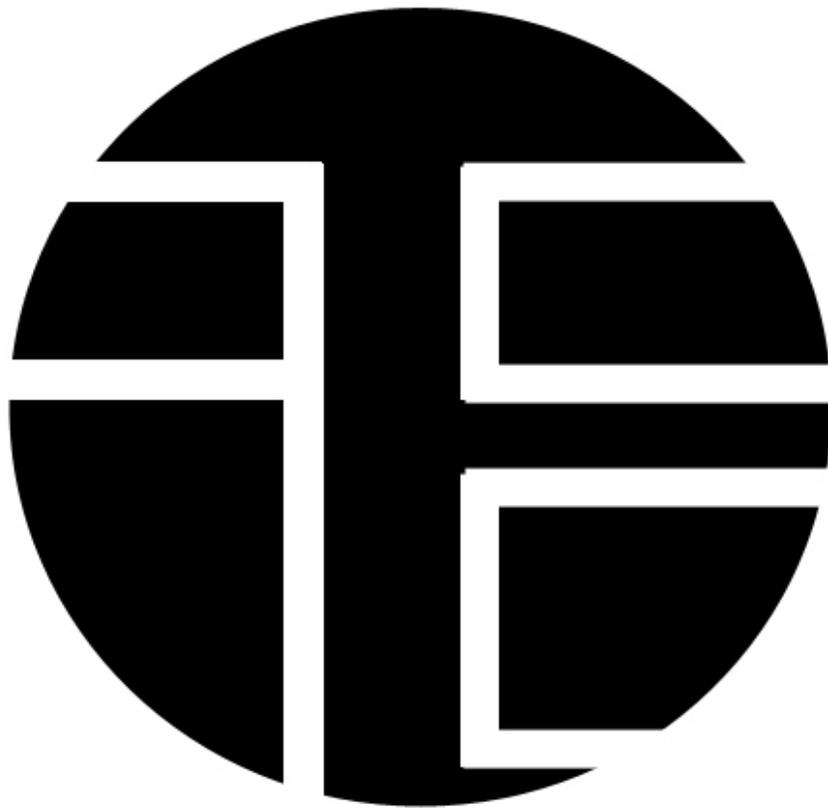
Prerequisites: Gnosis 7, Spirit 4, Prime 3

The mage cracks asunder the gauntlet in an attempt to create a Verge. This attainment grows in power the more mages of the Shatterer legacy there are in the aid of the one with the attainment. Once completed a fresh new Verge is created, small and

seemingly innocent. This Attainment takes 10 hours minus 1 hour for each Shatterer present to a minimum of 4 hours. All the mages must concentrate for the time, each rolling their Spirit Arcanum + Gnosis each hour. A total of 50 success is needed within the time period to create the Verge.

Optional Arcanum: Death 3

Not as powerful as the actual Attainment itself, if the Shatterer wishes they can open a permanent portal to the Twilight instead. The time and total successes is halved if this is the desired outcome. A Verge is not created if this is done, though a permanent portal into the Twilight is still not a good thing.



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It was interesting to see the place again after my long absence. The Harkness facility always seemed to hold such fear before because of the reasons I had been there.

I remembered the first time I had been brought there, a patient who saw things that no one else saw. My parents were worried sick, thinking I was insane or worse, and that they would have to now deal with the stigmata of having a “special” child. The Harkness facility promised them results.

Within two weeks of testing it was determined that the reason I always felt like everyone was shouting at me all the time was because I was a telepath and was constantly receiving everyone’s thoughts. Surprisingly the doctors smiled and assured me they could help me. Months of training how to “hear” with my mind along with an intense physical program helped me control my ability till I could turn it off and on at will as well as localize who it was I wanted to “hear” or “speak” to. By this time my parents had long since given up hope on me, and I had really stopped wondering why they never came around anymore. It wasn’t till my 16th birthday that the man from the Pulsar Project explained it all to me. To protect them from possible prosecution or problems my death had been faked. They were told that I had a seizure from a tumor which had killed me in my sleep painlessly. They took away a cremated body to bury and I was given a new name and new life, full of potential and wonder.

I remember my first couple of missions with Pulsar and the feeling of accomplishment from them being done.

Now I was returning to the facility, a young boy with me who was also suffering from telepathy issues and had been ostracized by his parents and friends because of it. I could “hear” his mind quaking in fear next to me as we walked up the path.

“Don’t worry,” I touched his mind with mind and let him hear my voice as well as my mental voice.

“Everything will be fine. Pulsar will give you a good home and place to learn and grow.”

EPILOGUE: DEATH RADIO

Report from Platoon Leader Hammond 07/29/2007

My team took out the main doors. The place was large, palatial even. There were several floors. Initial blueprints showed it to be an old bomb shelter from the 1960s cold war period. Three floors and a garage area. Lower floor has a generator. Alpha squad hit that first in order to get control of any defenses.

The entire facility was dimly lit, all the lights had been dimmed down for some reason. We have found evidence of several quarters on the main floor, along with a small pool, gym and kitchen area. The equipment was all high tech, cutting edge stuff.

The second floor was full of computer equipment and labs. They were playing with a lot of theoretical stuff themselves down there. High energy plasma physics in one of the labs. The final floor though, that's where we found them. Three of them.

The room was large, with a centralized computer system into which was hooked three large cylinders. Each of the cylinders was about 9 feet in length, standing in a semi-circle around the computer system. According to the readouts on each of the cylinders they each contain a person. With no way to determine if the people inside were wake-able much less transportable, the team commander ordered the three cylinders disconnected from everything but power. Research teams were called for at that point as well as med teams.

I stuck around, took a look at the place overall. It was jammed full of high tech equipment. State of the art computer hardware and software, including stuff not even on the market yet. The entire place was like that. No indications of them having lived there in the physical sense in at least a month though. Just the computers flashing over and over the words Radio FD... Radio FD... Radio FD. Creepy when you think of it.

The med teams arrived and they cracked the cylinders. The guys inside were all hairless and covered in some goo. Wires were stuck in them all over the place. The med teams attempted unhook them but they all died.

Best the med guys could guess is that they went brain dead when disconnected.

The entire facility has been taken over by Project Pulsar at this point for future use.

///Captured on vid cam 3 - Administrative offices .. 0302hrs 08/09/2006

Lone computer powers on
Screen flickers
Camera turns and focuses on the activity
Screen flickers again
The following appears

...

...

We are watching every..... you do.

...know your secrets

Youence the truth ...

Web.....Death signing off for now

...

Camera focus shows the system then powered down and shut off.

IT investigation team assigned.



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F E A R

Name:
Age:
Player:

Virtue:
Vice:
Concept:

Chronicle:
Faction:
Group Name:

ATTRIBUTES

Power	Intelligence	OOOOO	Strength	OOOOO	Presence	OOOOO
Finesse	Wits	OOOOO	Dexterity	OOOOO	Manipulation	OOOOO
Resistance	Resolve	OOOOO	Stamina	OOOOO	Composure	OOOOO

SKILLS

Mental

(-3 unskilled)

Academics _____ 00000
 Computer _____ 00000
 Crafts _____ 00000
 Investigation _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

Physical

(-1 unskilled)

Athletics _____ 00000
 Brawl _____ 00000
 Drive _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Weaponry _____ 00000

Social

(-1 unskilled)

Animal Ken _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Persuasion _____ 00000
 Socialize _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

OTHER TRAITS

Merits

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Health

OOOOOOOOOOOOOO
 □□□□□□□□□□□□

Willpower

OOOOOOOOOO
 □□□□□□□□□□

Flaws

 Size: _____
 Speed: _____
 Defense: _____
 Armor: _____
 Initiative Mod: _____
 Experience: _____

Morality

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ 0
 6 _____ 0
 5 _____ 0
 4 _____ 0
 3 _____ 0
 2 _____ 0
 1 _____ 0

Weapon/Attack

Weapon/Attack	Dice Mod.	Range	Clip	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Equipment

Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
 Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

The monsters are not always hiding in the shadows, or in the woods out back. They are not always in the abandoned house down the street or leering at you from the sewer grates.

Sometimes the monsters stare down at you from high glass windows, contemplating how best to move you on their chess board of business and deals.

Sometimes the monsters are all too human, driven by greed, desire, and devoid of any emotion that might make them remotely human.

Sometimes even the monsters are maybe the better evil of the two.

The F.E.A.R. Corporation Fan Supplement is not a standalone item. It will require the use of the World of Darkness Main Rule Book, as well as possibly the use of Vampire: the Requiem, Werewolf: the Forsaken, Mage: the Awakening and even Promethean: the Created to use. Owning the core books for the other systems will be a definite boon.

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