

PROJECT
NOVA

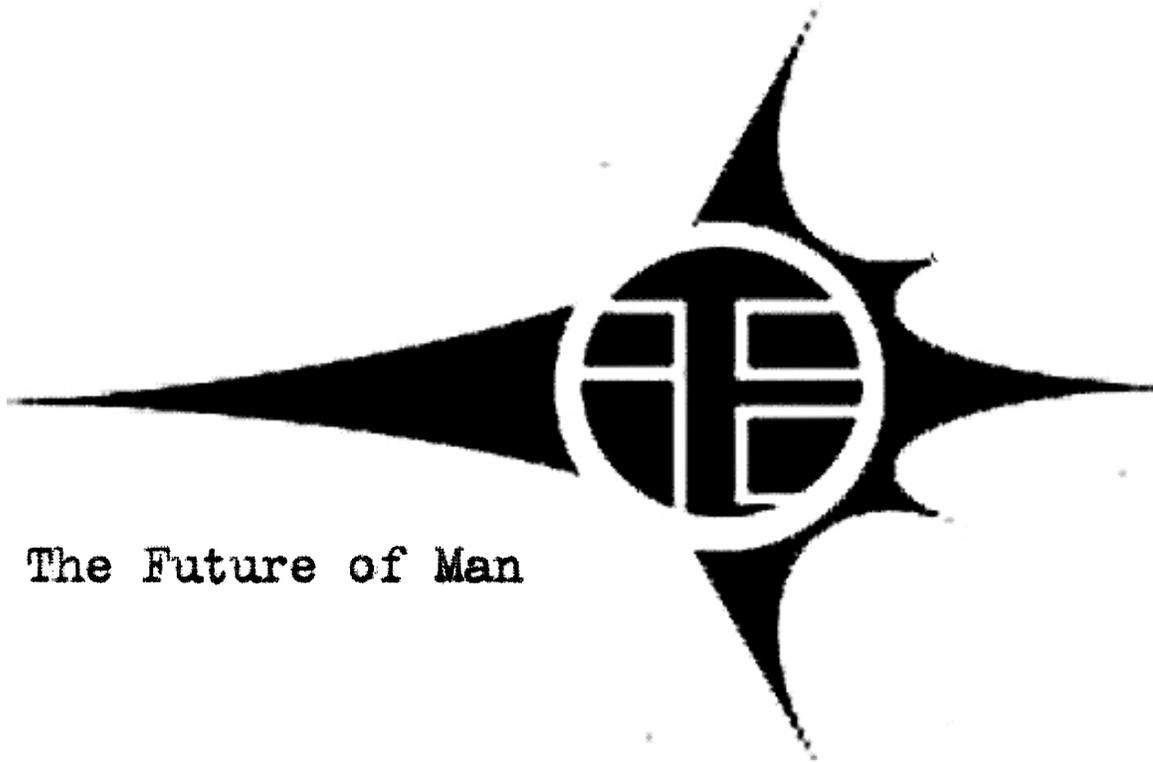


The World of Darkness

THE FUTURE OF MAN



PROJECT NOVA



The Future of Man

BY: JASON C MARSHALL
A WALKS FOREVER PRODUCTION

Discovery

Emma slowly reached up and grasped the next ledge with her hand, and satisfied she had a good hold, pulled herself up. She repositioned her feet for leverage and reached for the next handhold.

She loved climbing freestyle, though her parents would kill her if they found her doing this again. The last time she'd fallen thirty feet and was surprised she'd not broken her leg or at least a rib or two. The doctor had said that in some cases the body will go completely limp to protect itself from harm and that is what must have happened.

Emma reached out and grasped a rock and pulled herself up when suddenly she was in freefall, the rock in her hand.

Shit.

The image of her mom flashed into her mind, scolding her for rock climbing like this without safety gear.

The image of her dad looking proud as she achieved her junior climbing instructor's permit.

The image of her sister making fun of her.

The dog licking her hand.

Her boyfriend kissing her on the lips while he tried to cop a feel.

She laughed out loud and then stopped and then kept laughing, because it was so absurdly funny that she was laughing as she fell to her death. She kept laughing and suddenly realized something.

She hadn't hit the ground.

She wasn't falling anymore.

She slowly turned to look towards the ground.

There it was.

20 feet below her, just sitting there...

While she floated in the air.

She started laughing again.

Credits

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Mage the Awakening, and even Promethean the Created is advised as well.

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About the author: I am late 30s single 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 five 6-shelf shelving units of RPG books and the White Wolf collection alone is substantial. I currently own 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 as well as a copy of the **F.E.A.R. Corporation Fan Core Book**. Owning copies of **Vampire the Requiem**, **Werewolf the Forsaken**,

Coming Next

DEATH PLC





Disclaimer

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World of Darkness

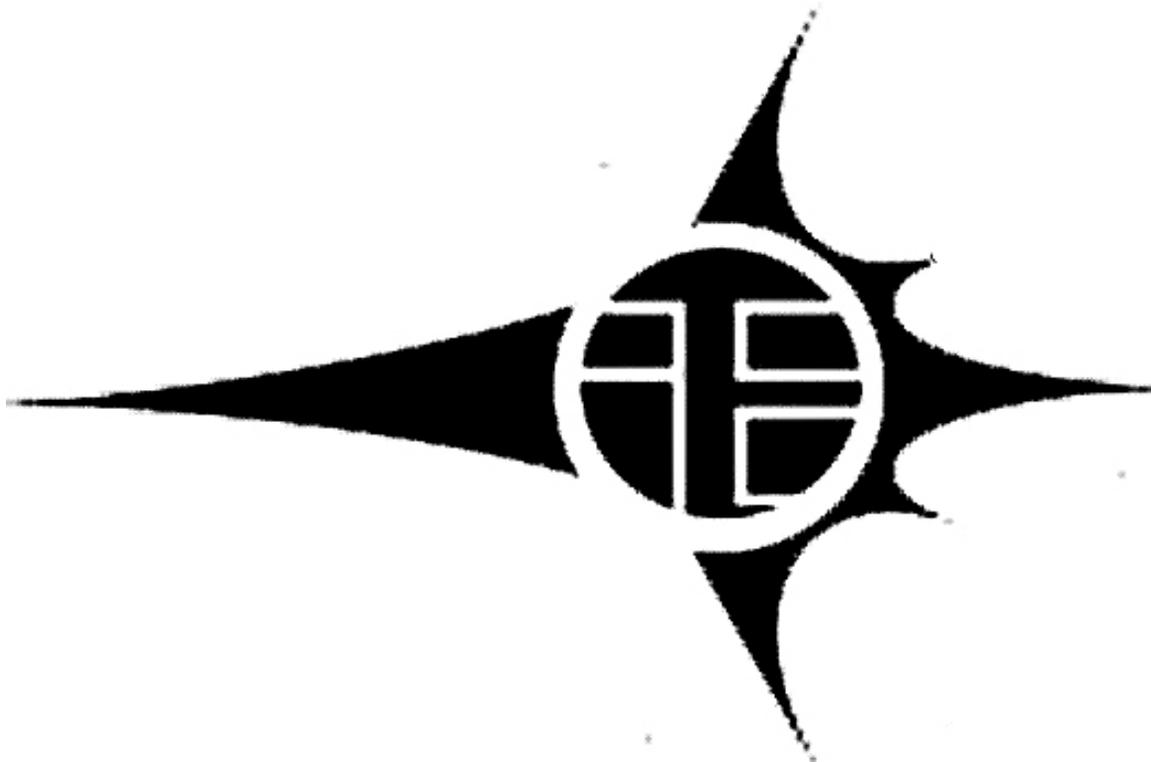
FEAR Corporation:

Project Nova

Revised Edition

Contents

Prologue: Discovery	04
Credits	05
Introduction	08
Section One – The Future of Man	12
Section Two – The Architects	22
Section Three – Game Mechanics	32



Introduction

Project Nova is the second of the series of supplements I will be doing for the F.E.A.R. Corporation Fan Core Book I wrote. Each of these fan supplements will have details of the public or shadow project along with stats on NPCs, any extra rules and options, and so forth.

Please remember that the Project Nova is not real, that super powers like those described are not real and that this is merely a role-playing game.

Mood

The mood of Project Nova is one of wonder. The powers that these so called superheroes are starting to exhibit could easily be the next jump in evolution. The question that makes the people who are studying these powers wonder is that for evolution to occur, nature has to be following a pattern. Normally something evolves in order to compensate for something. A prey animal evolves the ability to hide to protect itself. A predator evolves fast moving legs for high speed chases. Enhanced hearing for those that live in the dark and so on. If this pattern is still being followed, then what is it that's causing these powers to be evolving?

Theme

Powers like those in the comics are always mixed with super science and mystery. From the Batcave to the Fortress of Solitude, the majority of the super heroes of comics have amazing lairs, gadgets and other things that only super science could explain. The theme is more than just super science though, it is science. The science to find the answers to the question of Why? Why is humanity evolving these powers?

How to Use this Supplement

The Project Nova supplement focuses on some of the key personnel of Project Nova as well as some of the powered beings that they are training, experimenting with and watching. Included are some plot hooks and game mechanics to help put together a Project Nova campaign.

Section by Section

Section One covers expanded background on the Project itself along with expanded info on the key scientists and some of the key players of the project. Also noted are some of the powered beings that the project has caught, is testing with as well as watching. Section Two is full of stats for these people. Section Three has new merits, new powers and new taint flaws as well as two new Mage Legacies.

Suggested Material

Some books, movies and such are useful to look at to help get the feel for Project Nova

TV Series

Mutant X

A secret team of mutants fight to protect and save other mutants from a secret government organization bent on controlling mutants and understanding the genetic reason behind them. Genomex and the GSA would make perfect examples of how the Project Nova group might operate.

Movies

Spider Man

With great power comes great responsibility. Spiderman, both the comic and movies show how a normal man can have something wonderful and yet scary thrust on him that will cause him to become more than he is, rising above pettiness to be somebody people can look up to. Spiderman is a good example of how a normal person might suddenly find themselves if suddenly a power manifested.

Fantastic Four

Four people are bombarded with cosmic rays, imbuing them with superpowers. As in both the comic and movie they then use their powers to try to defend humanity against threats. The FF is a good to show how a team of people known publicly can become heroes.

X-Men

Multiple people with different powers, and like Spiderman, an icon for Marvel Comics. The X-men and all their incarnations (and there are tons of them in comic land) are good examples of the various ways powers can be given, gifted, awarded, and forced upon a person. From Wolverine's mysterious and violent past to Ororo's rather idyllic one, the heroes of the X-Men are truly a good example of modern heroes.

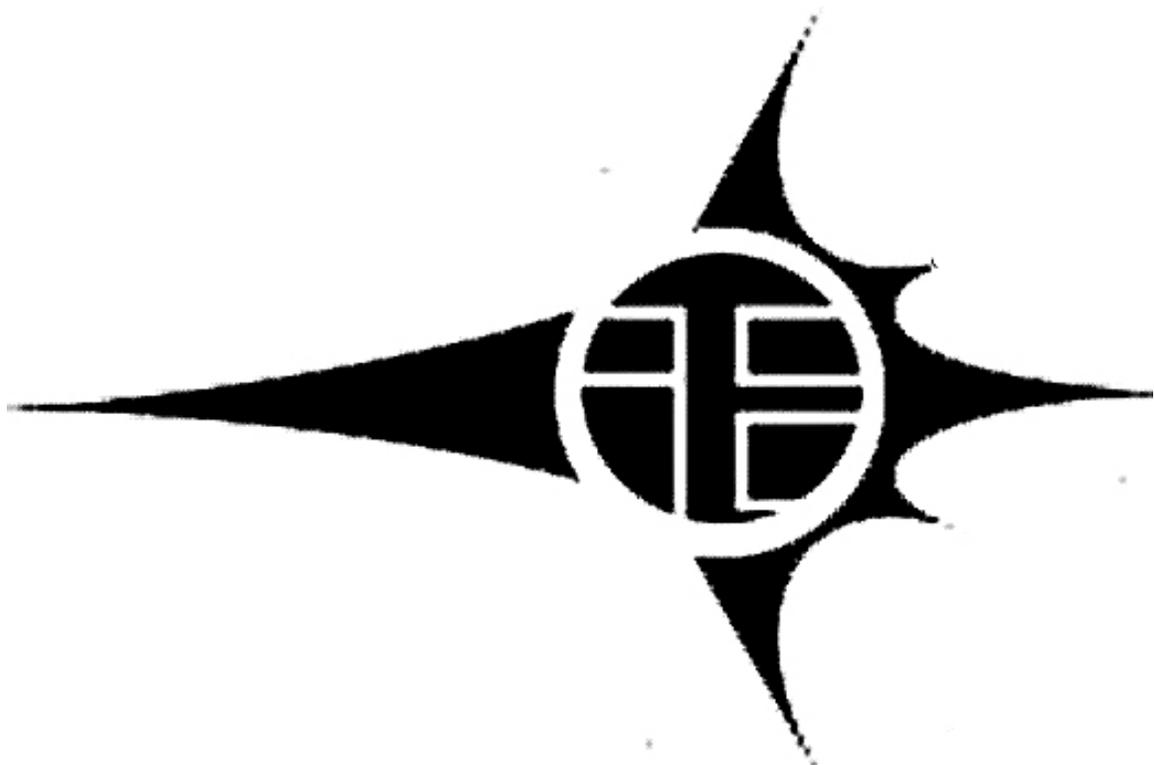
Superman

Superman is perhaps one of the most recognized icons of superheroes in the world today, besides possibly Batman. The S is almost as well known an emblem as the flags of some countries, more so in some cases. He is a good example of someone driven by the urge to protect and sacrifice everything to be a protector.

Books

Powers Comic

This comic is done by Brian Bendis and Michael Oeming. This series chronicles the adventures of two police detectives in a world where powered people are common but not mundane. When read, it almost seems like a nitty, gritty real world version of the shiny happy comic book worlds that a lot of comics portray.





“She shows a strong reading for the presence of the M-R Node.” Fitzgerald muttered, more to himself than the other man standing next to him.

“I noticed. She’s worked well in the program.” Dr. Kuter acknowledged.

The two watched as the young woman lay there, unconscious on the table wearing a standard issue body suit that all research subjects wore.

Fitzgerald picked up the chart and examined it again. The readings noted possible high index for a quantum manipulation of the magnetic spectrum, something almost unheard of. He also noted something else in the readings. A quick double check using his talents revealed that the readings weren’t wrong. Even though she’d not dynamically evolved, she was already processing quantum energy and it had already taken root and begun the tainting of her body with its residue.

“Damn. Taint. Check the readings on page three.” He handed the chart to Kuter, turned and left the room.

Kuter looked closely over the records and shook his head.

Damn, how does the old guy do that?

Fitzgerald returned with a small needle filled with a liquid that shifted from red to green and back as the light passed through it.

Kuter watched as he injected the young woman, then stepped back to stand once again beside him.

The woman’s breathing slowed, then stopped.

“Damn. You’re sure we couldn’t save her?” Kuter asked.

“No. Taint prior to the M-R Node going active is just a precursor to a more dynamic taint afterwards. Besides, it was burning out her kidneys. She had maybe six months at best.”

The two looked at the now dead woman.

“Time of death, 2212hrs.” Kuter noted, and scribbled it on the chart.

“Prep her for autopsy; let’s see what secrets she can tell us.”

Section One:

The Future of Man

Project Nova started in 1960, when a group of scientists working out of the Franklin and Edwards Research group in Los Angeles, started investigating human genetics, deciding that something more was needed to truly explore what made up humanity. They had already noted several cases of “dynamic evolution” from case files dating from 1920s through 1950s and even a few from the Victorian ages. Pouring over history texts, those factual and those of legend, they located dozens of instances that could also be chalked up to “dynamic evolution” of the human species. The problem of course was why? Why was humanity experiencing spikes of dynamic evolution and not just a broad base of it instead?

Using limited genetic science and material they founded for the better part of a year till in the early part of 1962 when three new scientists joined their ranks, Dr. Fredrick F. Chalmers, Dr. Maximilian Kuter, and Dr. Theodore Fitzgerald. These three scientists brought with them not only three decades of research into human genetics, but, and most importantly, actual genetic material from several people who had dynamical evolved.

For two years the new team worked around the clock, examining and testing the genetic material till finally they reached a point of needing to engage in human testing. In July 1964 they selected ten young men from various profiles, kidnapped them, and subjected them to the genetic re-organizational serum they had developed. The results, to say the least, were not pretty. Only three of the test subjects survived, and of those three, two were warped beyond anything remotely human. The third remained completely human looking, but something within him changed dramatically. He vanished one night and has never been seen or documented since. The remaining two patients were locked away and used as test beds and research subjects for another year to create a new serum, something they called the Nova Pathogen.

This time, the group decided that perhaps using a grown subject wasn't the answer, as their genetic pattern was already set in motion. The best target for results would be to alter a subject's sperm or ova genetic makeup in order to try to create subjects that would dynamically evolve after being born.

In 1965 Project Nova put out feelers and invites to potential subjects for their study. Over a thousand men and women were given the invite, with a nice incentive if they came for the screening processes. Nearly three quarters of the invitees showed up, and the nascent Project Nova became its year-long screening process of the various potentials.

Exhaustive psychological, physical and emotional testing was done on each person to assess if they would be right for the final phase of the testing, and in the early part of 1966, they finally gathered the 100 couples and 100 singles for the final phase.

These people were taken to a small town in the remote Midwest, where an old hospital was located and converted for Project Nova's use. There, under heavy lock and key, with armed security, the 300 people spent three months being monitored as they were administered a series of injections of the serum. Intensive testing, observation and notes were taken on each patient, making sure even the slightest small change in physiology was noted. After the last round of injections the scientists stepped back and waited for any side effects to occur.



Within a week five people died from massive systemic shock. Their bodies were taken for post mortem examination, but little could be discovered. By the end of week two, three more were dead, and four of the subjects were showing that they had been rendered infertile. In the following three more weeks of observation, a further eleven people died due to systemic shock, and four more showed as having become infertile. Deeming the results as better than expected, they took a month more of observation to make sure all the problems were over and done with. No more deaths or cases of infertility among the rest of the test subjects were noted, and so the surviving subjects were paid handsomely and released back into public.

Of course these people weren't sent home unmonitored. Tracking devices had been implanted in all the test subjects, and watchers assigned to monitor them. Their family doctors were all changed to doctors in the employ of Project Nova so they could be watched. Project Nova held its breath and waited for the 1st children of these people to suddenly exhibit dynamic evolution.

Sadly, the first children exhibited no evolution.

By 1980, the children of these people were all in their teens, and none had exhibited anything extraordinary. The project's funding was cut in half.

During the mid-1990s, when it was determined that the grandchildren of the original subjects weren't even exhibiting anything remotely like dynamic evolution, the project found itself cut down to down to five scientists and some ten researchers. The project was now in danger of losing all it's funding.

Project Nova's saving grace came in 2005, when William Hennesy experienced dynamic evolution. Sadly it might not have been enough to save the failing project. After forty years of no results, funding cuts and staffing loses, most of the files on the patients and their descendants had been lost. Working with limited resources and manpower, Project Nova had to work at literal super human speeds to try to catch up. Luckily, William was one of the few people that had a doctor still in Project Nova's pocket, and so they had been alerted to the occurrence. When William suddenly used his hyper speed to cross a football field, Project Nova agents

descended and snatched away the fourteen year old boy. His case became the most well taught example of what not to do when taking a target. The manhunt for Hennesy's kidnappers lasted six months, and it was only with the assistance of agents from the Foundation of Law and Home Security that it was finally put to rest with the faked capture of the "kidnappers", who were then "killed" in a shoot out with F.L.H.S. agents.

Hennesy proved to be a massive asset to the Project, providing them with incredible knowledge about dynamic evolution. Through a long examination period, the scientists found that a gland had formed between the frontal lobes. This gland seemed to be 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 lead scientists that now ran Project Nova, this growth was noted as growing in size, almost like a tumor. As William slowly learned to control and amplify his power so did the node grow.



Project Nova immediately tried to relocate all their files at this point, but found that a vast majority of the files were missing. This made it almost impossible to track down the original patients, much less locate their offspring and their offspring's offspring. In total, perhaps 5% of the records were recovered, something that the upper management were not that happy about.

Project Nova sent out watchers, while agents went through records, managing to locate three more



teens that had the M-R Node. Using more clandestine methods, they took the three children and brought them back to the Project's research location.

Going over medical and genetic data the two lead scientists made a startling revelation about the Nova Pathogen. At any time the original patients may have engaged in sexual relations they had the chance of passing the Nova Pathogen on to their partner, which could result in any number of people possibly having an M-R Node occur in their brain. This was made all too apparent when a fifth teen was brought in who had no connection to the genetic lineage of the original patients.

In the last two years Project Nova has been hammering away as fast as they can in an attempt to understand these five teens and their abilities. They discovered a nasty side effect to the use of the quantum powers that the dynamically evolved, or Novas as they have been termed, exhibit. The body and mind is not really capable of channeling the level of power that the Nova Pathogen has released, and as such the body and mind will warp as it adjusts to accommodate to allow more quantum energy to flow through it.

This "Quantum Taint" has caused Hennesy to mutate to a point where he more resembles Gollum from the Lord of the Rings, than a normal human. The other four children have yet to exhibit any taint, but their overall power level is relatively low in comparison to Hennesy.

Project Nova Research Centers

Project Nova is operated out of several locations, with the primary research facility located on the Island. While the corporate HQ in Silicon Valley also has a Project Nova section, it has nowhere near the capabilities of the one on the Island.

Further research facilities, basically a lab and holding cells, are located Solstice City, as well as at most Project Pulsar barracks in the major cities they are located in.

The Researchers

Dr. Henri Marazin, Project Nova Head Scientist, Quantum Researcher

Henri was a lonely boy whose overworked father was never home and whose mother was lost a world of TV soap operas and her dogs. He grew up pretty much self taught, with the only truly happy time being when his father would sit with him out in the back yard and talk about their days on those rare occasions when he was awake when his dad came home.

His father was killed when he was twelve in a work related accident. The settlement and insurance made his mother and him very wealthy. At the same time, Henri discovered that his father had been putting 15% of his pay into a bank account for him for close to 10 years in order to make sure that his son would have a good education when it came time. Part of the will and insurance policy riders also noted that money from the will and insurance would be deposited into the same account until he was 18.

While he mourned the loss of his father and only friend, his mother immediately moved them into a big condo and started entertaining lovers on a regular basis, using the money to give herself a cosmetic makeover to be as young as she could. As the years passed, the money slowly dribbled away, and soon he watched as his mother selling the luxuries she had bought to pay bills. When he turned 16, he discovered his mother was now selling herself to make ends meet because she'd spent all the money on cosmetic surgeries for herself as well as maintaining the condo and all the expensive clothes and toys. He moved out and worked a part time job and went to school till he finally turned 18 and gained access to his inheritance.

His last communication with his mother was when she attempted to make him give her access to the money his father had left him and when he refused, she attempted to seduce him to try to gain access instead. Disgusted by her antics, he left for university and never returned home.

He studied the most difficult of subjects in his 1st general year, becoming enamored with the aspects of quantum theory. He pushed into the science program with the aim of becoming a physicist, specializing in quantum theory.

It was during a lecture given by Dr. Maximilian Kuter, an F.E.A.R Corporation scientist, that he saw his future. Kuter postulated a link between genetics and quantum states and was looking for someone to possible help him in the research. Henri kept in contact with Dr. Kuter after that lecture and after graduating, joined him in his study of quantum research, taking a job in the F.E.A.R. Corporation's Project Nova.

For three years, he worked on quantum models, testing theories and posing questions that helped the project break through several barriers of research. He wrote his thesis and earned his doctorate from his theory of how quantum energy states influenced the genetic make up of a cell, and that by the manipulation of the quantum state, the cell could be altered as well.

When Hennesy was brought in, it was he and a fellow scientist, Dr. Rashoud, who discovered the direct link between quantum physics and genetics.

Dr. Farah Rashoud, Project Nova Head Scientist, Genetic Researcher

Farah was born to a traditional Indian family in Toronto, Ontario Canada. She discovered early on a penchant and fascination for medicine and wanted nothing more than to be a doctor. She studied at school and was elated by how easy she found the sciences. She plotted and planned out her career path at 15 years old, planning to become a geneticist so she could explore the building blocks of the human being. At 16, her dreams crushed when her parents announced that when she finished high school she would be married and moving to her husband's place. She'd been set into an arranged marriage when she was very young, and being the child of modern times in Canada, couldn't understand why her parents were doing this to her. She tried to convince them she wanted her own life, but she was lectured on family responsibilities and the duties of the woman by her mother.

Undaunted, Farah worked as hard as she could in a part time job, as well as at her lessons, hiding all the money she could get as well as making sure she had the highest marks possible. She applied for every grant, loan and bursary she could qualify for. When she graduated she also won a scholarship to Queens for the medical school, making her plans of becoming a doctor all that more real. She had only one last step to perform. Over the 1st month of summer her parents prepped her for the wedding to a man she'd met twice in her life, and didn't know

anything about. On the wedding day, while everyone was at the ceremony waiting for her, she gathered all her belongings, as well as all the money she had squirreled away, climbed into a friend's SUV and bid her life and family good bye. She arrived at Queen's University and started a new life as a med-school student.

Farah's family came after her a month later; her father, accompanied by her two brothers, a couple cousins and her fiancé, all drove to Queens, intent on taking her back to her marriage and the life she should be having as a proper wife. Luckily a well timed call from Farah's younger sister alerted her to the incoming relatives, and when they arrived at her dorm and forced their way in, they were confronted by Farah, the University Dean as well as a member of the local OPP. Farah's male relatives left in a foul mood, restraining orders against them in hand, preventing them from coming onto Queen's University property if Farah was there.

During her four years of medical school her family tried several times more to get her to return home, including a failed attempt by her fiancé to take her home by force. Farah had learned a lot about being a modern woman, including taking self defense courses, and while her skills weren't the best, it delayed her fiancé long enough for her current boyfriend, a black belt in tae kwon do, to arrive at the scene and make sure that her ex-fiancé never wanted to come back again.

Farah graduate within the top 5% of her class and took a job with a hospital in Los Angeles that had scouted her in her final year of residency. She started her work towards becoming a genetic specialist and was approached by a rep from the F.E.A.R. Corporation with a job offer that would help her reach that goal.

Working with Project Nova was a dream come true for her, studying genetics at a level she'd never even gone to before. When Hennesy was brought in, she was given the task of ascertaining what was suffusing his genetic code and as such, she started working closely with Dr. Henri Marazin, a fellow Canadian scientist working with Project Nova. Feeling a kinship to her country man, as well as finding him attractive and intelligent, Farah found herself drawn to Henri, and was troubled by his apparent lack of interest, being more caught up in his work than anything else. She decided to work as closely with





him as possible while helping him get the answers they both wanted, as well as make him see her as not just another scientist.

Dr. Fredrick F. Chalmers

Chalmers was born in Los Angeles and attended UCLA for his medical training, specializing in obstetrics. While caring for one patient in particular, he noted the fetus had abnormalities that he couldn't explain. He confided in his friend, Dr. Theodore Fitzgerald, who was a doctor of Hematology. The two went over the data for several weeks trying to figure out what the abnormalities were before finally going to another colleague of theirs, Dr. Maximilian Kuter, a geneticist who worked for the F.E.A.R. Corporation. With his help, the two managed to isolate and identify the unknown abnormalities as part of what Dr. Kuter's employers were searching for in Project Nova. He brought the two men together and they approached the F.E.A.R. Corporation with their findings.

Chalmers lead the teams that dealt with monitoring the patients during pregnancy and child birth, looking for Nova Pathogen abnormalities, but sadly he never found them. When the Project started to have its funding cut, he stayed on, keeping an eye on a few patients and their offspring as best as possible. It was his notes and records that led to the capture of William Hennesy.

Dr. Maximilian Kuter

Kuter started his career as a general physician, but went into genetics in order to better understand how the body worked and why certain medical conditions were passed along from parent to child. He was hired by the F.E.A.R. Corporation to work in their Los Angeles based genetic labs because of some of his theories in genetics; theories that were used in some of the initial stages of several projects the company had going.

When his two friends approached him with the abnormal samples of fetal genetic material, he was intrigued and applied his research. His research was noted by the then head of Project Nova and suddenly Kuter and his two friends were in on the ground floor for what promised to be the next stage in human evolution. Sadly, Project Nova didn't pan out as they wanted, and Kuter saw his work used with no results.

Charged with testing, updating and monitoring for any genetic abnormalities in the genes of any of the patients, Kuter spent the last 40 years doing his own research on the Nova Pathogen. When Hennesy was brought in, he let his already impressively capable research assistant, Dr. Marazin, do the honors of finding out what was going on. Kuter was never prouder with Marazin's findings, seeing them as part of his legacy for teaching his young protégé.

Dr. Theodore Fitzgerald.

Fitzgerald grew up living a good life in a big family. He went to medical school, became a doctor and specialized into hematology, the study of blood and diseases thereof. When Chalmers brought the fetal blood sample to him with its abnormalities, he was the one who suggested they go to Kuter.

During Project Nova, Fitzgerald did all the blood work and testing himself, to make sure all the samples were examined for evidence of dynamic evolution. Of all the scientists involved he was one of the most upset over the lack of results from the Nova Pathogen testing.

When Hennesy was brought in, Fitzgerald and his assistant, Dr. Rashoud, examined the blood, then sent her with the findings to work with Dr. Marazin.

The Novas of FEAR

William Hennesy

Born to a small family in the Midwest, William grew up with nothing separating him apart from anyone else. He wasn't smarter than everyone else, nor did he look better or even sound better than everyone else. He was basically all around average. Sadly, this was not to be for long. He first started wondering if something was off kilter after he suffered a couple of dizzy spells. He went to his family doctor, Dr. Chalmers, and had a full physical done. The doctor told him it was just possibly allergies and scheduled him for some allergen tests. William went back to school and life and didn't give it a second thought. Two weeks later, in the middle of a football game, he snagged the ball, turned and started to run across the field when suddenly, he was at the goal line. He turned to look at his stunned friends and was in the process of starting to ask what was wrong when he felt something hit his arm and everything went dark.

When William finally awoke, it was in a hospital somewhere with a bunch of doctors telling him that he was special and needed some special attention because of it. Over the next few weeks, he was subjected to painful tests, some so painful that only powerful painkillers could blot out the pain afterwards. It didn't take long for him to become addicted to the painkillers.

As time passed, and the tests kept going he found that the pain killers slowly stopped working, and soon the doctors gave him something else to help kill the pain. Narcotics. Soon, all William cared about was to produce the results the doctors asked for, as long as they gave him the drugs afterwards so he could escape the pain of his twisted body and wrecked mind.

Abigail Marks

Abby was the second child brought into the Project Nova group. She is a precocious teenager whose M-R Node seems to be affecting her intelligence and perception abilities. Abby is from the New England area, raised in a small town just north of Boston. She was attending a school for the gifted when the beginnings of the M-R Node were discovered. Her family believes her to be dead at this point, having been informed that the M-R Node was a rare but terminal tumor that killed her within two days.

Unlike William, the doctors have not pushed Abby or any of the other newer patients to hyper develop their abilities, and as such she hasn't been introduced to anything heavy in the way of pain killers or other narcotics.

Paige Delaney

Paige was taken off the streets of Atlanta. She was a runaway who was taken to the hospital after being raped by a gang. During her stay, the hospital did a CAT scan because of the possibility of severe head trauma and discovered the M-R Node growth.

Within a day Project Nova agents entered the building, and posing as her legitimate parents, paid her bills, and took her away.

Paige's abilities are not yet known, but the doctors of Project Nova believe they may be tied to the regenerative process, as most of her wounds healed rapidly. A few tests have also revealed she has a high resistance to drugs and medications as well.

Kim Soo

Both of Kim's parents work for the F.E.A.R. Corporation, and when their son started having nose bleeds and headaches they took him to the company doctor for help. Once it was determined he had the beginnings of an M-R Node, his parents were informed he had a rare tumor and that he may or may not survive an operation to remove it. His parents, like those of Abigail Marks, believe their son to be dead because of the tumor.

Kim's M-R Node seems to have a connection to his sense of balance, but that's about it at this point. A talented martial artist, it is believed that if they cultivate his skills and the M-R Node's power, it will make him an almost unstoppable hand to hand combatant.

The doctors of the Project are considering doing a fast training method on Kim, in order to try to spark further growth of his M-R Node.

Colm Bennet

Colm was brought in only recently, and, if it can be believed, he was a walk-in having approached Dr. Kuter about strange things he was suddenly capable of doing. How the teen knew about Dr. Kuter is still unknown, but the M-R Node is evident and allows him the ability to shape shift into different animals. Intrigued, to say the least, because of ramifications of complete transformation of body mass, the scientists of the Project are being overtly cautious, as the tests also indicate that the M-R Node could be tapping into the teen's empathic abilities as well.

Monitored Novas

Emma Saunders

Emma has been under watch since the F.L.H.S. brought her to Project Nova's attention. While they are aware of her powers of flight and seemingly invulnerability, they are being cautious because she is exhibiting a quick understanding of these powers as well. Dr. Chalmers would like her brought in for tests, but Drs. Marazin, Rashoud and Kuter think that the Project should wait and watch.

Gorgon

Sighted by three members of Pulsar Seven, Gorgon, as she has been named of her frightening appearance due to taint mutations, is believed to have possibly been one of the dynamic evolution spikes that





Project Nova was trying to replicate. She has yet to be caught, but the standing order is to have her caught and brought to the Island for a full work up. She has been spotted wandering the hills and back lands of Greece on and off. Pulsar Seven is performing regular sweeps of the area to locate her.

Allan Morse

Allan is perhaps the youngest person the Project has noted as possessing an M-R Node. Barely eight, the child is capable of entrancing people to do his bidding, and as such, the Project hasn't had a snatch team snag him yet. To date, the enthrallment is normally used to get things like more cookies, candy, toys and such, nothing overtly nasty.

The Potentials

These are some of the known offspring of the Nova Pathogen people who have not sparked yet.

Roger Pearson

Roger Pearson is the grandson of Nova Pathogen couple #54. He works as a gopher in the senate in Washington DC, and after his last physical, he tested positive for a high potential of an M-R Node growth to occur. Project Nova is concerned about Roger because of his rather precariously sensitive job location, knowing that if he suddenly goes active in the middle of a Senate session, the results could be disastrous. They are currently considering bringing him in early, and are making sure he is aware that he might have something medically wrong and should see his doctor each week for checkups.

Zhiang Shou

Zhiang is a lovely young girl who works in a local coffee shop. Her grandmother was Nova Pathogen patient #23 of the single women who were given the treatments. Her doctor is still in the employ of F.E.A.R. and makes regular reports to the company, which helped Project Nova ID her when the test showed her M-R manifestation rating in the high positives. At this point, the doctor informed her that she might have some allergy problems and that she should come in on a monthly basis for check ups for the next few months.

Carl Hill

Carl is about as red necked and white trash as they come. His grandmother was Nova Pathogen patient #46 of the single women group, and after leaving the program, went home to Texas and ended up in a

trailer park where she had several kids, all of whom barely got farther than the next trailer park down the road when they left home.

Carl is hard headed, rather stupid, opinionated, thinks Bush is awesome, and would have joined up as a soldier if it weren't for his psych profile showing him as borderline psychotic. So instead he goes to pro-war in Iraq meetings, and does his duty by harassing anyone that is remotely from the Middle East, because they could be terrorists in disguise. He drives in a big, tricked out pickup with gun rack and several rifles, a US flag pattern all over the truck and the stars and stripes hanging from the back window. He smokes, drinks, swears, has four kids with three different women and is currently expected a fifth child with someone new.

Carl isn't sure the doctor is playing straight with him about a so-called allergy problem. Since the doctor is darker skinned, he doesn't really trust him, then again he doesn't trust anyone really, unless they are God fearing Americans for America, but the possibility of him having to be on drugs concerns him, and the doctor said if it comes to that, the government would pay for them, which means Carl doesn't, and Carl likes it when he gets stuff for free.

Atalanta Holiday

Atalanta is everywhere, TV, songs, movies and even the news. She is the current lime lighted daughter of incredibly rich parents, and is well known for her rather stunning looks, incessant partying and run-ins with bad boys and the law. When not partying, she can be found shopping, touring, and socializing with her three close girl friends, who are also socialites, looking for guys and good times.

Atalanta's M-R Node gene comes from her grandfather, a black sheep of the family at one time, who did the Nova Pathogen program for cash. A couple years after, he pulled himself back up to a point where he was the golden child of the family.

Atalanta's condition as a potential is viewed by Project Nova as a possible future plan is the presence of Novas becomes public knowledge. She could be used as a spokeswoman for the positive side of Novas, easily swaying over the younger crowd.

An X Factor

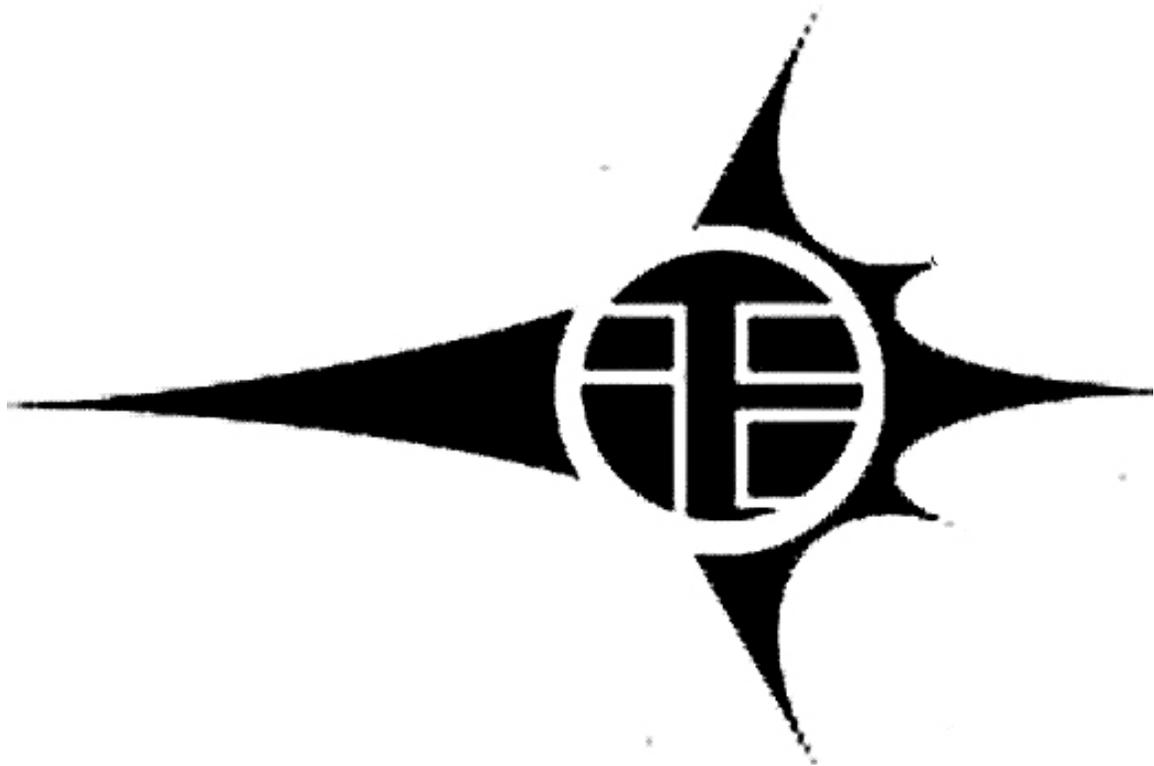
Kincaid

Kincaid is the true X-Factor in Project Nova. Both Marazin and Rashoud would love to get their hands on his genetic material and see what it is that makes him tick. They both believe he is a Nova, one who

activated when he or she was very young and has access to incredible powers.

Patient Zero

Not much is known about the vanished test subject from the 1st batch of testing, other than it was a male in his late 20s, with dark hair and blue eyes, whom they had taken from a local college. To this date Patient Zero has yet to resurface, despite Project Nova's continual investigations in watching his former family and friends. Chalmers believes that he may have dissipated, disintegrating into base molecules.





The young girl laughed as the energy played around her, crackling and snapping. She poked it with her finger and giggled as it tickled her fingertip.

Spreading her arms she watched with amazement as it played out across her arms and laughed again.

“Marie” Came a pleasant female voice over the speaker.

She looked around and the energy died out.

“That was nice. How do you feel?” Asked the voice

“All tingly.” She said.

“Ok. No dizziness? Upset stomach? Blurred vision or anything strange?” Came a man’s voice.

“No, Dr. Marazin.”

“Can you walk around the room once for us, please?” Asked the female voice.

“Ok, Dr. Rashoud.”

Marie walked a circle around the testing room twice.

“Very good, Marie, thank you.” Dr. Rashoud said.

Marie stood and waited.

“Marie? I want you to let loose and just crank it up as high as you can, ok?” Asked Dr. Marazin.

“Cool!!!”

Marie spread her arms wide, closed her eyes and touched that part of her mind where the light lived.

Energy erupted from her in a violent storm of power.

Behind the armored and mirrored window, Drs. Marazin and Rashoud smiled.

Section Two: The Architects

Project Nova Scientists

Dr. Henri Marazin



Project Nova Head Scientist, Quantum researcher

Quote: *"We are here to see humanity ushered into a new age."*

Real Name: Henri Richard Marazin

Faction: Project Nova, F.E.A.R. Corporation

Apparent Age: Mid 30s

Real Age: 32

Mental Attributes:

Intelligence 4, Wits 5, Resolve 3

Physical Attributes: Strength 3, Dexterity 3, Stamina 3

Social Attributes: Presence 3, Manipulation 3, Composure 4

Mental Skills: Academics 5 (Doctorate in Physics), Computer 3, Crafts 1, Investigation 3, Medicine 3, Occult 2, Politics 2, Science 5 (Quantum Physics)

Physical Skills: Athletics 2, Brawl 2, Drive 2, Firearms 1

Social Skills: Empathy 1, Expression 1, Intimidation 2, Persuasion 2, Socialize 3

Merits: Allies (F.E.A.R. Corporation) 3, Contacts (F.E.A.R. Corporation) 3, Resources 4, Status (F.E.A.R. Corporation) 3, Status (Project Nova) 5, Mentor (Maximilian Kuter) 3

Willpower: 8

Morality: 6

Virtue: Hope

Vice: Pride

Health: 8

Initiative: 7

Defense: 3

Speed: 11

Secrets: Henri is aware of Farah's interest, but because of his mother's ways, is unsure he wishes to engage in a relationship, worried that she will turn

out just like his mother. On the other hand he finds it hard to not notice her, and is finding it harder and harder to try to not see her as just co-worker.

Dr. Farah Rashoud



Project Nova Head Scientist, Genetic Researcher

Quote: *"The human genome is like a language. Once learnt, you can speak it and express yourself as you see fit"*

Real Name: Farah Rashoud

Faction: F.E.A.R.

Corporation

Apparent Age: Late 20s

Age: 31

Mental Attributes: Intelligence 4, Wits 4, Resolve 4

Physical Attributes: Strength 2, Dexterity 4, Stamina 2

Social Attributes: Presence 4, Manipulation 3, Composure 3

Mental Skills: Academics 5 (Medical Doctorate), Computer 3, Crafts 2, Investigation 2, Medicine 5 (Genetics), Occult 2, Politics 2, Science 3

Physical Skills: Athletics 3, Brawl 3, Drive 2, Weaponry 1

Social Skills: Empathy 1, Expression 2, Intimidation 1, Persuasion 3, Socialize 3, Subterfuge 2

Merits: Language (Hindi), Fighting Style (Aikido) 2, Allies (F.E.A.R. Corporation) 3, Contacts (F.E.A.R. Corporation) 3, Resources 3, Status (F.E.A.R. Corporation) 3, Status (Project Nova) 5

Willpower: 7

Morality: 6

Virtue: Fortitude

Vice: Pride

Health: 7

Initiative: 7

Defense: 4

Speed: 11

Secrets: Farah is in love the Henri Mazarin. She has problems keeping him out of her mind, unless she is highly involved in one of her projects or research.

She has yet to try to ask him out, and has relied on subtle hints to try to make him notice her interest in him, but has yet to see anything indicating he's noticed, but with the workload he has, she is not surprised. She is determined that he will see her as not just another scientist, but as a woman.

Dr. Fredrick F. Chalmers



Project Nova Scientist

Quote: "Once we have figured out how to eliminate Taint, then our children will rule the future."

Real Name: Fredrick Frank Chalmers

Faction: F.E.A.R. Corporation

Apparent Age: late 50s

Age: 63

Mental Attributes: Intelligence 4, Wits 4, Resolve 3

Physical Attributes: Strength 2, Dexterity 3, Stamina 2

Social Attributes: Presence 3,

Manipulation 4, Composure 3

Mental Skills: Academics 5, Computer 4, Investigation 3, Medicine 5 (Obstetrics), Occult 3, Politics 2, Science 4 (Biology)

Physical Skills: Athletics 2, Brawl 1, Drive 1

Social Skills: Animal Ken 1, Empathy 2, Intimidation 2, Persuasion 3, Socialize 2, Subterfuge 2

Merits: Allies (F.E.A.R. Corporation) 3, Contacts (F.E.A.R. Corporation) 3, Resources 3, Status (F.E.A.R. Corporation) 3, Status (Project Nova) 4

Willpower: 7

Morality: 6

Virtue: Prudence

Vice: Greed

Health: 7

Initiative: 6

Defense: 3

Speed: 11

Secrets: Chalmers hasn't really got any secrets. He has worked happily and faithfully for Project Nova and the F.E.A.R. Corporation ever since he joined them.

Dr. Maximilian Kuter



Project Nova Scientist

Quote: "Damn, where did they get this information from?"

Real Name: Maximilian Alistair Kuter

Faction: Powel and Eckart Research - Lazarus Group

Apparent Age: late 50s

Age: 74

Mental Attributes: Intelligence 4, Wits 4, Resolve 4

Physical Attributes: Strength 2, Dexterity 3, Stamina 3

Social Attributes: Presence 3, Manipulation 4, Composure 3

Mental Skills: Academics 4 (Medical Doctorate), Computer 2, Investigation 2, Medicine 5 (Genetics, Surgery), Occult 2, Politics 2, Science 4 (Biology)

Physical Skills: Athletics 2, Brawl 1, Drive 2, Firearms 2, Larceny 3, Stealth 3, Survival 2, Weaponry 1

Social Skills: Intimidation 3, Persuasion 3, Socialize 2, Streetwise 2, Subterfuge 4 (Lies)

Merits: Allies (F.E.A.R. Corporation) 3, Allies (P&E Research) 4, Contacts (F.E.A.R. Corporation) 3, Contacts (P&E Research) 3, Resources 4, Status (F.E.A.R. Corporation) 3, Status (Project Nova) 4, Status (P&E Research) 3, Lazarus Pathogen

Willpower: 9

Morality: 5

Virtue: Temperance

Vice: Pride

Health: 8

Initiative: 6

Defense: 3

Speed: 10

Secrets: Kuter is a member of the secretive Lazarus Group within Powell and Eckart Research. When P&E learned of F.E.A.R. Corporation's attempts to create the Nova Pathogen, they put Kuter into the scene due to his connections to Chalmers and Fitzgerald. Kuter is much older than he looks, being a recipient of the Lazarus Group's experiments using Promethean derived elixirs. He ages physically now 1 year for every 5 that pass. Kuter is aware the Fitzgerald is not all that he claims to be, but is not aware that Fitzgerald is a mage.

Dr. Theodore Fitzgerald



Project Nova Scientist

Quote: "Its all steps to the final answer and then, then my children will be born and they will touch the stars with their glory."

Real Name: Jelani Agyei

Path: Thyrsus

Order: Silver Ladder – Tamer of Blood

Apparent Age: Mid 60s

Age: 145

Mental Attributes: Intelligence 5, Wits 5, Resolve 4

Physical Attributes: Strength 3, Dexterity 3, Stamina 3

Social Attributes: Presence 4, Manipulation 5, Composure 4

Mental Skills: Academics 5, Computer 2, Crafts 2, Investigation 3, Medicine 5 (Hematology), Occult 4, Politics 3, Science 4 (Biology)

Physical Skills: Athletics 3, Brawl 3, Drive 2, Firearms 2, Larceny 3, Stealth 3, Survival 3, Weaponry 2

Social Skills: Empathy 1, Expression 2, Intimidation 3, Persuasion 3, Socialize 2, Streetwise 3, Subterfuge 4

Merits: Natural Immunity, Quick Healer, Toxin Resistance, Allies (F.E.A.R. Corporation) 3, Contacts (F.E.A.R. Corporation) 3, Resources 3, Status (F.E.A.R. Corporation) 3, Status (Project Nova) 4

Willpower: 9

Wisdom: 6

Virtue: Hope

Vice: Pride

Health: 8

Initiative: 7

Defense: 3

Speed: 11

Rituals and/or Rites/Rotes: Tamers of Blood Legacy Attainments 1, 2, 3. Most Life and Spirit rotes with a scattering of others from his lesser arcana.

Gnosis – Mana/turn: 5 – 14/5

Arcana: Life 4, Spirit 4, Death 3, Time 3, Fate 3, Mind 2

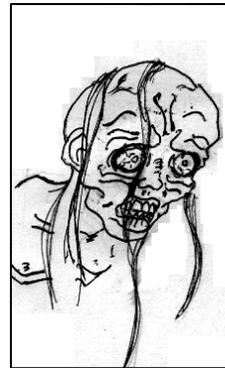
Secrets: Born in Africa in 1865, the man who became known as Theodore Fitzgerald awakened to his heritage of being a Thyrsus shaman early in his life. He wandered the continent, trying to bring a healing hand to those that he found in need, but usually found prejudice and fear more often than not when exhibiting his talents. He joined with the

Silver Ladder when he turned twenty and, within a few short months, discovered that while he enjoyed the aspect trying to lead people to a better tomorrow, it just wasn't enough. He needed to help them more. He traveled again for a couple of years until he was found by a Tamer of Blood working on the mystery of dynamically evolving humans and the reasons behind it. Intrigued, he stayed, and was inducted into the legacy, moving towards what would become his all consuming goal, the total uplift of humanity to a higher state of evolution.

In his century and half of life has attempted to create dynamic evolution at least five times, all with little success. It wasn't till the Project Nova inception that he saw a way to possibly see the beginnings of his goal. Creating the identity of Theodore Fitzgerald, elderly hematologist, he managed to get in on the ground floor of Project Nova. Since that fateful day, he has done his best to use his talents stealthily to try to make sure that his goals are reached.

The Novas of FEAR

William Hennesy



Nova Test Subject

Quote: "More candy please."

Real Name: William Hennesy

Faction: F.E.A.R. Corporation

Apparent Age: Unknown

Age: 23

Mental Attributes: Intelligence 2, Wits 2, Resolve 2

Physical Attributes:

Strength 4, Dexterity 4, Stamina 4

Social Attributes: Presence 4, Manipulation 3, Composure 3

Mental Skills: Academics 2, Computer 2

Physical Skills: Athletics 4, Brawl 4, Stealth 2, Survival 3

Social Skills: Expression 2, Intimidation 3, Subterfuge 3

Merits: None

Flaws: Narcotic Addiction

Willpower: 4

Morality: 3

Virtue: Hope

Vice: Lust

Health: 8

Initiative: 7
Defense: 2
Speed: 12 (see also Hyper-Movement Power)
Quantum Finesse: 4
Quantum Pool: 13 (2 per round)
Quantum Powers: Quantum Blast, Hyper-Movement
Taint: Colored Skin (Gray), Twisted Limbs, Hairless
Secrets: William is pretty much the pathetic, horribly twisted thing one sees. His mind is consumed with wanting to prove his worth so that he can have his next fix. At certain times though, the doctors have noticed him wandering and kicking an imaginary soccer ball.

Abby



Nova Test Subject, Precog

Quote: "Well I know the answer. I knew it 10 minutes ago unlike the rest of you."

Real Name: Abigail Marks
Faction: F.E.A.R.

Corporation
Apparent Age: Early teens
Age: 14

Mental Attributes:
 Intelligence 4, Wits 3,
 Resolve 2

Physical Attributes:

Strength 2, Dexterity 3, Stamina 3
Social Attributes: Presence 3, Manipulation 3, Composure 2
Mental Skills: Academics 2, Computer 2, Crafts 1, Science 1
Physical Skills: Athletics 2, Brawl 1
Social Skills: Empathy 1, Expression 2, Persuasion 2, Subterfuge 1
Merits: None
Willpower: 6
Morality: 8
Virtue: Faith
Vice: Envy
Health: 7
Initiative: 5
Defense: 3
Speed: 10
Quantum Finesse: 2
Quantum Pool: 11 (1 per round)
Quantum Powers: ESP (Sight), ESP (Hearing), Intuition, Premonition, Pretercognition 1
Taint: None

Secrets: Abby has been using her powers to listen in on the scientists and guards. She's not too happy about some of the things she has heard. On the other hand, she is happy to learn that her abilities are the most developed and thus she is the star of the program, and being the center of attention and the star is really all she wants.

Paige



Nova Test Subject, Regenerator

Quote: "Beats my old job in the gang."

Real Name: Paige Delaney
Faction: F.E.A.R.

Corporation
Apparent Age: Late Teens
Age: 13

Mental Attributes:
 Intelligence 3, Wits 3,
 Resolve 3

Physical Attributes: Strength 3, Dexterity 3, Stamina 5
Social Attributes: Presence 2, Manipulation 3, Composure 3
Mental Skills: Academics 2, Computer 3, Crafts 1, Investigation 1
Physical Skills: Athletics 3, Brawl 3, Firearms 1, Larceny 1, Stealth 2, Survival 2, Weaponry 1
Social Skills: Empathy 1, Expression 2, Intimidation 1, Persuasion 3, Streetwise 2, Subterfuge 2
Merits: Striking Looks 1

Willpower: 7

Morality: 5

Virtue: Hope

Vice: Sloth

Health: 9

Initiative: 6

Defense: 3

Speed: 10

Quantum Finesse: 2

Quantum Pool: 11 (1 per round)

Quantum Powers: Healing 4

Taint: None

Secrets: Paige was a hooker for the gang that raped and beat her. She hadn't paid them their share, and was entertaining the idea of betraying several of them to the police for a new identity in some other city. Paige's remarkable healing ability has made sure that she has never been scarred from any injury, having flawless dark skin. Most would suspect her of being 17 or 18, but she is only four months into her 13th year.

Kim



**Nova Test Subject,
Combat Savant**

Quote: <Quiet stern stare>

Real Name: Kim Soo

Faction: F.E.A.R.
Corporation

Apparent Age: Early Teens

Age: 14

Mental Attributes:

Intelligence 3, Wits 3,

Resolve 3

Physical Attributes: Strength 4

3, Dexterity 5, Stamina 4

Social Attributes: Presence 2, Manipulation 3,

Composure 3

Mental Skills: Academics 2, Computer 1, Crafts 2,
Investigation 2

Physical Skills: Athletics 3, Brawl 4, Drive 1,
Firearms 2, Larceny 2, Stealth 3, Survival 2,
Weaponry 3

Social Skills: Intimidation 2, Persuasion 2,
Streetwise 2, Subterfuge 2

Merits: Danger Sense, Ambidextrous, Fast Reflexes,
Fighting Style: Tae Kwon Do 4

Willpower: 6

Morality: 4

Virtue: Fortitude

Vice: Wrath

Health: 9

Initiative: 8

Defense: 3

Speed: 13

Quantum Finesse: 3

Quantum Pool: 12 (2 per round)

Quantum Powers: Hyper-movement 1,
Invulnerability 1, Deflect/Redirect, Absorption 3,
Boost

Taint: None

Secrets: Kim knows he's special. He is proud to be able to show the scientists at Project Nova exactly how powerful and good he is. Kim is a tad unhinged, viewing violence as a means to an end. Sadly, with the right training and proper indoctrination, he will make a deadly and utterly loyal covert agent for the F.E.A.R. Corporation if they so desire.

Colm



Nova Test Subject, Shifter

Quote: "I would really like some more free time today. Please."

Real Name: Andrew Colm

Edward Bennet

Faction: F.E.A.R. Corporation

Apparent Age: Early Teens

Age: 16

Mental Attributes: Intelligence 2,
Wits 3, Resolve 3

Physical Attributes: Strength 3,

Dexterity 5, Stamina 4

Social Attributes: Presence 3, Manipulation 3,
Composure 3

Mental Skills: Academics 2, Computer 1, Crafts 3,
Investigation 1, Medicine 1, Occult 3

Physical Skills: Athletics 5, Brawl 3, Drive 1,
Firearms 2, Stealth 2, Survival 2, Weaponry 2

Social Skills: Animal Ken 4, Empathy 1,
Intimidation 2, Streetwise 1, Subterfuge 2

Merits: Direction Sense

Willpower: 7

Morality: 6

Virtue: Prudence

Vice: Envy

Health: 7

Initiative: 5

Defense: 2

Speed: 9

Quantum Finesse: 3

Quantum Pool: 12 (2 per round)

Quantum Powers: Empathic Manipulation,
Shapeshift

Taint: None

Secrets: Colm just wants to run free, with the wind on his body, the rain in his eyes and the feel of the sun on his head.

Monitored Novas

Emma



Flyer

Quote: "God! What a rush!"
Real Name: Emma Saunders
Faction: None
Apparent Age: late Teens
Age: 17
Mental Attributes: Intelligence 3, Wits 3, Resolve 3
Physical Attributes: Strength 3, Dexterity 4, Stamina 3
Social Attributes: Presence 4, Manipulation 3, Composure

3

Mental Skills: Academics 3, Computer 3, Medicine 1, Politics 1, Science 2

Physical Skills: Athletics 3, Brawl 1, Drive 2

Social Skills: Animal Ken 1, Empathy 2, Expression 3, Persuasion 2, Socialize 2, Subterfuge 2

Merits: Striking Looks 1

Willpower: 6

Morality: 7

Virtue: Charity

Vice: Gluttony

Health: 8

Initiative: 7

Defense: 3

Speed: 12

Quantum Finesse: 2

Quantum Pool: 11 (1 per round)

Quantum Powers: Flight, Invulnerability 3

Taint: None

Secrets: Emma wants to learn how to use her abilities, but has no interest in sharing them other than to benefit herself. She views the ability to not be hurt as a way to live life to the fullest with highly dangerous sports.

Gorgon

Tainted Powerhouse

Quote: "Don't look at me!!! Leave me be!!!"

Real Name: Costanzia Papas

Faction: None

Apparent Age: Unknown

Age: 35

Mental Attributes: Intelligence 3, Wits 3, Resolve 3

Physical Attributes: Strength 5, Dexterity 5, Stamina 5



Virtue: Justice

Vice: Envy

Health: 10

Initiative: 8

Defense: 3

Speed: 15

Quantum Finesse: 3

Quantum Pool: 12 (2 per round)

Quantum Powers: Mega-Strength 3, Mega-Dexterity 3, Mega-Stamina 3, Armor 3, Healing 2

Taint: Bestial Appearance, Fangs, Claws, Discolored Skin

Secrets: Costanzia was an attractive young woman who worked out everyday as she made ready for the World Athletics Championship. When she started exhibiting radically increased strength, speed and stamina she just chalked it up to her training. When those abilities surpassed human norm and her skin became hard like leather she realized something was wrong. Within two months quantum taint ripped its way through her as her quantum powers evolved quickly. Distorted into a monstrous form from legend and myth, she ran away and began living on the streets and in the wilds. She would willing go with someone who could control her taint and restore her to normal, but after years of abuse, hate and threats, she has very little trust left.

Atlan



Controller

Quote: "I think you should just go climb a tree...NOW"

Real Name: Allan James Morse

Faction: None

Apparent Age: Late Teens

Age: 21

Mental Attributes: Intelligence 4, Wits 4, Resolve 4

Physical Attributes: Strength 2,

Dexterity 2, Stamina 2

Social Attributes: Presence 4, Manipulation 4, Composure 3

Mental Skills: Academics 2, Computer 3, Investigation 2, Medicine 2, Occult 2, Politics 2, Science 2

Physical Skills: Athletics 1, Brawl 1, Drive 1, Survival 1

Social Skills: Empathy 3, Expression 3, Intimidation 3, Persuasion 3, Streetwise 3, Subterfuge 3

Merits: Striking Looks 2

Willpower: 9

Morality: 5

Virtue: Justice

Vice: Greed

Health: 7

Initiative: 5

Defense: 2

Speed: 9

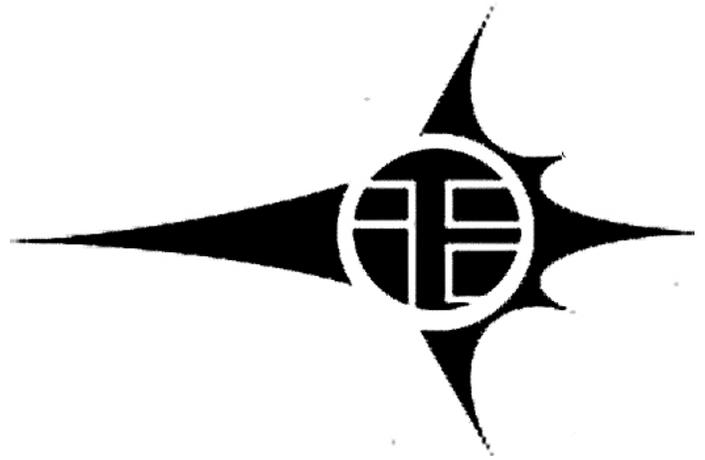
Quantum Finesse: 3

Quantum Pool: 12 (2 per round)

Quantum Powers: Domination, Empathic Manipulation

Taint: None

Secrets: Allan wants to rule the world. Quite a simple thing as far as he's concerned. He's been manipulating people all over the place to get what he wants, and he's quite happy to keep doing it until he's in total control.



The Potentials

These are some of the know offspring of the Nova Pathogen people who have not sparked yet.

Roger Pearson



Senatorial Aid

Quote: “The senator is really busy right now, can I get you to come back... when you actually have an appointment.”

Background: Being a member of the government, perhaps even becoming a Senator, is Roger’s eventual goal. He aspires to learn as much as possible, so that in ten to fifteen years he can start putting together his own

campaign to be a US Senator.

His work at the senate isn’t that important, except to him and the aspect of a possible medical condition concerns him to no end, as it could easily disrupt his long range goals.

Description: A handsome young man with dark hair and charming smile; he is smooth talking and quite intelligent.

Storytelling Hints: Charm, sophistication, and knowing the right people and what to say will get you to the top.

Abilities:

Bachelor Degree in Political Science – Roger spent his hard earned money on schooling at Harvard, going through their political sciences department. He is convinced this will get him closer to his goal.

Zhiang Shou



Coffee House

Waitress/Student

Quote: “Did you want anything else with that?”

Background: Working on a degree in psychology while working at the local off campus coffee shop, Zhiang is a happy young woman, and even the doctor telling her that she may have a

tumor, hasn’t slowed her down.

Description: Average looking Chinese woman in her early twenties with black hair.

Storytelling Hints: Life must be lived, each day unto itself, for it just may be the last.

Abilities:

Fighting Style: Kung Fu – Zhiang trains with her dad each day and can be considered to have a rating of 3 dots in this merit.

Psychology Major – Zhiang is in her third year of the psychology program at the local college and has the skills and knowledge from that.

Carl Hill

Red Neck



Quote: “Well DAMN!! If I’m gonna die from some thing in my head, I’d better make sure I manage to make every day count for something. Now where did I put that two-four and the shotgun?”

Background: The poster child for rednecks, Carl is pretty much exactly what most people think of when they think of an “inbred red-neck”. He is rude, opinionated, somewhat violent and used to

using his rugged looks to get the women.

Description: An attractive man with red-blond hair and a muscular build which he prides himself on.

Storytelling Hints: God put you here on this planet to be all you could be so do that.

Abilities:

Armed Combat – Carl is quite good at swinging a bat around, usually at other people he doesn’t like. Consider him to have a Melee skill of 3 dots.

Ranged Combat – Carl uses his shotgun and rifle all the time and is quite a good shot. He should be considered to have 3 dots in the Firearms skill.

Hand-to-Hand Combat – Carl is a fairly good brawler, and should be taken as having a Brawl skill of 3 dots.

Atalanta Holiday



Socialite

Quote: “Oh my god, did you see those guys over there? They’ve been staring at us all night. The one on the right is cute...I wonder if he’s single, not that it matters <laughter>”

Background: Born into a wealthy family, with literally no need to lift a finger to do anything and standing to inherit a vast fortune just like her older brother Joshua,

Atalanta, or “Lanta” to her friends, grew up a spoiled rich kid, schooled in numerous private academies including the Grace Mueller Academy.

She was almost chosen for a Pulsar crash course, but it was reasoned she would never pass the course and would be a waste of time. Interestingly enough most of what people see is a façade. Underneath it, Atalanta has a shrewd and keen intellect and an astoundingly good business sense. She has a successful video company label, as well as her own single of a pop-rock song. She has lent money to the production of five different “social” TV programs, all aimed at bringing people of different walks of life together for a month and seeing how they manage to get along.

She has spent many years out of the public eye studying business and management and plans to take over her parents business at one point in the future.

Description: A gorgeous platinum blond haired woman in here early twenties who loves to wear outfits that accentuate her body.

Storytelling Hints: Remember, the guys are too busy staring at your body to realize that you’ve just pulled off the take over of their company. Play it to the hilt and get what you need.

Abilities:

Heiress - Atalanta is worth a fortune, not even counting her own cash. She has the equivalent of Resources 5 at any time she needs. She also has Contacts and Allies of 5 within her families resort business and the ability to get very well paid lawyers when needed as well, such as those from Desmond, Osaka and Abrams Litigation.

Business Degree - Atalanta has the equivalent of a master’s degree in business management.

Fame - Atalanta is the eye of the paparazzi, and is constantly being followed and photographed. Her face and body appear in the slash papers on a regular basis about her affairs with men and even occasionally other women. She is a recognizable face and as such has the equivalent of Status and Fame of 5 within the uber-rich and famous social circles as well as across the media. A picture of her in a silver string bikini, her one shoulder strap come undone and the right bra cup about to fall off, and a look of “oh my” on her face, has been downloaded more times than any other woman out there at this point.

X Factors

Kincaid



Enigmatic Nova?

What is Kincaid? The scientists at Project Nova are convinced that he or she is a Nova who dynamically evolved in his early years back in the 1950s. They believe that among “his” abilities are invisibility, anti-aging, force fields as well as

enhanced physical capabilities. The most puzzling aspect of this person is that they have never left behind anything usable for genetic testing, or at least nothing that remains viable for long.

In the several clandestine attempts to gain more information about the genetic makeup of Kincaid, the resulting loss of life has made the venture now sour tasting to the Project Nova coordinators.

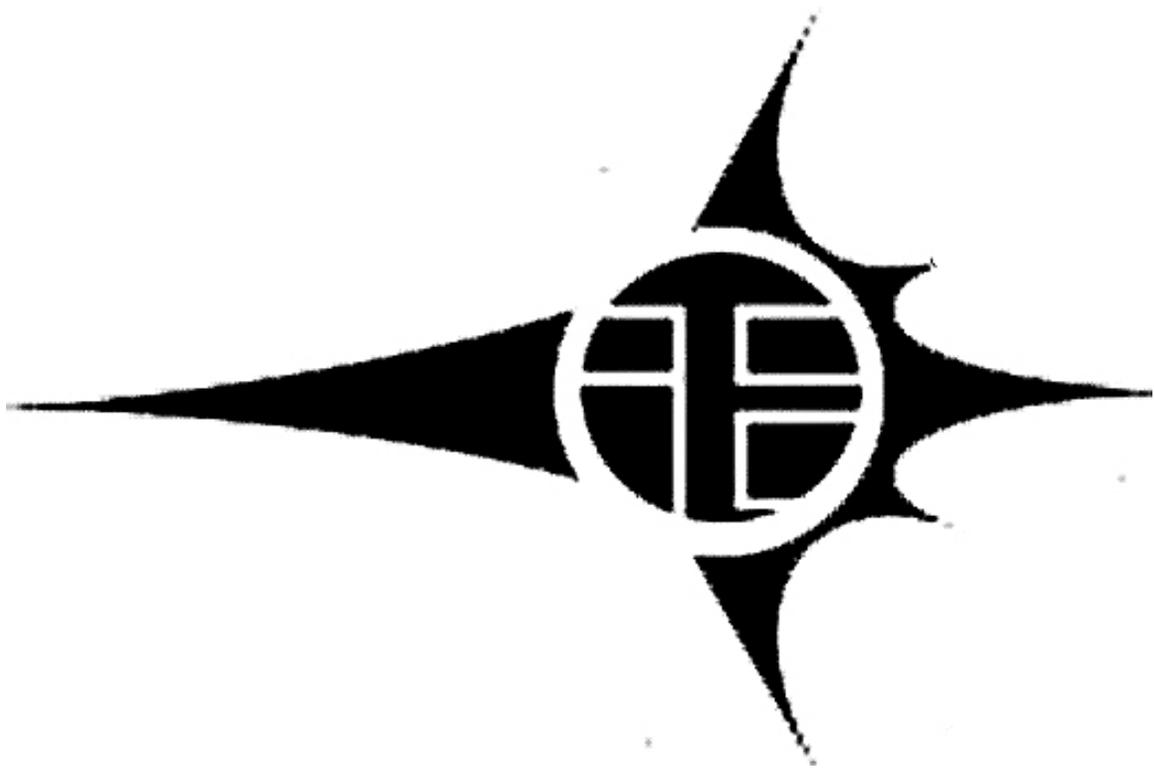
Patient Zero

There is a raving man in Times Square who is convinced that the world is going to end, and soon, invaded by shadowy creatures that will feed on our souls. If you go Central Park you will find another man raving much the same. In fact he looks like the first man.

In LA sits another man, a sign held that says, “They are here, your shadows are not your own!”, and he looks just like the other two.

Patient Zero didn’t die, nor did he disintegrate into base molecules. He warped. A rare and very powerful ability, Patient Zero literally stepped from this dimension and onto another. What he found there utterly unhinged his mind shattering it in the pieces. As his newly awakened powers fully manifested he attempted to warp home, and in doing so shattered himself into multiple copies of himself, each completely mad, and each possessing a very small bit of his power. It is enough to allow them to maybe make a quick get away when chased by the police or gangs, literally vanishing down a dead end, but that’s about it.

At this point Patient Zero has no memories of his former self, only the haunting memories of things he saw, things he is convinced are coming to kill all humanity.





Fitzgerald watched the cryo tubes like a predator seeking its next meal. The bodies inside them hung suspended in fluid, unmoving and seemingly dead, but Fitzgerald knew better.

Each one of these subjects had been injected with his newest pathogen test, using the research and knowledge that Project Nova had come up with. Each one had a terminal disease that was going to kill them at some point in their lives, maybe not now or even next year, but within the next twenty or thirty. So now, it was time to fix them. Make the obese one athletic, the one with bad eyesight and asthma be able to see and breathe clearly, and cure the one afflicted with MS so they could walk and lead a normal life. So what if they were happy and productive before he had taken them. When he was done with them, they would be able to offer much more to the world.

The sound of machinery echoed throughout the chamber as he wandered among the test tubes and checked the readings. All were good but two. But two out of twenty here, and twenty more in the next chamber was good. He would have the two decanted, euthanized, then dissected to find out what was causing them to decline. The results should help stop any future problems with the others.

Satisfied with the results from the tanks, he wandered slowly up to the front of the chamber, stopping next one of the tanks. The woman inside it seemed almost conscious and looking at him. He smiled and touched the tank.

“Soon, my child, you and your brothers will awaken and walk the earth as more than you were. A new era of humanity, free of disease and ills.”

He walked slowly to the door, turned and looked at all the tanks.

“Soon, my dream will be fulfilled.”

Section Three:

Game Mechanics

New NOVA Powers

Power Packages

The power package is a power that has several sub-powers as part of it, such as Biomanipulation or Elemental Mastery. These powers are purchased slightly differently than normal. The #/# represents this cost. The first number is the initial cost in Quantum Merit points to take the power; the second number is the cost in Quantum Merit points for each sub-power within it. Anyone who takes a power package gets 1 sub-power for free, but must purchase the rest at the cost noted.

Absorption (● to ●●●●●)

QF: 2

Cost: Special

Dice Pool: Quantum Finesse + Stamina + Absorption Merit Level

Action: Reflexive

Result: This power allows the Nova to absorb damage from either a kinetic or energy based attack. The character must choose which type of absorption they have at character creation, and yes, if they want to pay the points for it, they can buy the power twice for both types of absorption.

On any incoming attack of the type the character can absorb, the character must decide if he is going to try to absorb the energy. If attempting absorption, then the character makes his roll, and for every success, absorbs that much damage. The side effect of this is that the character can convert the absorbed energy into strength, adding to his strength attribute. For every 2 points of damage absorbed, the character adds 1 point of strength till 10, and yes, this means he can rank into amazing supernatural levels of strength. This strength boost lasts for only one scene, and will cost the Character 1 Quantum Pool per strength point added. If the character doesn't have the quantum pool to use, then he takes damage as normal.

Biomanipulation (●●●●●/●●)

QF: 3

Cost: 5

Dice Pool: Quantum Finesse + Stamina + Athletics

Action: Reflexive

Biomanipulation is a power "package", containing several smaller abilities within it. It deals with the ability to directly affect living matter through quantum forces. The following are the powers of Biomanipulation, all using the dice pool noted above.

Body Manipulation - This power allows the character to mimic the effect of any drug, from alcohol to soma, as well as the effects of any disease or poison. This power can also be used to alter the fertility of a target, cause something become sterile or very fertile. The effects last as long as the natural drug or poison would, and the fertility lasts several days.

Result

Dramatic Failure: The character suffers the effects they were trying to accomplish, and in the case of a fertility modification, it has the complete opposite effect.

Failure: Nothing occurs.

Success: The character creates a poison or gas that will incapacitate a target. If affecting fertility, the character guarantees that insemination, or infertility occurs for the next week.

Exceptional Success: The character creates an effect similar to some of the most potent nerve gases or poisons. If the character is toying with fertility, then he either guarantees twins or triplets or more for the next pregnancy or devastates the womb into complete sterility for the next full month.

Form Manipulation - This power allows the character to make physical changes to a target. Gills, wings, or even a complete shape change is possible.

Result

Dramatic Failure: The character takes his Quantum Finesse in bashing damage as their

attempt to harness the quantum energies to make the change goes wrong.

Failure: Nothing happens.

Success: The character is able to affect changes in the target from simple things like eye color, hair, and skin color to highly complicated ones, like adding wings or gills or even a complete shape change. These changes tend to last about 1 day or until the character nullifies them.

Exceptional Success: The duration of the change can be up to the character's Quantum Finesse in days.

Growth - This power allows the character to enhance and speed up the normal growth cycle of a target, effectively aging the target to adult in a matter of minutes rather than years.

Result

Dramatic Failure: The character takes his Quantum Finesse in bashing damage as their attempt to harness the quantum energies to make the change goes wrong.

Failure: Nothing happens.

Success: The character is able to accelerate the aging of the target by up to 3 years per Quantum Finesse, thus a Quantum Finesse 4 character could age the target up to 12 years.

Exceptional Success: The character is able to age the person by 5 years for each Quantum Finesse level.

Health Manipulation - This a touch attack, with the character dealing bodily damage to the target by manipulation of its health with their powers. Damage is soakable and can be blocked by armor, but only if the character has to touch the armor to get at the target. If the character touches bare skin, then no armor comes into the equation.

Body Modification (●●)

QF: 1

Cost: None

Dice Pool: None

Action: Special

Result: This power is taken at character creation time and represents the character's body mutating in some way due to the quantum energies running through it.

Powers of Body Modification include such things as Adhesive Grip (ability to stick to any surface at will), Extra Limbs, Extra Health Levels (point at 2 points each to a maximum of 5, representing how the character has duplicate organs and such), Gills,

Webbed Hands/Feet, even Wings/Patagia (the Nova cannot fly with these, only glide badly. They need the flight power to fly).

Bodymorph (●●●●● + special)

QF: 3

Cost: 5 to transform, 1 per hour to maintain form.

Dice Pool: None

Action: Reflexive

Result: This rare power allows the Nova to transform their entire body into another type of matter. Such transformations include hard forms like stone, metal, or other hard solids which convey 2 extra dice to all strength and stamina based tests, but confers a -1 die to all dexterity based tests. Liquid or amorphous bodymorphs can move quickly in their liquid form, especially in that liquid itself. They can perform engulfing and choking attacks simply by grappling with a target. They are also less susceptible to damage, with all physical kinetic damage to them suffering -2 dice to its roll. Gaseous bodymorphs, like liquid bodymorphs, can cause choking attacks by grappling and engulfing their opponents. Gaseous bodymorphs are also almost impossible to injure, and gain a bonus of -3 dice to all physical attacks made on them. Energy bodymorphs are the rarest of the rare, able to transform themselves into a type of energy. When transformed, they gain the ability to inflict lethal damage in hand to hand combat, as well as being immune to the energy that they have become, so a fire bodymorph is immune to fire.

Of note is that being a bodymorph can also allow the character to possess number of other abilities, such as ranged attacks using the type of bodymorph they have become, such as a fire bodymorph projecting flames and such. It is important for the ST to work out the details of these extra abilities with the character's player at creation time, with each extra ability costing 3 Quantum Merit points to take. Thus a fire bodymorph, who wants flight and the ability to project fire, as well cause things to ignite, will spend 5 +3 +3 +3 for a total of 14 Quantum Merit points.

Boost (●●)

QF: 1

Cost: 1 per attribute point

Dice Pool: Quantum Finesse + (Attribute to be boosted) + Resolve

Action: Reflexive

Result: The character chooses an Attribute and for the lack of a better term, boosts it with quantum energy.

Dramatic Failure: Stat is not boosted and instead the character suffers a -1 dot to that Attribute for the scene.

Failure: No boost occurs.

Success: For each success that the character gets, the Attribute is boosted by +1 dot till it hits 10. Yes this means it is possible to get a supernaturally powerful Attribute. The boost lasts one scene, and if the scene has enough “time” the character can potentially boost multiple Attributes.

Exceptional Success: The characters boost lasts an additional scene.

Clone (●●●●●)

QF: 3

Cost: 4 per clone

Dice Pool: Quantum Finesse + Stamina + Resolve

Action: Reflexive

Result: The character can create “clones” of himself, an exact copy with all the same skills, attributes and powers (except the clone power) at -1 dot per clone created. Thus if the character created three clones, all the clones would have -3 dots (min 1) on all attributes and skills. Clones must communicate with each other via normal speaking and if one dies the others aren’t affected. Clones stay active for one scene or longer at the cost of 1 Quantum Pool per clone per hour. Clones can be recombined into the original with but a touch. Those that are killed fade away.

Cyberkinesis (●●●●●/●●)

QF: 3

Cost: 2

Dice Pool: Quantum Finesse + Intelligence + Computer

Action: Concentration

Cyberkinesis is a power “package”, containing several smaller abilities within it. This power allows one to manipulate machines, computers and other devices mechanical and electronic in nature. The following are the powers of Cyberkinesis, all using the dice pool noted above.

Alter Data – On a successful roll the character can interface with the computer to alter, read or remove existing data or insert or create new information.

Result:

Dramatic Failure: Not only is the data not read or altered, but the computer system locks down. The

character cannot attempt to read/alter this data again for 1 full day.

Failure: No data is read or altered.

Success: The character can read or alter 100 GB per Quantum Finesse level per minute.

Exceptional Success: The time to read and alter data is halved.

Control – The character can take control of any machine with mechanical, electronic or hydraulic parts.

Result:

Dramatic Failure: The target machine locks down, shorting out due to the sudden quantum energy surging into it.

Failure: No control is asserted over the machine.

Success: The character asserts control over the machine for 1 scene.

Exceptional Success: The character asserts control over the machine for a number of scenes equal to their total Quantum Finesse.

Fool – The character inserts false images into sensors, security systems and/or communication devices.

Result:

Dramatic Failure: The target system locks down and sets off what ever alarm system it’s part of.

Failure: No false images are inserted

Success: The character successfully inserts a false image into the system. In the case of a security system, it will relay false information for 1 scene.

Exceptional Success: The time that the false information is relayed is increased to a number of hours equal to the character’s Quantum Finesse.

Overload – The character attempts to overload the machine on purpose, causing it to short circuit and break down.

Result:

Dramatic Failure: The system not only doesn’t short circuit, but actually gains a layer of hardening protection thanks to your character’s quantum energy manipulation. Any further attempts to affect this machine are all at negative dice equal the characters Quantum Finesse.

Failure: The system doesn’t overload.

Success: The machine overloads and shuts down. No actual damage is done, but a complete reboot of the machine will be needed.

Exceptional Success: The machine sparks and smokes, then explodes with a loud pop and bang.

Reprogram - The character attempts to alter the software of a machine's operating system. Any changes are permanent until they are removed by another programmer.

Result:

Dramatic Failure: The system locks down and no changes may be attempted on the operating system for 24 hours.

Failure: No changes are made.

Success: The character manages to change some of the programming to more need the character's needs.

Exceptional Success: A complete rewrite of the software occurs, effectively making the operating system of the machine exactly the way the character wants.

Deflect/Redirect (●●●●)

QF: 1

Cost: 2

Dice Pool: Quantum Finesse + Dexterity + Brawl

Action: Reflexive

Result: The character is able to deflect and possibly redirect incoming ranged attacks, life bullets, quantum attacks, and so on.

Dramatic Failure: Not only does the character not redirect or deflect the ranged attack, they shift themselves in such a way that they take can take serious damage.

Failure: The attack is not deflected or redirected and does the normal amount of damage.

Success: The character successfully deflects or redirects the incoming ranged attack upon them. This attack heads back in the direction of the attacker, but not necessarily at them.

Exceptional Success: The character is able to choose the direction and target of the deflected and redirected ranged attack, making it a ranged attack of their own. Count the roll as the ranged attack at that target.

Density Control (●●●●)

QF: 3

Cost: 3

Dice Pool: Quantum Finesse + Intelligence + Science

Action: Extended

Result: This power allows the character to either increase or decrease their density, but not both. The character must choose which of the two they wish to master when they take this power. It is possible for the character to take this power twice if they wish to

spend the points. This power lasts until cancelled by the user.

Dramatic Failure: The character takes Quantum Finesse in bashing damage as the quantum forces run rampant throughout their body.

Failure: No density change is made.

Success: The character changes their density. If their density is increasing, the character may double their weight, add 1 to their Strength Attribute, as well as gain 1 soak die for each Quantum Finesse level. If they are decreasing their density, then the character become intangible, able to pass through things, like walls. They are also immune to physical attacks, but are also incapable of interacting with things because of their intangible state.

Exceptional Success: If increasing density, the bonus dice are doubled. If decreasing density, the character is completely intangible and immune to all types of attacks, except psychic. The character can also turn parts of their body solid to manipulate and attack at the cost of 1 Quantum Pool.

Disintegration (●●●●●)

QF: 3

Cost: 5

Dice Pool: Quantum Finesse + Dexterity + (Brawl or Firearms)

Action: Reflexive

Result: This is perhaps one of the most feared abilities to surface. This power literally destroys a person or physical artifact by disintegrating it.

This is a brawl or firearms attack (range on the power is Quantum Finesse X 10meters). Damage is as per the roll and is always lethal. Anyone killed by this power is reduced to dust.

Elemental Anima (●●●●●/●●)

QF: 3

Cost: 4

Dice Pool: Quantum Finesse + Intelligence + Resolve. In the case of Blast and Lethal Blast use Quantum Finesse + Dexterity + Firearms

Action: Reflexive

Like Cyberkinetics, Elemental Anima is a power package, containing several abilities within it that the character can use. The character with these powers is in tune with a particular element - fire, sound, ice, electricity, or whatever the character and Storyteller agree on will work. The power allows the character to take control and shape the element, but not create the element.

Alter Temperature - The character is able to raise or lower the temperature of air around them. The temperature changes up to the character's Quantum Finesse X 10 degrees.

Blast - This power is a non-lethal blast of the element into the target, noting of course, that the character needs the element present to create the blast. It will cause bashing damage, and is susceptible to armor and the damage can be soaked.

Elemental Shield - This power grants the character the ability to soak damage of his element as if armored against it. Each success equals +1 die of soak against damage done by the element.

Enhance/Diminish - The character can increase or decrease the effect of the element in the area around them. They can cause light to brighten or dim, make the fire hotter or the water colder. Each success allows the effect to be enhanced or diminished by up to 25%. In the case of something that will cause damage, every 2 successes will add +1 die to the roll for the attack. This power cannot be used to enhance the character's or another character's powers, in the case of Blast or Lethal Blast. It can be used to try to diminish an elemental attack towards the character, in which case each success is -1 die on the attack roll against them.

Lethal Blast - This power is a lethal blast of the element into the target, noting of course that the character needs the element present to create the blast. It will cause lethal damage, and is susceptible to armor and the damage can be soaked.

Movement - The character directs the element in such as way to allow them to move quickly. The nature of such movement depends largely on the element. Wind could pick up the character and carry them, or perhaps they surf on a wave of earth.

Shaping - The character is able to shape a quantity of the element no more than 3 cubic feet X Quantum Finesse with a successful roll.

Wall - The character creates a wall of the element, which can be used to soak incoming attacks. Based on the element of the character, some types of attacks may not be stopped; for example, a wall of wind will not stop a bolt of lightning.

Each success on the roll gives the wall that much soak dice as armor versus the incoming attacks.

Elemental Mastery (●●●●● ●/●●●●)

QF: 3

Cost: 5

Dice Pool: Quantum Finesse + Intelligence + Resolve. In the case of Blast, Lethal Blast and Sphere use Quantum Finesse + Dexterity + Firearms. For Crush use Quantum Finesse + Dexterity + Melee.

Action: Reflexive

Like Elemental Anima, Elemental Mastery allows the character control over an element, but unlike the Anima power package, this power allows the character to actually create the element as well. Like the Anima power set, this package also has a number of sub-powers.

Blast - This power is a non-lethal blast of the element into the target, noting of course that the character needs the element present to create the blast. It will cause bashing damage, is susceptible to armor and the damage can be soaked.

Crush - The character creates a quantity of the element that picks up the target and slams them into another object in a crushing attack. This could be a hand of stone, a blast of wind or even a talon of fire. A target can be moved up to Quantum Finesse X 10 meters.

Imprison - The character erects a cage of some sort to hold the target. This cage has health levels equal to Quantum Finesse X 5 for the purpose of being destroyed, so that the person inside can get free.

Lethal Blast - This power is a lethal blast of the element into the target, noting of course that the character needs the element present to create the blast. It will cause lethal damage, is susceptible to armor, and the damage can be soaked.

Propel - The character can fly by creating a "blast" of the element behind them, letting them move at his (Quantum Finesse + Wits) X 50km/hour.

Shield - The character creates a force field like projection around them of the element, giving them an armor bonus equal to their Quantum Finesse.

Sphere - This ability is an area of effect attack, where the character creates and projects a large ball or sphere of the element into a group of targets.

The radius of the blast from the ball is Quantum Finesse X 3 meters.

Storm - The character creates a storm of the element in an area equal to their Quantum Finesse X 3 meters. This storm will cause whatever effect a natural storm of the same element might cause, including bashing damage, if that is possible.

Entropy Control (●●●●●/●●)

QF: 3

Cost: 5

Dice Pool: Quantum Finesse + Intelligence + Wits.

Action: Reflexive

The Entropy Control power package is a rarer power, and is about the control and manipulation of the forces of entropy; much like another might exert control over ice or fire.

Bioentropy Storm - The character creates an entropic storm in an area equal to their Quantum Finesse X 3 meters. This storm will cause bashing damage to all who are in the area equal to the rolls successes.

Breakdown - The character attempts to disrupt a machine device or similar object on purpose, causing it to short circuit and break down.

Result:

Dramatic Failure: The system not only doesn't short circuit, but actually gains a layer of hardening protection, thanks to your character's quantum energy manipulation. Any further attempts to affect this machine are all at negative dice equal the character's Quantum Finesse.

Failure: The system doesn't overload.

Success: The machine overloads and shuts down. No actual damage is done, but a complete reboot of the machine will be needed.

Exceptional Success: The machine sparks and smokes, then explodes with a loud pop and bang.

Entropic Shield - The character surrounds himself with a shield of entropy energy. The character gains an armor rating equal to his Quantum Finesse while the shield is up. It costs 1 Quantum Pool per round to maintain the shield. This shield works only on non-living matter based attacks, such as bullets and rocks. Living matter, like fists or animals, ignore the armor.

Probability Corruption - The character attempts to use his control of Entropy to cause someone or something to fail disastrously.

Result:

Dramatic Failure - The character inflicts the effects of the power upon themselves for a scene, receiving their Quantum Finesse in negative dice to all actions for that period.

Failure - Nothing happens.

Success - The character causes the target to gain negative dice to all actions equal to the character's Quantum Finesse rating for a scene.

Exceptional Success - The character's entropic field stays with the target equal to the character's Quantum Finesse rating in hours.

Gravity Control (●●●●● ●/●●●)

QF: 3

Cost: 5

Dice Pool: Quantum Finesse + Intelligence + Stamina. For attack based sub-powers use Quantum Finesse + Dexterity + (Brawl or Firearms, whichever is more appropriate).

Action: Reflexive.

This power package lets the character manipulate gravity itself. He can lift and move heavy objects, fly, and control gravity. Sub-powers are as follows.

Gravitic Blast - This power is a non-lethal blast of gravity into the target. It will cause bashing damage, is susceptible to armor and the damage can be soaked.

Gravitational Field - The character is able to warp gravity in the localized area. He can shift gravity either way, making things heavier or lighter.

Result:

Dramatic Failure: The attempt to affect the gravimetric forces of the universe causes aftershocks through the character's body, doing their Quantum Finesse in bashing damage.

Failure: No changes occur.

Success: The character can change gravity by .5g per dot in Quantum Finesse up or down in a Quantum Finesse X 3 meter area.

Exceptional Success: The character can change gravity by 1g per dot in Quantum Finesse.

Gravitic Flight - The Nova can fly by manipulating gravity to pick them up and fly in a crude manner. The Nova can fly at his (Quantum Finesse) X 40km/hour.

Gravitic Shield - The character creates a force field like projection of stressed gravity around them, giving them an armor bonus equal to their Quantum Finesse.

Gravitokinesis - The character is able to use gravity control to pick up objects up to their Quantum Finesse X 5 meters away. The character can lift up to 100lbs X Quantum Finesse + 1 Quantum Pool for each additional 100lbs they wish to lift. Anything lifted can, of course, be thrown. Anyone hit by such an object will take the appropriate crushing damage from being smacked with a large heavy object.

Holo (●●)

QF: 1

Cost: 2

Dice Pool: Quantum Finesse + Intelligence + Expression

Action: Contested

Result: The character creates images and illusions to fool people. These images can be incredibly realistic or outlandishly cartoonish depending on how far the creator wishes to go.

Dramatic Failure: The illusion backfires, and the targets are not susceptible to images from the character for a full 24hrs.

Failure: No image is created.

Success: The character creates the image they desire. Targets must make a Perception test to disbelieve the illusion if it is something fantastic or completely off-kilter. Illusions of normal things are done with a negative to a Perception roll equal to the character's Quantum Finesse rating.

Exceptional Success: Even the most fantastical creation is completely lifelike and believable. All perceptions rolls are at negative dice equal to the total successes gained by the character or his Quantum Finesse, whichever is higher.

Immobilize (●●)

QF: 2

Cost: 3

Dice Pool: Quantum Finesse + Dexterity + Brawl

Action: Reflexive

Result: This is a touch based attack maneuver. The character must touch the target at which point they immobilize the target somehow, be it in a block of ice or stone or perhaps in a vortex of wind. The target must make a Strength test to break free.

Immolate (●●)

QF: 2

Cost: 2 + 1 per scene the power is kept one.

Dice Pool: Quantum Finesse + Dexterity + Brawl

Action: Reflexive

Result: This rather visual power allows the character to surround themselves with an aura of power, be it electricity, fire, energy etc, as long as the energy is destructive. Anyone who touches the character immediately takes damage as if hit with a standard brawl attack using the power's dice pool. The resulting damage is bashing, but is caused by the source, so if the character is coated in flames, the person touching them suffers severe burns. Of note is that this power will also damage things around the character; flammable things will catch fire, plastics will melt, and things will burn. Normally, the power lasts one scene, but a character can increase that time by spending their extra quantum pool.

Magnetic Mastery (●●●●● ●/●●●)

QF: 3

Cost: 5

Dice Pool: Quantum Finesse + Intelligence + Stamina. For attack based sub-powers, use Quantum Finesse + Dexterity + (Brawl or Firearms, whichever is more appropriate).

Action: Reflexive.

This power package lets the character manipulate magnetism to affect metal objects and items. Sub-powers are as follows.

EMP - The character emits an electromagnetic pulse that disrupts all items with electronic equipment. This pulse will cover up to an area equal to the Quantum Finesse X 20 meters. Anything electronic within this radius will be affected as if hit by an EMP blast; all electronics fried unless the system has been protected or hardened against EMP, like a lot of military and government electronics are these days.

Magnetic Blast- This power is a non-lethal blast of magnetic energy which can be used against a target. It will cause bashing damage, is susceptible to armor and the damage can be soaked.

Magnetic Field -The character creates an intense field of magnetic energy within a Quantum Finesse X 20 meter area. This field of energy interferes with electronic equipment, causing anyone who uses it to suffer negative dice equal to the character's Quantum Finesse.

Magnetic Levitation - The Nova can fly by manipulating ambient magnetic fields to pick themselves up and fly in a crude manner. The Nova can fly at his (Quantum Finesse) X 40km/hour.

Magnetic Shield- The character creates a force field like projection of magnetic waves around themselves, giving them an armor bonus equal to their Quantum Finesse against inbound attacks of metallic origin, such as bullets, knives and swords.

Magnetic Storm - This power allows the character to lift all objects of a ferrous nature of 40kg or less within Quantum Finesse X 5 meters, and then swirl them around them like a magnetic tornado. The character is not hurt by these objects, but anyone who enters the vortex takes a number of melee attacks via the dice pool noted equal to the character's Quantum Finesse.

Magnetize - The character magnetically charges ferrous metal items within a Quantum Finesse X 5 meter area, causing them to attract or repel one another. Anything that becomes "attached" to another object will need a Strength test to pull it off, and a further strength test each round to keep it from re-attaching itself. The same goes for objects that are being repelled.

Magnetokinesis - The character is able to use their magnetic control to pick up objects up to their Quantum Finesse X 5 meters away. The character can lift up to 100lbs X Quantum Finesse + 1 Quantum Pool for each additional 100lbs they wish to lift. Anything lifted, can of course, be thrown. Anyone hit by such an object will take the appropriate crushing damage from being smacked with a large heavy object. Only metal objects can be manipulated.

Matter Chameleon (●●●●●)

QF: 3

Cost: 5

Dice Pool: Quantum Finesse + Stamina + Athletics

Action: Reflexive

Result: The character is able to assume the characteristics of a type of matter or energy that they touch. So, if the character touches rock, they will become as durable and hard as stone. If they touched water, they would become like water, able to seep through cracks and ignore many forms of attack. This power also allows a character to attune to the substance, instead of taking on its

characteristics. Such attunement would allow the character to walk on water or up walls of stone. This power lasts until the character turns it off, and it is up to the Storyteller and character's player to decide exactly what traits each type of matter or energy would give to the character when the chameleons it.

Mental Blast (●●)

QF: 2

Cost: 3

Dice Pool: Quantum Finesse + Dexterity + Firearms

Action: Reflexive

Result: - This power is a non-lethal blast of quantum enhanced mental energy. It will cause bashing damage, is susceptible to armor and the damage can be soaked.

Mirage (●●●)

QF: 1

Cost: 3

Dice Pool: Quantum Finesse + Manipulation + Expression

Action: Reflexive

Result: Like the Holo power, this power creates an image for a target, though in this case it is for one target and one target only.

Dramatic Failure: The illusion backfires, and the targets are not susceptible to images from the character for a full 24hrs.

Failure: No image is created.

Success: The character creates the image they desire. Targets must make a Perception test to disbelieve the illusion if it is something fantastic or completely off-kilter. Illusions of normal things are resisted with a negative to the Perception roll equal to the character's Quantum Finesse rating.

Exceptional Success: Even the most fantastical creation is completely lifelike and believable. All perception rolls are at negative dice equal the total successes gained by the character or his Quantum Finesse, whichever is higher.

Molecular Manipulation (●●●●● ●/●●●)

QF: 3

Cost: 5

Dice Pool: Quantum Finesse + Skill + Stat

Action: Reflexive

This power package lets the character manipulate molecular adhesion itself, to affect objects and items. Sub-powers are as follows.

Animation - The character can animate inanimate objects, giving them a crude sort of quasi-life. The character can affect objects within a Quantum Finesse X 10 meter area. Wheeled objects roll, furniture and other items with legs can walk or run and other objects do their best to hop or otherwise motivate themselves. The character can animate an object of roughly human size for a duration of 1 hour per dot in Quantum Finesse rating. These objects can be ordered to attack and it is left up to the Storyteller to decide what types of damage they will do.

Destruction - This power is a touch based attack that causes aggravated damage, is susceptible to armor and the damage can be soaked.

Molecular Alteration - The character transforms a solid or liquid into another solid or liquid, such as a wooden chair into a steel chair or a steel door into water. The character cannot create matter from thin air; just change the volume and composition of the object in question. For example, a steel door is changed into water, the water is still the same volume and thus then crashes to the floor opening the way the door was blocking. This does mean that the character cannot create a door where no door exists, as they cannot change air itself. The character can effect up to their rating in Quantum Finesse X 3 in cubic meters of solid or liquid.

Second Skin- The character hardens the air molecules around themselves, giving them an armor bonus equal to their Quantum Finesse against inbound attacks.

Shape Alteration - The character can alter the shape of inanimate objects, up to their Quantum Finesse rating X 10kgs. The character could open a hole in a wall or door, or change the shape of a statue or car. These changes remain until the character reverses them or repairs are done.

Poison (●●)

QF: 2

Cost: 2

Dice Pool: Quantum Finesse + Dexterity + Brawl

Action: Reflexive and Contested

Result: This is a touch based attack that inflicts a slow acting, painful poison effect onto the target. Each round after a successful attack, the target must make a Stamina test, failure indicates they take bashing damage equal to the attack roll. The

poison lasts for up to the character's rating in Quantum Finesse in rounds or until they release the character from it themselves. The character can increase the duration of the effects by 1 Quantum Pool per extra round.

Pretercognition (● to ●●●●●)

QF: 2

Cost: 4

Dice Pool: Quantum Finesse + Intelligence + Resolve

Action: Reflexive

Result: The character has the ability to foretell the future, as well as glimpses of the past

Dramatic Failure: The character takes a backlash of quantum energy for trying to pry into the events of time. The character is stunned for 10 minute - Quantum Finesse.

Failure: Nothing occurs.

Success: The character is able to see into the past or future. Each dot in this power relates to the time span they can see to. 1 = 1 hour, 2 = 1 day, 3 = 1 week, 4 = 1 month, 5 = 1 year. A character can, of course, expand the time period by adding in extra Quantum Pool up to their Quantum Finesse, thus a character with a Quantum Finesse of 4 and a Pretercognition of 4 could see 1 month into the future or past with no extra spent, but could expand that to 5 months either way for the cost of an extra 4 Quantum Pool.

Exceptional Success: The character peers into the very time stream itself and is granted the ability to see up his Quantum Finesse X 2 instead of the normal amount for extra time.

Psychic Shield (●●)

QF: 1

Cost: 2

Dice Pool: Quantum Finesse + Resolve + Intelligence

Action: Contested versus attacking psychic attack

Result: This power enables a defensive shield of quantum energy around the character's mind to protect it from psychic attacks. This power is a reflexive power and will kick in whenever a psychic attack occurs on the character, as long as they have the Quantum Pool to enable it. Any successes on their roll remove dice from the attacker's roll.

Quantum Imprint (●●●●●)

QF: 3

Cost: 5

Dice Pool: Quantum Finesse + Dexterity + Brawl

Action: Reflexive

Result: Perhaps one of the rarest powers noted and recorded, this is the ability to literally mimic the powers of another quantum enhanced being with but a touch, which is, of course, considered a touch attack.

If the touch attack succeeds then the character can attempt the imprint, and can gain up to their Quantum Finesse in extra powers from the target. No damage is taken by the target, nor do they lose the power that is imprinted. The character retains the power for their Quantum Finesse X 5 in minutes and can extend that by spending 1 Quantum Pool for an extra 5 minutes up to their total Quantum Pool.

Quantum Leech (●●●●)

QF: 3

Cost: 4

Dice Pool: Quantum Finesse + Stamina + Resolve

Action: Contested versus targets Willpower

Result: The character is able to leech Quantum Pool points from another quantum enhanced person. Each success in the roll lets the character successfully drain that many points. These points can let a character exceed their maximum Quantum Pool rating, but any Quantum Pool that is spent, comes from these points first. The points will stay until the character rests.

Quantum Regeneration (●●)

QF: 2

Cost: 2

Dice Pool: Quantum Finesse + Stamina + Meditation

Action: Concentration

Result: The character is able to regenerate their Quantum Pool faster than normal. A successful roll will enhance the Quantum Pool recovery rate by X (Quantum Finesse), thus a character with a Quantum Finesse of 3 would gain X3 to his Quantum Pool regeneration upon successful uses of the power. This power is generally used just before the character rests.

Shroud (●●●)

QF: 2

Cost: 3

Dice Pool: Quantum Finesse + Manipulation + Stealth

Action: Reflexive

Result: The character wraps himself within a cloak of darkness, shadows or mists of some type, ranging out to a distance of no more than the characters Quantum Finesse X 2 meters. This is difficult for people to see through, making all rolls to hit or see the target through any means suffer a dice penalty equal to the characters Quantum Finesse.

Size Morph (Grow) (●●●)

QF: 2

Cost: 3

Dice Pool: Quantum Finesse + Stamina + Strength

Action: Reflexive

Result: The character is able to grow in size, becoming taller, stronger, and more robust. When activated, the character can grow by 1 Size class per dot of Quantum Finesse +2. For each extra size class, the character gains +1 Strength and +1 Stamina, and this can of course lead to supernatural levels of strength. Health and damaged levels are adjusted as needed. Characters who grow in size levels also suffer the downside to the power, losing 1 Dexterity per increased size level, which will of course lower their initiative.

Size Morph (Shrink) (●●●)

QF: 2

Cost: 3

Dice Pool: Quantum Finesse + Stamina + Strength

Action: Reflexive

Result: The character is able to shrink in size, becoming small and more nimble. When activated, the character can shrink by 1 Size class per dot of Quantum Finesse +2. For each extra size class the character shrinks down, they will gain +1 Dexterity which increases their Initiative. Characters who shrink in size levels also suffer the downside to the power, which is the loss of 1 Strength and 1 Stamina per size level, which will of course lower their health.

Spatial Manipulation (●●●●● ●/●●●)

QF: 3

Cost: 5

Dice Pool: Quantum Finesse + Intelligence + Science

Action: Reflexive

The character has the incredibly rare ability to control one of the principle foundations of reality itself. With casual effort, they can widen or shorten the gap between two points, create micro-pockets of space and alter perception of distance.

Askew - The character can alter a target's spatial acuity, attacking his immediate senses (hearing, sight and touch). This affects the target's ability to hit, his coordination and perception. Each level of Quantum Finesse allows the character to lower the target's Dexterity or Perception tests by -1 die.

Platform - The Platform ability enables the character to turn two-dimensional or flat, like a sheet of paper. This allows the character to slip under doors, evade attacks and conceal themselves more easily. The character does not lose any density or mass with this power; his spatial manifestation in the third-dimension is merely displaced. In this form, the nova gains +1 dice to Stealth and Dodge skill tests for every dot in Quantum Finesse, provided she's edgeways to her opponent.

Ripple Shield - Unlike a standard Force Field that absorbs damage from incoming attacks, Ripple Shield enables the character to warp reality around himself, altering the trajectory of attacks. This serves as both partial deflection and partial absorption of damage. Ripple Shield gives the character an armor bonus equal to their Quantum Finesse applied solely against missile and ranged energy attacks, not against melee and hand-to-hand attacks.

Spatial Shock Wave - This raw manifestation of Spatial Manipulation is a shock wave originating from the nova. It throws space into turmoil for a microsecond by contracting it tightly around the nova, then snapping it back like a rubber band. This creates a spatial distortion that fans out in a blast radius. Both Friend and foe within range are susceptible to the effects of this attack. Spatial Shock Wave inflicts (Quantum Finesse x 2) + Dexterity + 5 dice of bashing damage.

A variant of this attack allows the nova to focus the spatial distortion into a tight series of needle-like blasts.

This delivers Quantum Finesse + Dexterity + 5 dice of lethal damage to a single target at a range of Quantum Finesse x 5 meters.

Warp Body - Warp Body allows a nova to become a twisting, rubbery, spiraling mass just by manipulating the three-dimensional physics of his body. Although the process looks like extreme stretching and pliancy (not to mention horribly painful), the nova feels no discomfort. In this manner, the nova can evade attacks more easily - since dodging is now a matter of mental agility

rather than physical restrictions - and he can slip out of grapples more readily.

Characters with this technique automatically add the successes from Wits + Quantum Finesse roll to his Dodge. Furthermore, at the Storyteller's discretion, this power may make escaping from shackles, squeezing through tight spaces and stretching to reach items at a distance much easier, adding Quantum Finesse in extra dice to these tasks.

Strobe ,(●●)

QF: 1

Cost:

2

Dice Pool: Quantum Finesse + Dexterity + Firearms
Action: Reflexive

This is an attack power that causes disorientation in one of the target's senses, be it sight, hearing, smell, etc. The total attack roll is the number of negative dice the target will suffer on any test that requires that sense.

Stun Attack ,(●●)

QF: 2

Cost: 2

Dice Pool: Quantum Finesse + Dexterity + Firearms
Action: Contested versus Willpower

Similar to the Strobe power, this power allows the character to actually stun an opponent. Done like any attack roll, the target must make a contested Willpower test or be stunned and unable to do anything for a length of time equal to the character's Quantum Finesse.

Warp ,(●●●●● ●)

QF: 4

Cost: 10

Dice Pool: Quantum Finesse + Intelligence + Stamina

Action: Concentrated

Result: This is perhaps one of the rarest powers recorded by anyone in Project Nova. The character can literally warp space and time over vast distances, taking themselves and possibly others to another place. The power opens what can only be as a fissure in space/time through which people can pass. This fissure stays open for as long as the character wants it to. The distance that a warp fissure covers is dependent on the Quantum Finesse of the character. 1 = 2km, 2 = 20km, 3 = 200km, 4 = 2,000km, 5 = 20,000km. For each Quantum Finesse beyond 5, times the distance by another factor of 10.

Dramatic Failure: The tidal forces of space/time backlash, causing the character to take bashing damage equal to their Quantum Finesse rating.

Failure: No portal opens.

Success: The character opens a warp portal up to the distance their Quantum Finesse allows. The portal can allow any number of people through, and can be up to the characters Quantum Finesse X2 meters in size.

Exceptional Success: The size of the portal can be increased by 5meters for each extra success.

Possible Origins of Why Humanity is Evolving Powers

This is the primary question that plagues Project Nova scientists, and Dr. Fitzgerald most of all. Why is it that humans can undergo this dynamic evolution? What causes it to occur? Is it a virus? An early form of natural evolution? Perhaps it's some type of manipulation by other worldly entities. What ever the reason, it has been occurring for a very long time. Most research shows that most of these Novas appeared on the scene in the mid to latter half of the 20th century, but in depth research has revealed that these dynamic evolutions have been occurring since recorded history in cultures across the world. Tales and legends, myth and stories record events where the hero or villain is beyond human, wielding god like abilities. When these legends are pulled apart and examined deeply one can see that the people they refer to are these dynamically evolved people, or novas. Interestingly it seems that only in the last century has there been an upward surge in the number of potential novas across the world. Some of these are the result of the Nova Pathogen released by Fitzgerald over the various years but others are truly nature at work.

Other Nova Organizations

There are consistent rumors of at least three organizations that hunt down and recruit Novas who have dynamically evolved. One of these is supposedly a covert government black ops group, rumored to operate out of Groom Lake, the infamous Area 51. How true that information is, is currently unknown, but at least twice in the last six years Foundation for Law and Home Security agents have made note of certain government agents possessing rather remarkable "gifts". What little information can be gathered has revealed the name Valkyrie associated with these agents.

A second rumored group is evidently a "racist" organization, where the doctrine is that the dynamically evolved are better than normal humans and that they should gather and rule. There are rumors that this group is led by the enigmatic Divis Mal (see Project Dawn).

Another rumored group is the Center. Though thought long shut down, the Center merely switched allegiances to a higher bidder, and now hunts down those who are dynamically evolved for their own mysterious purposes.

The Cherion Group has been known to snatch novas and other dynamically evolved when they can, though for them the target is rarely ever seen again, ending up in some lab somewhere being examined to death, literally.

Novas and the World of Darkness

Novas are pretty new to the world of darkness, with perhaps only a couple hundred world wide, but their abilities and presence has had a minor impact on others.

Vampires - Most kindred aren't even aware of novas and even those that are, chalk it up to a random mutation or possibly possession by a spirit or other similar force.

Werewolves - Almost to a wolf, the Forsaken will see the novas as possessed by spirits.

Mages - The Awakened are intrigued by the rare novas they run into, seeing them as possibly a variation of awakening. Opinions on what to actually do with them, range from observation to killing them.

Prometheans - A Created would most likely consider a Nova to be a member of one of the other supernatural races, most like a mage, due to their powers, and would treat them as such.

Changelings - Most Lost wouldn't know a nova if they met one and those that they did and witnessed powers being used, they would probably consider to be true fae.

Hunters - For most of the Vigil, novas are merely another urban myth. For those few who know of them for real, it largely drops to the individual groups to decided what to do about them.

Other Nova Pathogen Tests

The Project Nova testing of the Nova Pathogen was not Fitzgerald's first foray into trying to get novas to exist. Indeed, working with the Tamers of Blood, he and a couple of his fellow Progenitors have attempted to create "novas" no less than four times in the last century.

Their first attempt was in the early part of the 1900s when he and two other Progenitors collected a small group of people in Moscow and administered a batch of injections. Sadly, of the twenty people he'd lured in to the test with the promise of food and money, only three of them survived long enough to be released back into the public. Fitzgerald and his two cohorts watched but no results happened. Fitzgerald next tried in Hong Kong, choosing a selection of young men who were in physically peak condition from long years of martial arts training. He injected the thirty young men with the pathogen and then waited. Perhaps because of their intense training or perhaps just due to a twist in fate all thirty survived the injections and were allowed to go, money in hand for their assistance. Fitzgerald watched them for two years before realizing that nothing was going to happen and when back to his research.

In the second year of World War 2, a small elite group of commandos made up of US and English troops raided a secret Nazi research center, discovering an advanced medical facility and fifty-five young children, between the ages of 2 and 5, plus accompanying medical staff, and guards. After eliminating the guards and taking the staff prisoner, they were horrified to discover that the children were the product of some type of selective breeding program, accompanied by a regime of an unknown drug. While searching the facility, the Allied Agents managed to uncover evidence of a head scientist, but he was nowhere to be found. The children were all taken back the US and England, and put into orphanages, their ultimate fates unknown.

Perhaps one of the most clandestine attempts was done through a now defunct government group known as the Center. This group, along with Dr. Fitzgerald, isolated young people with "gifts" for testing. During the testing process, they would be injected with the pathogen and the results monitored. The results didn't impress the government and they pulled out all funding. The Center collapsed into debt and eventually it dissolved. Rumors of its existence still persist,

backed by a quartet of African, Caribbean and European businessmen, but these are just rumors.

Of course, all these tests released the pathogen into the world's genetic system. The thing about the pathogen is that, like a virus, it can be transferred from person to person through sexual contact, and it is hereditary, which means the descendants of the people with the pathogen in their genetic code could also have the ability to pass on the virus to other people, which of course, will pass it on again to other people. At this stage, not even Fitzgerald knows the true scope of how wide the pathogen has spread.

What happened to the Project Nova Files

This is the true mystery of Project Nova and one of the most puzzling. Most presumed the files were boxed, and then filed away at the Island, but reality is somewhat different. The following three possibilities exist as for why this occurred.

1/ Mercer intercepted the files in transit, taking them off to use for his own purposes. His knowledge of the time stream, due to his chronal awareness, would allow him the ability to be at the right spot, at the right time to take them. Once in his possession he could keep an eye on the possible future novas, and either bring them into his own little group, or eliminate them in order to achieve the perfect future he wants to create, and has seen.

2/ Fitzgerald had the files sent to his Tamers of Blood cell, where they were assigned out to various other Progenitors to watch and monitor. When one of the potentials dynamically evolves, then the Progenitors swoop in and take them away to experiment on.

3/ The files were taken by government agents, either the Directorate or some other clandestine security agency. They have been locked away deep in a bunker somewhere, occasionally having the government look over them and keep an eye out for anyone who might be dynamically evolving.

Taint and You

Taint is perhaps the single most deadly force in a nova's life. Ever present it looms like a cancer, waiting to infect and permanently alter the nova into something possibly inhuman.

Most nova's in a standard World of Darkness game will never hit the level of Quantum Finesse that will cause them to gain taint, but if they do, then they suffer the effects as noted in the FEAR Corp Main Rules.

Taint can also affect the people around them in severe and extreme cases. Most of the time, Taint is internalized, its strange energies mutating only the nova, but in some cases, Taint will bleed out, causing problems to those around the nova.

In general Taint is just a form of radiation, though a severe one. If a nova is "bleeding" Taint, then anyone within 10ft of them will suffer from radiation poisoning. In **Saturine Night** from the **Promethan the Created** line of books, on page 74, there are notations for 1 to 5 dot levels of radiation and what it does.

If a nova is bleeding Taint then his Quantum Finesse level determines the level of radiation that is occurring.

QF 1-5 (Near Harmless; less than 0.5 Sv)

QF 6 (Mild; 0.5 Sv to 2 Sv)

QF 7 (Severe; 2 Sv to 4 Sv)

QF 8 (Acute; 4 Sv to 6 Sv)

QF 9 (Extreme; 6 Sv to 10 Sv)

QF 10 (Terminal; more than 10 Sv)

For games purposes any supernatural races that can suffer from radiation poisoning and sickness will be affected by Taint bleed. Supernatural healing does help. Page 73 of **Saturine Night** for **Promethan the Created** there is a full set of rules for radiation and the races of the World of Darkness, but Taint also does have the following effect on Vampires.

While they are dead flesh and while the body itself suffers as per the rules on pg 73 of **Saturine Night** the blood is another matter. Prolonged exposure to Taint radiation will cause a kindred's blood to become Tainted in itself, giving the kindred the Blood Taint flaw. A vampire can rid himself of tainted blood by burning all the blood in his blood pool, thus rendering him into torpor. Then when fresh untainted blood is given to him he can revitalize his system, and by spending 2 blood points of the newly imbued blood, rid himself of the Taint.

Blood Taint (flaw) - The vampire must expend an extra point of blood pool each day to repair the damage done by the radiation. If they do not, they appear gaunt and skeletal. Also, if a Blood Tainted kindred feeds from anyone not tainted, they can

cause radiation poisoning in the victim. Rumors persist of a small cabal of Blood Tainted kindred who revel in their condition, but these are mere rumors.

Plot Hooks

Around in Circles

The characters are sent to a small town where Project Nova has charted the possible emergence of a nova. Upon arrival the characters manage to determine that the person is a young girl aged 12, currently in the hospital undergoing kidney surgery. Upon further investigation they characters discover they are not alone in their search for the nova. A member of the Center is also there wanting to kidnap the child for the Center's own use. How will the character's react and what happens when the foil the kidnapping and are lauded as heroes? Do they then take advantage of the situation and steal the child themselves?

Stop Raining on my Parade

On a lead from Dr. Fitzgerald, the characters storm a small hidden facility in the basement of a large industrial complex. Here they find three mages of the Tamers of Rain Legacy and a nova. It seems the Tamers of Rain have been trying to discover a way to remove the Nova Pathogen gene from people infected with it as part of their clandestine war against the Tamers of Blood. How do the character's deal with the situation?

By the Grace of God

A nova erupts in a small backwater town with healing gifts and is seen as a messenger from God. By the time the characters arrive, the nova is completely convinced that he/she is an angel sent by God, and so do the town's people. How do the characters manage to get the nova out of the place without becoming targets of the fanatic religious zealots who have built a literal shrine to the nova?

Brother of Mine

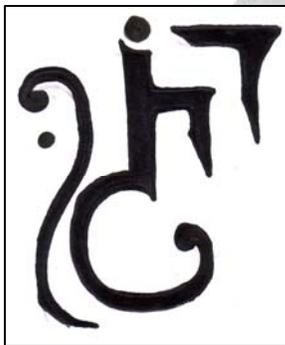
This plot is best used by characters that are not part of the F.E.A.R. Corporation. One of the character's friends or family members erupts, display nova talents. Through the grapevine the characters find out that a clandestine group is now on its way to "secure" him. The characters must now flee or defend the nova, which has no idea what's happened and can't control his powers, before the F.E.A.R. Corporation team arrives. To further this plot hook,

what if the nova in question's family or friends are supernaturals, such as Kindred, Forsaken or Awakened? Imagine the snatch teams surprise to be suddenly facing a pack of angry Forsaken because the nova was a wolfblooded.

New Legacies

The Tamers of Rain and the Tamers of Blood are introduced here, (at least my take on them). These two legacies are interwoven with each other, and have been at odds with each other for sometime. I included them because of the Tamers of Blood's complicity with the Nova Pathogen.

Tamers of Blood Legacy



"The blood is the life, and with it we can change the future."

The actual formation of this legacy is unknown, but its mechanizations have been noted in various tomes and histories over the last four to

five hundred years. Like its sister Legacy, the Tamers of Rain, the Tamers of Blood were once Tamers of Rivers, wanderers who sought to heal man of illness, but had grown frustrated with those that were ignorant of newer cures and remedies and instead of merely helping when asked, forced the cure on their patients.

These mages began seeking ways to better understand the human body, and thus be able to help those that needed help (whether they wanted it or not). They studied the Life Arcana, seeking ways to enhance their spells and knowledge, and finally made the breakthroughs that led them to form the Legacy.

Like the Tamers of Rain, the Tamers of Blood seek only to help, but unlike most, they will make sure a sick person gets help regardless of the situation, and in some cases the patient may not even need the help at the point of the "diagnosis", the Tamer having seen a possible future problem and decided to take care of it now.

In the more modern times, the Tamers of Blood have turned the attentions to the arts of science and advanced medical practices, delving deep into genetics and its effects. They have seen a correlation between genetics, illnesses and evolution. In

modern times, most members of this Legacy can be found in the more scientifically advanced fields of medical research and experimentation, using their talents stealthily to help others and force humanity to evolve towards a state of no illness.

Parent Path: Thyrsus

Nickname: Blood Mages (Old form), Gene-jockeys or Progenitors (Modern form)

Orders: The Free Council and Adamantine Arrow tend to be the most numerous of any other Order within this Legacy. The two see the aspects of the Legacy as ways to help, protect and strengthen humanity. The Mysterium is almost unheard of; same as the Guardians of the Veil. The Silver Ladder does see members join, seeing it as another way to help lead people to a better tomorrow.

Appearance: Most members of the Legacy come from medical science type careers and jobs. They tend to dress respectable, with a touch of class and money. The elemental mark of the Tamers of Blood is similar to the Tamers of Rain, but the swirl of clouds and rain is hued a deep red, like blood.

Background: Most Blood Mages come from medical students who awaken and are recruited by others of the Legacy already entwined within the medical fields. They gather in small groups to teach their students and to keep themselves update on projects and discoveries.

The Tamers of Blood see the other Tamers as lax and not forward enough. They view most Orders, except the Free Council in much the same way.

Organization: Embracing the technology around them to further their work, Blood Mages regularly keep in contact via email, instant messenger programs, cell phones and other advanced means of communication. They gather several times a year at the medical conventions with mundane medical practitioners, to discuss their findings and trade ideas.

The other Tamer Legacies view the Blood Mages as a travesty of nature, and they are not alone in that view, as the Guardians of the Veil and the Mysterium especially view them with distrust and hate.

Suggested Oblations: Curing the sick for free on day in a walk in clinic. Spending time with research patents learning of the illness.

Concepts: Doctor, Geneticist, Nurse, Medical researcher, med student, EMT or paramedic.

History

To trace the origins of the Tamers of Blood, we must look back to the early 1100s, when several

aspiring students of the Tamers of Rain Legacy were seeking enlightenment for their First Attainments. They had arrived at a small village suffering from a plague.

They immediately set about lending their aid, but were rebuffed. The villagers claimed the plague was a message from God that they were evil. The mages stayed, hoping to convince the people to let them help, but all they wanted was to be left to die in pain while praying.

Frustrated, but following the orders of their teachers, the mages packed up and made ready to go. One of their members refused, stating that he was going to stay and heal the people whether they wanted it or not, and do it so the villagers would believe it was a cure from God. Leaving the others to watch, he stealthily moved to the first house and used his knowledge and talents to effect a healing of the afflicted denizens. Sadly, his magics weren't the type for secretive long range style healing. Frustrated, he concentrated and expanded his thinking about the style of his Arcana. He reached within himself and pushed.

Thus was the First Attainment of the Tamers of Blood mastered.

Within two weeks the villagers were healed and thanking God for the miracle cure, while the students, now forming the nucleus of the Tamers of Blood Legacy wandered off to bring help to the next village. Over the years these mages sought out others like themselves, and taught them the Attainments of Blood so that they too could bring aid to those that needed it.

It wasn't till the mid 1500s that the Tamers of Blood began their preventive cures, using their talents and attainments to cure people who had the possibility of being sick. Some Blood Mages began to see patterns in the way families carried certain defects and diseases through their blood and soon entire families were being wiped out to prevent the illnesses from continuing.

By the mid 1800s as medical science starting making its headway, the Tamers of Blood began moving into medical sciences with a passion. Many of them went back to school, studying everything they could about medicine that the mundane would teach. As the years passed, and medical science improved, Tamers of Blood were there; urging and pushing in their small way for breakthroughs, in there attempt to eradicate the bad blood, and make sure humanity evolved properly and safely.

Now in the modern age it is rare to see a member of the Tamers of Blood outside a major medical facility

or company. Their newest names, Gene-jockeys and Progenitors, are in reference to their non stop tinkering with the building blocks of life to try to prefect man.

Induction

The Tamers of Blood regard their pupils and students with a high regard, much like their sister Legacy, the Tamers of Rain. They make sure they are taken care of, taught, nurtured and given the best schooling possible.

Magics

Scan Life (Life 2)

Practice: Knowing

Action: Reflexive

Duration: Instant

Aspect: Covert

Cost: 1 Mana

Free Council Rote: Bio Scan

Dice Pool: Stat + Skill + Arcanum

With but a touch, the Tamers of Blood can instantly scan the genetic code of the target, learning their medical history, as well as instantly knowing what ails them. This allows the mage to better understand his target/patient quickly and efficiently, thus enabling him to also treat or preventively cure them.

Attainments of the Tamers of Blood

1st Attainment: Subtle Art of Healing

Prerequisites: Gnosis 3, Life 2

The first of the attainments gained by the Tamers of Blood is one that teaches and allows the Tamer to use their Life Arcana stealthily, thus cutting down the risk of losing dice for a "vulgar" magical act in front of a sleepwalker. The attainment will reduce the risk of the spell being seen, making it covert instead, as long as the mage spends an extra 1 mana, and it is a Life Spell.

Optional Arcanum: Time 2

With the inclusion of the Time Arcana, a mage can set the healing effect to go off at a later point, thus preserving the illusion that the patient did the healing on their own.

2nd Attainment: Time Heals All

Prerequisites: Gnosis 5, Life 3, Time 2

This attainment allows the Tamers of Blood to look into the person's future and see what ailments that they might come down with. Most of the Tamers of Blood use this attainment on people they wish to work with to enable genetically stable

children. Others use it to find those with inbred illness so that they can remove the person from the gene pool.

A Perception test is made with each success allowing the mage a glimpse of five years into the person's future health.

Optional Arcanum: Fate 3

With the added power of Fate, the mage can instead look into the future to see when the target will die, and why. The Perception test in this case will allow the mage to know the time of death and the general reason for it.

3rd Attainment: Revitalize

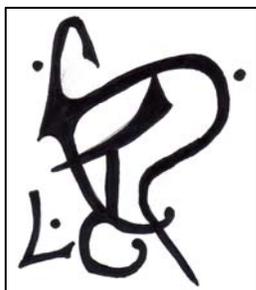
Prerequisites: Gnosis 7, Life 4, Spirit 4

The third Attainment is perhaps one of most powerful that the Tamers of Blood learn. This power allows them to literally "scrub" a target's body clean of all disease, illness and injury in a massive flood of arcane energy. This process is not without its dangers, though. The shock of this scrub can kill some people, and as such, if the mage uses this Attainment on a target, that target must make a series of Stamina rolls, one per hour for a 12 hour period. If any fail, then the character takes a level of lethal damage, a dramatic failure will instantly kill them.

Optional Arcanum: Mind 4

With the additive of the Mind Arcana, the mage is able to scrub a mind clean of mental illness. Like the physical scrub this power has its possible dangers as well. A patient still takes damage, but in this case its "mental" and if they reach a full bar of lethal "mental" damage they suffer brain death. A dramatic failure will leave the target in a permanent vegetative state with no way to be cured.

Tamers of Rain



"We watch and we aid when needed. Like the wind, we are here then gone."

Like the Tamers of Ice, the Tamers of Rain arose from those members of the Tamers of Rivers that sought a different

understanding of the nature of the element of water in one form or another.

Known as healers, medics, doctors and even medicine men, those who travel the Legacy of the Tamers of Rain brought their healing hands to

the masses, to share with them the gifts of life and health.

Unlike many of the other Tamers, this Legacy is still very much alive in the modern age, though largely seen as natural medicine doctors and similar practitioners. Others of this Legacy work the frontiers of the world, helping those who need their help, curing disease and ill health in distant and almost un-civilized areas, or places struck by blight and disaster. Others work within the modern health industry, trying to help nudge researchers in the right direction to discover cures, as well as watching for possible emerging Awakened beings, and potential recruits. They also watch carefully for members of the elusive and deadly left handed Legacy known as the Tamers of Blood, who they view as their enemies.

Parent Path: Thyrsus

Nickname: Medics, Quacks (Derogatory)

Orders: Members of the Legacy tend to come from both the Silver Ladder and the Free Council, with those of the Free Council often being the ones working within the high tech industries rather than traveling the back roads bringing medical help when needed. Sadly the Silver Ladder view those Tamers of Rain from the Free Council as possible converts towards the Tamers of Blood, a fact that often causes disharmony between members when they have to work together.

Few mages of the Adamantine Arrow, Mysterium and Guardians of the Veil join this Legacy, seeing it as a way to become involved with sharing secrets. Some rumors persist of Adamantine Arrows who join, then use what they have learned to become more effective killers, but in reality this isn't quite true. The Reapers, as these Adamantine Arrow Tamers of Rain are sometimes called, perform a very selective task for the Tamers, acting as watchers for mages who have reached the end of their life. They come, record the last moments of the mage's life and ensure that the mage goes onward to whatever awaits them.

Appearance: The members of this Legacy are quite average overall. While those that travel are usually equipped for trips in harsh places, the other tend to affect the trappings of their chosen field in the world. One common factor is that none of them go over board with material goods.

The elemental mark of the Tamers of Rain looks like a constant swirl of clouds and rain across their aura.

Background: Recruitment for the Tamers of Rain is a long process of watching and teaching potentials.

The number of Awakened healers is few and the number who want to share their gifts with the Sleepwalker, even fewer, thus making the Tamers of Rain even rarer. Each tutor treasures his pupils, teaching and aiding them to the best of their ability.

Tamers of Rain do not adhere to any centralized religion or theological pursuits, though individual members might be adherents to any number of cultural theologies and faiths.

The Tamers of Rain see the other Tamer Legacies in a good light, on pleasant terms with them all except for the Tamers of Blood. Of the Orders, the Tamers of Rain tend to be leery around Guardians of the Veil, but will willingly help anyone who requires their assistance.

Organization: The Tamers of Rain gather regularly to compare notes, share knowledge and help teach their pupils. Many will sometimes gather in a particular place for a set period of time, creating a temporary school of healing, where several pupils are brought to benefit from multiple tutors of varying skills, knowledge, and experience.

At other times the Tamers of Rain keep in contact through mail, email, phone calls and word of mouth, trying to keep their works shared amongst themselves, so that they can be shared to the world to promote health and healing.

Apart from the Tamers of Blood, the rest of the elemental Legacies view the Medics as one of the more useful of their kind. Medics are welcome in any grouping of the Elemental Legacies at any time, and are treated with respect and kindness at all times. The Orders themselves invariably also extend their respect to the Tamers of Rain, but this outlook can always be spoiled by personal opinions.

Suggested Oblations: Spending a day in clinics, providing free medical care to all who come in. Going into a bad area of town and dispensing free care. Volunteering at shelters. Helping a fellow tutor or pupil reach an Attainment at the expense of your own learning.

Concepts: Doctor, trauma surgeon, disease specialist, traveling medic.

History

Like the Tamers of Ice and the Left-Handed Legacy known as the Tamers of Blood, the Tamers of Rain's roots started with the Tamers of Rivers. Members of the Travelers wandered the lands, shifting from one occupation to another as they traveled. One Traveler in particular, found the aspect of healing to be one that worked for her and left the paths of the Legacy to devote herself to the aspects of healing.

Spending close to five years slowly learning how to harness the healing aspects of her Arcanum, the proto-Medic finally had a breakthrough, creating the Legacy's first Attainment. From there they worked tirelessly towards the second and sought out their first pupil. The Legacy spread from there, named the Tamers of Rain for two reasons. For one they wished that their former Legacy be always remembered, and secondly because the creator always found the rain to be soothing.

The Medics thus took their teachings into the world, approaching other mages; some who were Travelers, others who had yet to tread the path of a Legacy, talking with them and sharing their knowledge.

In the pre-Fall times, the Tamers of Rain were seen as blessed, being immensely respected and sought out by those who needed their unique abilities.

They would wander like their Traveler counterparts, often in the company of Travelers, to various small villages, towns and other places, bringing their skills to those in need. Many ascribed to early religions, administering their gifts through a conduit of faith to help better hide vulgar magical effects from Sleepwalkers while still helping them.

At the time of the Fall the Medics came to the aid of those who had been hurt in the resulting aftermath, lending assistance when needed and largely ingraining themselves with the proto-Orders.

Over the years the Medics have been there when contagions broke out to protect, aid and heal those afflicted. They brought supplies to small out of the way places, helped during the Black Plague, went to North America after the native populations were afflicted with diseased blankets, bringing care and aid as well as healing the sick. Members were present during the various quakes, hurricanes and eruptions, most of time lending clandestine help and aid.

In modern times, members have been there when breakthroughs occurred in research to discover the causes of illness, and to help make sure a cure was discovered, or at least the research was moving in the right direction towards the cure.

Reapers

Those few Adamantine Arrows that join into this Legacy, join a rare and small faction known as Reapers. They are an insular group that focuses primarily on the last moments of a mage's life.

Usually a Reaper will arrive in those last moments, using a combination of Fate and Time Arcanum, they stand and record the last moments of the



mage's life, and will even go so far as to make sure the moments are indeed the mage's last ones, as foretold through their divining. Once the mage actually dies, the Reapers will then ensure that the body is disposed of and that the spirit is seen on its journey to wherever it is supposed to go. Many consider these rather dubious members of the Tamers of Rain as almost a Left Handed Legacy unto itself, and will do all that they can to stop a Reaper from performing their duties.

Induction

Pupils of the Tamers of Rain are the best taken care of and the best educated of all of the Legacy pupils. Their tutors waste no effort to make sure they have no worries about food, lodging, access to books and study materials, as well as access to experts who can help them. If a pupil is foundering and having problems, they make sure another tutor can be brought in to better help him. As such, the pupil grows in knowledge and also with the knowledge; he has the support he needs to accomplish his goals. These teachings are then passed on as the pupil becomes the tutor and in turn, gives the same consideration and help to his own pupils.

Magics

Tamers of Rain spells are angled towards healing and health.

Bolster (Life 3)

At its base use, the Tamers of Rain can supplement a failing body's need so that they can go on with out need for rest or food.

Practice: Perfecting

Action: Instant

Duration: Lasting

Aspect: Covert

Cost: 1 Mana

Silver Ladder Rote: Invigorate

Dice Pool: Resolve + Medicine + Life

When the target is touched, the mage infuses them with a rush of positive energy which invigorates them, giving them a second breath, alleviating hunger, thirst and sleep deprivation for 8 more hours. Cont

Attainments of the Tamers of Rain

The Attainments of this Legacy allow the mage the innate ability to determine and heal a person of their ailments. Rumors exist of a 4th Attainment that will allow a Tamers of Rain to bring the dead back to life, but these are mere legend.

1st Attainment: Life Scan

Prerequisites: Gnosis 3, Life 2

The Tamers of Rain are able to discern the problem with a patient at but a glance, literally scanning the targets body for all possible illnesses.

The mage can then better treat said illness one at a time. The mage rolls Perception + Medicine + Life, with each success giving the mage knowledge of one ailment the target is suffering from.

Optional Arcanum: Mind 2

The Tamers of Rain are able to help determine what psychological problems the target is suffering from.

Optional Arcanum: Time 2 (Reapers only)

The Reapers are able to intuitively discern when the body will expire, just by touch. This is very general and the closer this time period happens, the more accurate the reading of the time of death. For example, if this is done on a mage who might die twenty years down the line, then the caster might be able to determine the death will occur in 2027. If the death will occur within the next couple of months the caster might able to determine that it will occur in 3 months, 2 days and 10 hours. The closer the time of death, the more accurate the reading.

2nd Attainment: Laying Hands

Prerequisites: Gnosis 5, Life 3

The Tamers of Rain are able to intuitively heal the most base of ailments; cuts, scraps, broken bones, sprains, and bruises, with but a touch of their hands.

The mage is able to heal with a touch and the will of the mind. Resolve + Medicine + Life Arcana is rolled, with the severity of the basic ailment determining the number of success needed, usually left up the Story Teller to decide. Bruises and sprains might need but one or two successes, while a severely broken limb might require four or five successes.

Optional Arcanum: Mind 3

The Tamers of Rain are able to attune their healing hands to the psychological illnesses of the subject, reaching in to help heal basic psychological problems like anxiety, addiction to minor substances (coffee, tobacco, and food), anger problems and depression.

Optional Arcanum: Time 3 (Reapers only)

The Reapers are able to lay their hands on an individual, like a normal Medic, but instead of healing they immediately cease all healing effects on the body, letting the body die properly and naturally.

While the mage continues to touch the target no amount of medicine will change the targets condition. Only magical means will heal the target and all magical effects generated are done as counter to this effect.

3rd Attainment: Gift of Life

Prerequisites: Gnosis 7, Life 4

The Tamers of Rain final Attainment allows them to heal severed limbs, destroyed organs and other severe trauma with but a touch. Like the 2nd Attainment, the mage must lay hands on the target, then roll his Resolve + Medicine + Life to heal.

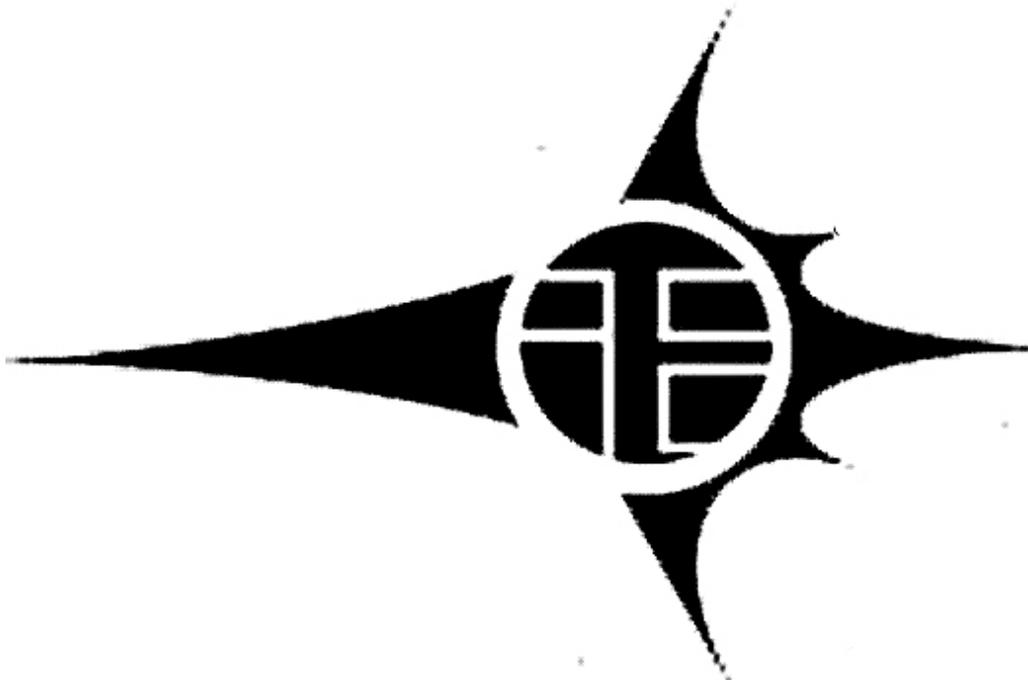
Once again the Storyteller will determine the number of successes needed to heal the ailment or condition. On more extreme problems this healing can take extended periods of time, once again something that the individual Storyteller needs to determine with the player.

Optional Arcanum: Mind 4

The Tamers of Rain are able to reach deep into the mind of the target and heal massive psychological trauma, such as extreme manic depression, multiple personality disorders, delusional fantasies, and others.

Optional Arcanum: Fate 4 (Reapers only)

The Reapers have the uncanny ability to make sure that the recently departed go to where they are fated to go. They allow the body to die as it should, then cause the “soul” to move onwards to somewhere else. Anyone with a Reaper on hand cannot be brought back in anyway, shape or form. They are completely and totally gone.



Evolution.

Natural Progression of the human

It's all a lie.

Or is it?

They exist. They are beyond normal evolution.

Why?

Project Nova will find the answers,
but for whose benefit? Mankind or
the F.E.A.R. Corporation?

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The Project Nova Fan Supplement is not a standalone item. It will require the use of the World of Darkness Main Rule Book, as well as the F.E.A.R Corporation Fan Core Book and 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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