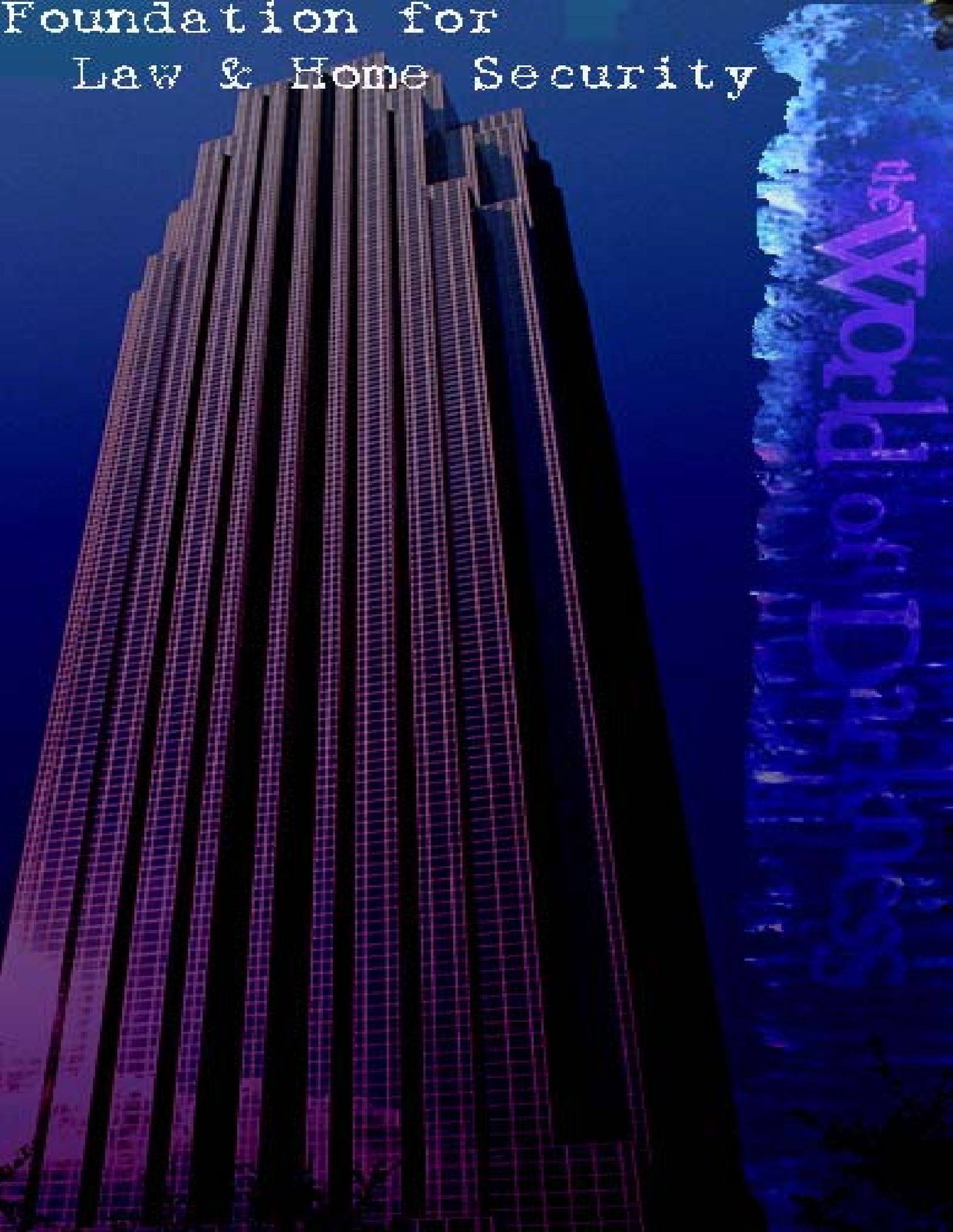


Foundation for
Law & Home Security



the World of
Diplomacy





BY JASON C MARSHALL
A WALKS FOREVER PRODUCTION

Just Another Day

Each day it was the same. Wake up, shower (the pipes groaned every time), eat a quick breakfast of pop tarts and coffee, then out the door with the gear and follow the target.

For three weeks he'd been following the same person on their day to day boring adventures. The target would leave for work, selling insurance, assessing claims, then have lunch in a small diner, hit on the waitress, spend the afternoon doing paperwork, have drink at a strip bar, hit on the dancers and waitresses then go home, kiss the wife and have dinner.

Boring. The night guy reported he was even more boring after dark.

Well not all boring. Once a week the target would visit his mistress for an afternoon of sex. No holds barred raunchy sex. He had tapes from the last three Fridays of sex. The two of them groaning and moaning and screaming as they shook the walls.

He wasn't sure why the man had come up as a target for the Foundation for Law & Home Security to watch. He was a low key insurance salesman for a mid level company and apart from having a mistress was pretty much normal.

Today was Friday again and thus he had listened to them bang and groan and moan for the last two hours before the target came out the door, got into his car and took off for home, the wife and pot roast. The watcher attempted to start his car but it didn't turn over, just clicked. The watcher sighed and called the night guy to come in early, then got on the phone to the rental company for a tow-truck.

It was while waiting he saw the second car drive up and park and the two men get out and go into the house. Curious he retrained his gear on the house. Listening, he overheard the mistress talking with the men about something to do with the Invictus and a power play against the local Carthians. She then mentioned that her little puppet had gotten the correct insurance policies to the correct people, and that her sire would make a fortune when the bombs went off

destroying the places. Then he to move against the Carthians.

The watcher recognized the key words, Invictus and Carthians, and realized that this was a possible Class S Risk situation. He left the recorder on and took out his cell phone again, dialing the main F.L.H.S. office.

Hopefully they wouldn't send the Ice Queen this time.

Credits

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About the author: I am a late 30s guy living in Ontario, Canada. I have been playing RPGs since 1978 and have played so many I have lost count. My personal library, while not equal to some out there, fills five 6-shelf shelving units of RPG books and the White Wolf collection alone is substantial. I owe about 90% of 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**, **Mage the Awakening**, **Promethean the Created** and **Hunter the Vigil** is advised as well.

Coming Next

Project Nova





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World of Darkness

FEAR Corporation:

The Foundation for Law And Home Security

Revised Edition

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Introduction

The Foundation for Law & Home Security is the first of the 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 F.L.H.S. is not a real government agency and that this is merely a role-playing game.

Mood

Suspicious and paranoia are the name of the game with the Foundation. Who is our friend and ally and who is the enemy. Within the World of the Darkness this line becomes even more blurred as the supernatural things in the shadows add to the mix of hot bed politics and acts of violence amid a world tearing itself apart with terrorism and war.

Theme

Information is power. The government knows all the answers and refuses to give them, thus promoting its grip on the unawares populace. By controlling the information the government and its allies maintain strength and power, but things do slip between the cracks and the tighter one's grip the more things slip through.

How to Use this Supplement

The F.L.H.S. Supplement focuses on some of the key personnel of the Foundation as well as some of the key people they are hunting. Included are some plot hooks and game mechanics to help put together a Foundation campaign.

Section by Section

Section One covers expanded background on the Foundation itself along with expanded info on the Director and some of the key players of the Foundation. Also noted are some of the many suspects that the Foundation is tracking or attempting to track. Section Two is full of stats for these people. Section Three has new merits, a

minor Chinese Covenant and its three bloodlines, a new form of ritual kindred magic and a new discipline. Also included is a radical right wing Pure lodge.

Suggested Material

Some books, movies and such are useful to look at to help get the feel for the F.H.L.S.

TV Series

X-Files

This show defined secret government groups within groups all trying to perform secretive projects to further their own objectives and agendas.

Millennium

At times this show actually made the X-Files look normal. From pieces of the cross Christ was crucified on to apocalyptic prophecies, it had it all.

Supernatural

Two brothers searching for demons as they travel looking for their father. Full of info on how watchers and agents might go about their duties and how at times they truly have no idea what it is they are dealing with.

Surface

Government cover ups amid the rampant invasion of a new species, that turns out to be a genetically engineered race evidently introduced in order to bring about an apocalyptic event. This show has science gone wild, clones, sea monsters and even a man possibly immortal. I was really disappointed when it went off the air.

Threshold

This series focused on a secret government project investigating the first contact with an extraterrestrial species, with the main characters of the series seeking to cover-up the truth about first-contact instead of uncovering the conspiracy. This is a good example of how the F.L.H.S. tries to cover up supernatural threats for their own purposes.

Alias

This series was strange. Personally I liked seasons one and two, where it was all about the strange

secret government conspiracies and SD7 and such, as well as the supernatural Rimbaldi artifacts. Things kinda lost out in season three to five, but still the first two seasons were good for a look at how a secret government organization works.

The Saint

This TV series is what got Roger Moore his job as Bond. The series is the best for yet another example of how a senior agent might operate.

UFO

I am dating myself with this one, but it still has all the elements one needs. A super secret government organization, SHADO (Supreme Headquarters Alien Defense Organization) covers up UFO incidents in the best interest of the people of Earth.

Movies

The Good Sheppard

This movie is about the beginnings of the CIA. Good for a look at the history of how some of the intelligence community came together.

James Bond

The classic spy movies, the senior agents are kinda like Bond.

Sneakers

This is a great move that shows how a small group with the right skills can effectively investigate and solve a mystery. Good for a look at how an F.L.H.S. team might operate.

Books

The Bourne Novels

This series of novels is all about an amnesiac who must discover who he is and why several different groups, including an assassin and the CIA, are trying to kill him. The tactics used by the main character are good representation of how a senior agent would work.

Tom Clancy

Clancy has written numerous novels that involve government groups as well as clandestine organizations and cover ups of things. From secret

soviet nuclear super-subs to super jets and world war 3, Clancy has given us dozens of interesting things that would work well in a government styled campaign.





He could not remember much. A shadowy haze then a voice telling him to open his eyes, shouting at him to move, to breath.

His first breaths were like drinking sweet nectar and his first sights were of the old building and the man standing in front of him with wide open eyes.

Then things blurred, became confusing.

The sounds of screams. Screams of hate, of fear and of pain.

Then the quiet.

He found some clothes in the building, simple shoes and pants that barely fit him. He felt large and unwieldy. He sat in the corner and looked at his hand. It seemed so big. So large in comparison to the man who had been there when he woke.

Who was he? Why was he here in this place? If he was newly born why was he so large? Children were small. How did he know that? What were these fragments of knowledge in his head?

He looked around the place again, the dingy walls, the rusted pipes and old generators. Why here? What was so special about here?

He reached out and touched an old generator, watching as sparks trailed from the surface to his finger tips.

He once again stared at his hand, bewildered.

What am I?

Section One:

The Public Face

Born from the fires of the 911, the Foundation for Law and Home Security is a civilian run, government backed and F.E.A.R. Corporation funded organization that helps the US Government monitor possible subversives as well as track people that might prove harmful to the nation's security. Technically an extension of the NSA as well as the FBI, it lends its manpower to both of them equally. Employees of the F.L.H.S. are frequently contracted to work with the ECHELON system, helping free up resources and personnel from the two internal security agencies when needed.

The F.L.H.S. actually existed prior to 911, started in 1992 by the F.E.A.R. Corporation as a way to track supernatural threats within North America. The problem the proto-F.L.H.S. had was that it lacked any authority and this of course made it difficult for its agents to do their jobs when so much of what they did was considered illegal. Initial ideas were to turn the whole thing into a security company, a sort of public version of Project Pulsar. This process would give them some legitimacy but would also expose a lot of their work to the public eye more than they really wanted.

In the aftermath of 911 the F.E.A.R. Corporation offered the services of the proto-F.L.H.S. to the NSA as a method to help investigate the horrific incident. Not one to waste a resource offered the NSA eagerly accepted. Within the year the FBI also stepped on board, contracting the now christened Foundation for Law and Home Security to assist in administrative tasks as well as basic tailing, observation and reporting of suspects across the nation.

As the F.L.H.S. grew in trust with the NSA and FBI, they slowly gained power and of course the legitimacy they needed to do their jobs of tracking supernaturals without perking public interest. To the public the F.L.H.S. is just a sub-branch of either the NSA or the FBI and as such is largely ignored or just lumped in with one of the two groups.

In the years that have passed since 911, the agents and watchers of the F.L.H.S. have managed to assemble quite a database of information on supernaturals, both known and suspected. They have been slowly trying to extend their operational area into Canada (though Red Division has been putting a stop to that) as well as Central and South America.

Most of what the F.L.H.S. does is very basic and straight forward. Upon catching wind of a possible supernatural they send out several watchers to investigate the target. These investigations will usually last about two weeks to ascertain if the suspect needs to be tagged in the files as a class "S" risk. If the suspect proves to show no supernatural tendencies, powers or affiliation, notations are made in the file and it is closed. Of note is that once a year the file is reopened and a watcher is sent to check up on the suspect just to make sure. These follow-up checks last only a couple of days.

If the suspect proves to be a supernatural then the watchers attempt to ID what type, then immediately file their reports and stay at a observation distance, waiting for orders from up top. Sometimes a capture order is given, and then agents come to take the suspect. Sometimes a continued watch is ordered, with the suspects activities monitored for a longer period of time to see what level of threat or risk it poses.

Watchers are never asked to interact with their targets, though incidents have occurred in the past when such a thing has happened, usually to the detrimental more than the beneficial. Agents are usually Project Pulsar trained soldiers, assigned to the F.L.H.S. just for the purpose of capturing or eliminating supernaturals. Agents working in the F.L.H.S. are sometimes jokingly referred to as Pulsar Zero, but this is far from official and usually frowned on, as the corporation doesn't really need the government knowing of its projects, especially Pulsar.

F.L.H.S. Headquarters

The Flynn Building in Cincinnati, Ohio has housed the F.L.H.S. now for close to four years, having been bought out by the F.E.A.R. Corporation as a deal with the building's owner who was looking to sell the historic landmark.

The F.E.A.R. Corporation has renovated much of the building bringing it back up to code as well as restoring the historical parts of the structure and making it once again a place visited by tourists. The Flynn Building is quite large, having thirty five floors within it all dedicated to office space. The top most three floors are dedicated to electronics, consisting



of F.L.H.S.'s servers, database storage and other hardware. The floors are accessible only by keycard from either the elevator or the stairwell and are guarded 24 hours by both security patrols and cameras. The floor right underneath that is occupied by a radio station, one of the local rock stations. The next series of floors are all various lawyers, doctors, and independent companies and so on till the 15th floor. The 2nd through

the 15th floors are all part of the F.L.H.S. The 1st floor is a large atrium with a coffee shop, a convenience store, security offices and two small restaurants (one Chinese and one European).

A large parking garage sits next to the Flynn building and the building itself has three basement levels, mostly taken up with building machinery, such as water systems, heating, and so on. The bottom most basement level though is also occupied by the F.L.H.S. and is used as an armory and firing range.

The building itself is quite heavily monitored by F.L.H.S. security, provided by the security division of the F.E.A.R. Corporation's Project Pulsar. Usually several armed security guards are on duty at one time, operating out of the front desk and several high tech control rooms located on the 1st floor.

A Typical F.L.H.S. Office

The Flynn Building is not the only office for the F.L.H.S. They have several small offices across the country, usually located in major cities. Most often

these are simple one floor offices, with multiple rooms where watchers and agents can update each other and the main office. Generally such an office will have between ten and fifteen people working in it, with another four to eight field agents working out of it. Security in these small offices is usually contracted from a local security firm.

F.L.H.S. Operations

While in its original concept the proto-F.L.H.S. operated, or at least attempted to operate across all of North America, at this point 97% of all its activities are located within the United States. The other 3% is focused outside of the country, into Canada, Central and South America.

Day to day operations is quite straight forward for most offices and employees. They monitor and go through suspicious mail, phone calls, emails, and such noting which people need to be followed up on and which to note as possible threats. Of course at the same time they note which people might be classified as an "S" type risk. It is rare to actually locate an "S" type risk and usually when it is done, the employee doesn't even realize they have done so. The information is sent the office manager who is versed in the proper protocols of dealing with the situation.

The F.L.H.S. tactics in searching for and monitoring supernaturals isn't always successful and sometimes the search teams don't return or return not knowing what it was they were doing. To date three search teams were returned changed, servants of the very things they were sent to investigate, playing the role of double agent. At this point all three of those teams still hide within the F.L.H.S.

The Hunters

The following is a list of some of the people who work for the Foundation for Law & Home Security. Stats for them are found in Section Two.

John A. Phillips, Director of the Foundation for Law and Home Security

Phillips has always been a leader. In his youth he was always looked at to lead the club or team and in the various sports teams he was part of, he often found himself voted as team captain. He served on his high school's student council and was its president for the final two years of his time there.

At university he joined and led the local tech club. He graduated with honors and took a job in the States (having dual citizenship because of his mother



being from New York) for better money than anything he could find in Canada.

Phillips worked in the NYC branch of the F.L.H.S. for two years, going from simple tech to running the office's computer department. A year later he was promoted to the position of office manager. Six months later he was moved to the head office to work with a number of high ranking F.L.H.S. personnel there. It took him all of three months to become the head of his small group and three months after that he was promoted again, assuming a regional level of management, overseeing several offices within New York State. Another year later found him as the East Coast Manager and finally he was promoted to working with the head office upper management, overseeing the entire F.L.H.S. business. Here he worked for close to three years before being promoted personally by the F.E.A.R. Corporation's founders to the position of Director of the F.L.H.S.

Phillips has worked hard in his current position for the last year, managing to keep the FBI and NSA from looking in the wrong places within the F.L.H.S.'s databanks and files. He has become wary though over the last couple of months, as the new NSA liaison is evidently starting to look places she shouldn't.

Amanda Sykes-Hill, NSA Liaison

Amanda is a patriot, born into a family of patriots. Members of her family have been part to the armed forces or government services since the early 1900s. Amanda is the third child of five, her mother a homemaker and her father a Lt. Col. in the US Army. Both her older brothers went into the navy, and her younger brother the army and younger sister the air force. She worked hard and joined the NSA seeing home security as the way to go. Over the years of work she has helped bring to justice dozens of possible terrorists, criminals and such, making quite the name for herself. When the F.L.H.S. 1st came on board with the NSA she was skeptical that such an organization could do what their government groups could, but respected them for their patriotism.

Amanda became suspicious though after one of her contacts in the supernatural community vanished, one who was under the watch of the F.L.H.S.

The thing was Amanda wasn't stupid. She knew things existed in the cracks and shadows that most people passed off as mere story. A small number of the NSA did, but most of the time ignored them. Amanda instead cultivated contacts within the

supernatural community, vampires mostly, as ways to find out what was really happening in the shadows.

The contact she knew had ended up on the F.L.H.S. radar and when he vanished one day, she waited a week then made a standard inquiry to the F.L.H.S. and was given the answer that the subject was not longer a threat risk. Curious and suspicious she started digging here and there and noted other possible supernaturals that had become no longer a risk. She asked and worked for the position of liaison to the F.L.H.S. and was rewarded with the job just in the beginning of 2007. Since then she has slowly and carefully started looking for answers, unaware that her efforts have been noted and are being watched by the F.L.H.S. director.

David Squire

Born David Short, he grew up in a low end neighborhood in LA and joined the local police force as soon as he could; seeking to bring order to the chaos he had grown up with.

David spent his initial years as a beat cop, working his way to detective, managing to earn several commendations along the way. In the later part of 2002 he earned the enmity of a local LA drug lord who had connections into the supernatural. Two days later David was on the run from his fellow officers, framed the brutal murder of several children and being on the take with a local child-snuff porn ring. It was all a setup of course, but David had no way to prove it. During the course of his run he flipped his car and crashed into a corner store, putting him into a coma and causing severe wounds to his face and body. The prognosis wasn't good, with the doctors doubting he would ever emerge from the coma, and even if he did the damage done would cripple him for life.

The drug lord, satisfied with the result, called off his smear tactic, and suddenly the case against David evaporated, as evidence was found that everything had been a setup from some mysterious source. The department lent what aid it could to the crippled and coma ridden man but nothing the doctors could do helped.

In stepped the F.E.A.R. Corporation.

David was moved to the Harkness Institute and with the aid of several experimental procedures in reconstructive surgery as well as a couple well trained psychics, found himself suddenly awake and on the road to recovery. Sadly there was one hitch in the

whole thing. The reconstructive surgery had effectively changed David's appearance, making him appear like a now deceased Pulsar Elite operative. The F.E.A.R. Corporation went on to explain that due to his problem with the drug lord they couldn't let him actually return as himself. The F.E.A.R. Corporation knew of the drug lord's cooperation with certain shadowy elements and wanted David to investigate it but without worrying about risking anyone he knew formerly.

Accepting this, David was given a new identity and drafted into the F.L.H.S. as an agent. His first assignment was to fully investigate the drug lord and his connections but not to engage any of them. He did this right up until the drug lord visited the child-snuff porn site. It took a Pulsar mage almost 24 hours to track David to the spot he'd taken the drug lord to, but by the time a team arrived the drug lord was quite dead and David lost in a catatonic state.

After several months at the Harkness Institute, David once again emerged, this time fully at terms with his life. Instead of returning to LA he took up the job of a full time F.L.H.S. agent and spent three months training at the Island before being sent back into the field.

David Squire, his name now, wanders between offices across the country acting as a roaming agent, one of twenty such agents, for the F.L.H.S. He can usually be found traveling in his vintage white ford mustang, which has earned him the nickname "White Knight".

Victoria Phour

The woman known as Victoria Phour is a mystery, even to many of the F.E.A.R. Corporation higher ups. Some whisper she is the daughter of one of the founders, others note she is possibly a person who had her entire personality re-written by the psychics at the Harkness Institute.

The truth perhaps, will never be known, but what is known is that she is cold, ruthless and deadly. Acting as one of the roaming agents, like David Squire, she travels the country to the places the F.L.H.S. directs her in order to deal with situations.

She possesses a keen intellect as well as a vast array of skills, which coupled with a well trained body and an ability to use it not only to kill but to seduce, gives her the ability to carry out her assignments

effectively. She can effortlessly slip into a role and then out of it when needed and has no qualms torturing or killing people to get to the desired result. Her attitude and behavior have earned her the nickname "Ice Queen" by some of the smaller offices.

The F.L.H.S. has often paired Phour with Squire on various missions, the two complementing each other's skills. Rumors abound that the two are lovers.

Helmut Maxwell "Max" Kemler

Born from two German immigrants, Max spent his youth wanting to be a soccer player. He played as a boy, teen and even into university, working on a scholarship while also getting his degree in psychology from UCLA. During his final year at university an accident caused him to snap his ankle and forever shredded his hope of playing professionally.

While recovering a friend of his who was studying medical science and doing projects in the F & A Research Building offered to help him recover from the accident, promising him that while he might not play soccer again he would still be able to walk, dance, and even run for short periods of time.

Applying a prototype experimental bone and ligament regenerator serum, his friend put Max through a series of tests and physical training, meant to speed along recovery.

The results were fantastic and Max was soon surpassing all the theorized limits his friend had placed. That is when Dr. Kao Ti stepped in, along with three lawyers from Fox Litigations and two job offers from the F.E.A.R. Corporation.

Max's friend was sent off to the island to do medical research and Max found himself in the Pulsar training program. Sadly while Max was noted at being in fine shape and of sound mind, it was reasoned he wouldn't be able to keep pace with any of the standard Pulsar teams because of his ankle, even with the regenerative process being done. He was assigned to the F.L.H.S. as a roaming agent.

Max is a jovial type, often laughing it up with fellow co-workers and getting to know them. His nickname among various offices is "Jester" and many of the offices always look forward to when he will be visiting. He is usually among one of the more requested roamers of the F.L.H.S.



Xiao “Monica” Hong

A diminutive woman of Chinese descent, Xiao or Monica as she has gone by for most of her life, is a powerful figure in the western region of the F.L.H.S. She is the manager for that area and rules it with an iron fist, making sure that all those under her employee do their job to 105%. She is constantly testing and pushing her teams, requesting transfers and terminations for those that can't cut it and requesting better training and trained personnel from the head office in Ohio. She constantly butts heads with Director Phillips and both NSA Liaison Sykes-Hill and FBI Liaison Emmet.

Monica comes from wealth, born the 1st daughter but 2nd child of a shipping magnate. She was schooled privately and given the best education she could get. She excelled in all her classes and attended Harvard, taking Law and Business. She graduated within the top 5 of her class and was scooped by Fox Litigations almost immediately. Within a year though, she drifted from them to the F.L.H.S. It took her eight years to work her way to West Coast Manager.

While Monica is happy with her current position, she is eyeing the big chair more and more, looking for ways to possibly oust Director Phillips and take his job.

Other F.L.H.S. Personnel

Jane Fletcher

Jane heads up the investigation team that deals with anything that strays over the border from or to Canada. She tries to keep a cordial tongue when dealing Red Division, but finds there seeming lack of attention to border control annoying.

Chan Li

Chan is a senior agent most often found roaming the LA area. He is often put to work within the large Chinese community trying to ferret out any possible problems from there. Of late some of his reports have included a notation about Asian vampires and something called the Court of Luminous Jade.

Dr. Gary Markowitz

The Foundation's head forensic doctor, operating out the Flynn building, he is in his late 50s and is one of most trusted people in the building, often

sometimes referred to as Doc. Grandpa because of his grey/white beard and constant smile.

Gregory Black

The Foundation's small arms and armed/unarmed combat instructor at the Flynn building, he is a Pulsar Five member assigned to the F.L.H.S to make sure that the agents are all kept up to speed on the latest combat techniques and firearm techniques. He is gruff and serious but is known to give an honest damn about those he trains; wanting to make each one comes home alive.

Typical Foundation Office Worker

The typical F.L.H.S. employee is an intelligent college or university educated person, with a background in business, administration, human resources and/or law. They are dedicated to the aspects of preserving their countries security, believing happily that by crunching the numbers and data, sifting through the various calls, mails, emails and such to locate and identify possible dissidents that they will bring about a happier time for the US.

Typical Foundation Watcher

The typical watcher is a Pulsar trained surveillance expert, given the duties of watching and investigating suspects of the F.L.H.S. They are given enough training to realize and identify a supernatural if they encounter one.

Typical Foundation Agent

About a quarter of the F.L.H.S. agents are from the NSA, FBI and other government agencies, but the rest is Pulsar trained operatives. These Pulsar trained agents are the ones that do the actual interception and capture of supernaturals if needed.

About twenty of the F.L.H.S. agents are roamers, traveling from place to place as needed and directed by the F.L.H.S. Director. These roamers are considered senior agents and are afforded some leeway in the way they handle things.

The Hurted

Yousef

The man known as Yousef isn't very dangerous having no real military training; his skills with a gun are because of growing up on a farm. His real danger comes from his association with a radical Pure pack of Uratha he shelters. The pack is part of a rightwing Muslim based religious lodge known as the Sons of Allah.

In Yousef's eyes the followers of Allah will rule the Earth but only the Chosen of Allah can help bring about such a change. The Sons of Allah are the Chosen, gifted by Allah with great powers.

Yousef gives shelter, food and arms to the small group, operating out of a small farm in upstate New York, on land owned by Yousef's family for a good forty years.

Yousef's neighbors aren't aware of his conversion to radical right wing Islam or his sheltering of the pack; they just know him as John Nyman, local beef farmer.

The F.L.H.S. became aware of the name Yousef after two agents overheard the Sons of Allah discussing some of their steps in scourging the unclean from Allah's land.

Red Simon

The name Red Simon throws up flags whenever it comes up. He (or she) is wanted by police, FBI and the F.L.H.S. for a series of brutal killings up and down the East Coast, from the Florida Keys to Boston.

Each time the victim is a young woman, usually a dancer at a local strip club, who is tempted to a hotel room by a large sum of money and drugs. From what the coroners can tell the victims are drugged, tied up, brutally raped and tortured several times then killed by having a majority of their blood being drained from them. Most believe the blood is used in some sort of profane ritual or is kept as a trophy of some type. The agents of the F.L.H.S. believe that Red Simon is a vampire.

Kimberly Johnson

Kimberly Johnson's face appears on many wanted posters with a dozen different names, hair styles and colors.

She is wanted in ten states for embezzlement, twelve for fraud, two for manslaughter and two for 1st degree murder. The RCMP and CSIS have

warrants for her under three names for murder, fraud, embezzlement and tax evasion in three provinces.

What little is known about her is that she always seems to be able to pick just the right target or targets, as if knowing exactly what scheme would work on them. She plays to them till she manages to get their money, then leaves. In some cases she has committed murder to get away from the people she has defrauded.

Kimberly's last known location was a small town in upstate New York just before Christmas 2006 where she managed to defraud twenty two people out of close to three hundred thousand dollars. She hasn't been seen since.

Rekker

In the last eight months, three bombing attempts have been made on very specific government offices, those that hold old files and research into the paranormal. Each time the bomber has managed to get past all security measures and put the bomb in a critical spot and escaped without being seen. Luckily the bomber lacks the same skill in making bombs as he does planting him. Each time the bomb has fizzled and sputtered and failed to detonate. Extensive investigation of the bombs has revealed them to be ill built and the chance of them actually going off and doing any harm less than 0.5%.

In the last incident agents of the F.L.H.S. managed to locate a signature on the bomb, using one of the Pulsar trained mages. The signature was that of Rekker, one of the Awakened. Agents have been assigned to try to find information about this mage as fast as possible.

Other Suspects

Rebecca Bue Li

An attractive woman of Chinese/American descent, Bue Li is wanted by the FHLS for suspicion of being a high end psychic, one of the rare homo super-mentis.

Bue Li was last seen in Volga, South Dakota escaping from three FHLS Agents and a Pulsar capture team. Her whereabouts are still unknown, but she has a standing capture on sight order on her file.

Emma Saunders

Located in Santa Fe, New Mexico by accident, the F.L.H.S. became interested in Emma after she was observed by a watcher in flight learning how to control her ability

At this point, the F.L.H.S. is keeping tabs on Saunders for the moment.

Report # 332A-491

Date: 05.14.2007

From: Watcher Frank Edmonds

Attn: Eric Simod, Manager Santa Fe Office

Mr. Simod, I think I have found us a Class S suspect. I stumbled upon this girl while investigating the target in Case 332A.

I saw her in a set of clothes that seem to have gone through a blender, but she was untouched. I did a follow up investigation and managed to get the following picture before she disappeared by accelerating to an almost supersonic speed within in the blink of an eye.

As per SOP in a Class S situation I am extending my stay here until a senior agent arrives to relieve me.



Cassandra

One of the few noted real vampires on F.L.H.S. files, Cassandra is responsible for at least the loss of one Pulsar team member whom she seduced and turned into her ghoul, which also let her gain an unprecedented amount of information about the F.E.A.R. Corporation's setup, including the F.L.H.S.. Her whereabouts are currently unknown.

The Grey Mist Cabal

At this point the F.L.H.S. has managed to identify four members of this group, three men and one woman. The Grey Mist is evidently made up of nine members in total and are all possibly mages, working their will on reality. Orders for this group are watch only, with little to no contact authorized. The entire group is needed before a capture effort will be ordered by the F.L.H.S..

Solstice Pack

This group is a mere rumor, supported only by stories being told to the local police around Solstice, Washington.

A couple contacts have also leaked information that the pack exists and is easily a dozen strong at this point. F.L.H.S. has three watchers in the area of Solstice keeping an eye out for the pack at this point.

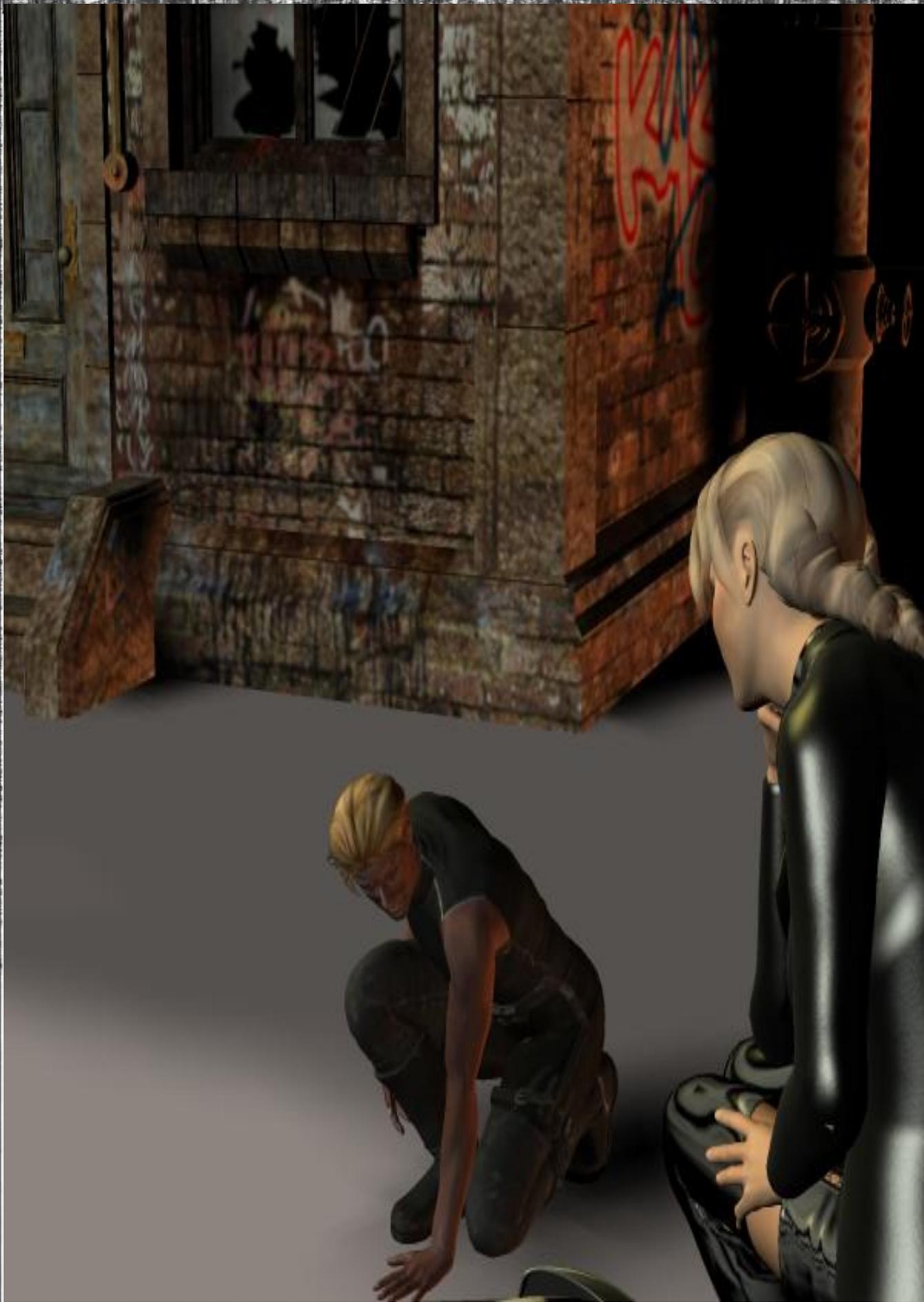
Hadrian

The F.L.H.S. first ran across Hadrian while on an operation to tag and capture a suspected werewolf in New York City. They had managed to track the thing to an area of low income tenements when their target was attacked by a man dressed in dark clothing. The stunned team watched as the single man not only held his own against the werewolf but beat him, breaking several of the creatures bones before leaving as fast as he had arrived, telling the creature and the stunned team that Hadrian was now watching out for the people.

Emile Masada

Targeted because of a number of his predictions and séances actually revealing factual and real time information, Masada is believed to be either a projector, one of the rare few who can project them selves into the lands of the spirits and ghosts or a very powerful medium. At this point he is merely under watch, but a few of the F.L.H.S. managers are eager to bring him in because of his abilities.





David studied the patterns on the ground intently while Victoria watched from here she sat on the hood of her car.

Give it up; you have no idea what you are doing." She said to him.

He looked up at her and smiled.

"Sure I do. The watchers reported that the people in the area had spotted a large person who seemed to have, for the lack of a better term, lightning playing about him as he walked through this alley. Here in the ground we see what are obviously his footprints, as they are deep and if u look closely enough, you can see and feel that bits of the foot print are glassed, as if the sand and dirt had been heated to a massive temperature."

Victoria shook her head and hopped off her car and walked across the alley, her boot heels clicking on the ground, to stare at the old building.

Graffiti covered it and a majority of the windows were broken or boarded up. She looked up and noted the power lines that lead into the building were newer than most of the ones in the alley.

"Who ever is here is tapping city power," she noted and pointed.

David stood and looked at the power lines.

"So that means what we are looking for is in here then. Dinner and drinks says that it is one those mage types."

Victoria arched an eye brow and took off her sunglasses to regard David with her ice blue eyes.

"You do know that in the last four times that bet has been made, you have lost it."

David smiled and Victoria regarded the building. There was something about it that made her feel on edge, a type of attraction or familiarity. Something about the air seemed to almost call to her.

"Its one those construct things." She said quietly.

Section Two

The Shadowed Face

The Hunters

John A. Phillips



Director of the Foundation for Law and Home Security

Quote: "Everything we do, we do to protect the people we care for."

Faction: F.E.A.R. Corporation

Apparent Age: Late 30s

Age: 43

Mental Attributes: Intelligence 4, Wits 4, Resolve 4

Physical Attributes: Strength 2, Dexterity 3, Stamina 3

Social Attributes: Presence 5, Manipulation 4, Composure 4

Mental Skills: Academics (Computers) 4, Computer (Networks) 4, Investigation 3, Occult 3, Politics 3, Science 1

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

Social Skills: Expression (Speeches) 4, Intimidation 3, Persuasion (Motivational Speeches) 4, Socialize (Political Functions) 4, Subterfuge 3

Merits: Allies (F.L.H.S.) 5, Allies (FBI) 2, Allies (NSA) 2, Contacts (F.L.H.S.) 5, Contacts (FBI) 2, Contacts (NSA) 2, Inspiring, Resources 5, Retainer (F.L.H.S.) 5, Status (F.L.H.S.) 5

Willpower: 8
Morality: 6
Virtue: Justice
Vice: Pride
Health: 8
Initiative: 7
Defense: 3
Speed: 10

Secrets: John is pretty much what everyone sees and has no hidden agendas, other than those that the F.E.A.R. Corporation has.

Amanda Sykes-Hill



NSA Liaison

Quote: "Too many questions, and not enough answers."

Faction: NSA - US Government

Apparent Age: Late 30s

Age: 35

Mental Attributes: Intelligence 4, Wits 3, Resolve 3

Physical Attributes: Strength 3, Dexterity 3, Stamina 4

Social Attributes: Presence 3, Manipulation 3, Composure 3

Mental Skills: Academics 3, Computer 3, Investigation (Crime Scenes) 4, Medicine 1, Occult 2, Politics 3, Science 1

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

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

Merits: Common Sense, Language (Spanish 2, French 2, German 2, Cantonese 2), Fast Reflexes, Fighting Style: Karate 3, Allies (NSA) 2, Allies (F.L.H.S.) 1, Contacts (NSA) 3, Contacts (F.L.H.S.) 1, Resources 3, Status (NSA) 4

Willpower: 7
Morality: 6
Virtue: Faith
Vice: Pride
Health: 9
Initiative: 6
Defense: 3
Speed: 11

Secrets: Amanda is convinced that the F.L.H.S. maybe involved with one of more of the vampire political factions, helping them jockey for better positions within their society. She is trying to collect evidence to support it to show to her bosses. The F.L.H.S. is aware of this and are feeding her false information.

David Squire



F.L.H.S. Senior Agent

Quote: "One man can make a difference".

Faction: F.E.A.R. Corporation
Age: 33

Mental Attributes:

Intelligence 3, Wits 4, Resolve 4

Physical Attributes:

Strength 4, Dexterity 4, Stamina 4

Social Attributes: Presence

3, Manipulation 2, Composure 3

Mental Skills: Academics 2, Computer 1, Investigation (Crime Scenes) 4, Occult 2

Physical Skills: Athletics 3, Brawl (Dirty Tricks) 4, Drive (High Performance Cars) 4, Firearms 3, Larceny 2, Stealth (Crowds) 4, Survival 3, Weaponry 2

Social Skills: Intimidation 3, Persuasion 2, Socialize 2, Streetwise 2, Subterfuge 2

Merits: Brawling Dodge, Fighting Style: Karate 3, Quick Draw, Stunt Driver, Allies (F.L.H.S.) 2, Contacts (F.L.H.S.) 2, Resources 3, Status (F.L.H.S.) 3

Willpower: 7

Morality: 5

Virtue: Justice

Vice: Wrath

Health: 9

Initiative: 7

Defense: 4

Speed: 13

Secrets: David remembers the perverse pleasure he got from killing the drug lord and has in the last several months been slowly starting to torture and hurt his targets before bringing them in.

Victoria Phour



F.L.H.S. Senior Agent

Quote: "You do not want to do that, trust me."

Faction: P&E Research Corporation

Apparent Age: Late 20s

Age: 10

Mental

Intelligence 4, Wits 4, Resolve 4

Physical Attributes: Strength 3, Dexterity 5, Stamina 4

Social Attributes: Presence 4,

Manipulation 3, Composure 4

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

Physical Skills: Athletics 3, Brawl (Blocking, Dirty Tricks) 5, Drive 3, Firearms (Pistols) 4, Larceny 3, Stealth 3, Survival 3, Weaponry 2

Social Skills: Intimidation (The Look) 4, Persuasion (Seduction) 4, Socialize 3, Streetwise 3, Subterfuge 3

Merits: Danger Sense, Unseen Sense, Ambidextrous, Brawling Dodge, Fighting Style: Ju Jitsu 5, Quick Draw, Stunt Driver, Allies (F.L.H.S.) 2, Contacts (F.L.H.S.) 2, Resources 3, Striking Looks 4, Sense Pyros, Status (F.L.H.S.) 3, Contacts (P&E Research) 2, Allies (P&E Research) 2

Willpower: 8

Morality: 4

Virtue: Faith

Vice: Lust

Health: 9

Initiative: 9

Defense: 4

Speed: 13

Secrets: Victoria Phour is actually Victoria Four, as in the 4th clone of the Victoria series to be activated and put into action. When she dies, Victoria Five will be activated. Usually once a week, Victoria's memories are downloaded from her to the next clone so that if she dies her clone will at least up to speed. To date the last three times no one has noticed the death, just figuring she's been in the hospital for an extended period of time. She is a Powell & Emerson Research Inc clone, being tested by them to glean all that she can from the F.L.H.S. in an attempt to better P&E Research's position against the F.E.A.R. Corporation.

As a clone Victoria can seemingly sense Azoth when it is nearby.

Helmut Maxwell "Max" Kemler



Senior F.L.H.S. Agent

Quote: "Not again!"

Faction: F.E.A.R.

Corporation

Apparent Age: Late 20s

Age: 26

Mental Attributes:

Intelligence 3, Wits 3, Resolve 4

Physical Attributes:

Strength 3, Dexterity 4, Stamina 4

Social Attributes:

Presence 3,

Manipulation 3, Composure 3

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

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

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

Merits: Fast Reflexes, Fighting Style: Boxing 3, Fleet of Foot, Allies (F.L.H.S.) 2, Contacts (F.L.H.S.) 2, Resources 3, Status (F.L.H.S.) 3

Willpower: 7

Morality: 7

Virtue: Hope

Vice: Pride

Health: 9

Initiative: 7

Defense: 3

Speed: 12

Secrets: Of late Max has been finding that he can run very quickly. He is beginning to wonder what after effects the treatment his friend gave him is doing to him now. Once per scene Max can triple his run speed.

Xiao "Monica" Hong



F.L.H.S. West Coast
Manager

Quote: "Hard work equals results, which equals the bad guys in jail and the country safe."

Faction: F.E.A.R.

Corporation

Apparent Age: Late 30s

Age: 46

Mental Attributes:

Intelligence 4, Wits 3,

Resolve 4

Physical Attributes:

Strength 3, Dexterity 3, Stamina 3

Social Attributes:

Presence 3, Manipulation 5, Composure 3

Mental Skills: Academics (Business) 4, Computer 3, Investigation 2, Occult 3, Politics 3, Science 1

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

Social Skills: Animal Ken 1, Empathy 2, Expression 2, Intimidation (Lectures) 4, Persuasion (Speeches) 4, Socialize 3, Subterfuge 2

Merits: Language (Cantonese) 3, Allies (F.L.H.S.) 3, Contacts (F.L.H.S.) 3, Resources 4, Status (F.L.H.S.) 4

Willpower: 7

Morality: 6

Virtue: Justice

Vice: Pride

Health: 8

Initiative: 6

Defense: 3

Speed: 11

Secrets: There really isn't all that much more to Monica than what people see.

Other Senior Agents

Jane Fletcher



F.L.H.S. Senior Agent and Red Division Liaison

Quote: "You would think that for once they would listen when I tell them it's not our fault."

Background: Born in the US, Jane entered school wanting to be a teacher, but soon found a knack for the physical sports. She took an athletics scholarship to the local university and from

there was recruited in her third year to the F.L.H.S.. She worked as an instructor, teaching physical fitness and physical training to recruits for four years before being promoted to working with the Red Division liaison. After his retirement two years later, she found herself with his job.

Description: Red haired and attractive with a physically fit figure from plenty of exercise. She tends to dress in jeans or slacks with halter tops or t-shirts unless going into a formal meeting.

Storytelling Hints: Jane is about as normal as one can get. She is a dedicated working seeking to do what she can for the betterment of the country.

Abilities:

Government Backing – At anytime Jane can call in government support in form of subpoenas, warrants, extra agents, and such.

Combat Training – Like all F.L.H.S. agents, Jane is a competent marksman, driver and hand to hand expert. She can easily handle herself in any fight. Treat as Brawl ●●●, Guns ●●●, Drive ●●● with stats at ●●● for which ever test is needed. Jane counts as having the merits *Fighting Style: Karate, Fighting Style: Combat Marksmanship, & Fighting Style: Police Tactics* at ●●● each.

Chan Li



West Coast Agent

Quote: "There are things from back home that make the monsters you talk of seem comforting."

Background: Born in Hong Kong, China before its reversion to the Chinese government. Chan's parents moved to LA three months before the actual process occurred, using family contacts to ensure a new life.

Chan spent a greater portion of first years raised by his family in a more traditional Chinese style before heading off to school and college. He took course in Cultural History and Social Dynamics, seeking to understand his countries past and his own heritage. His job at the F.L.H.S. came as a part time thing to start, working as an administrative assistant in the LA Office. He soon found his connections into the Chinese community were well received and went full time as a watcher. Within in three years he was training as an agent.

Chan's promotion to Senior Agent came about late in 2006 and he has been trying to live up to its responsibilities since.

Description: A Chinese man in his early thirties with dark hair and smile.

Storytelling Hints: Chan is aware of the Court of Luminous Jade as his family and friends from back in China have all stories of it. He is aware it is a group of vampires all motivated towards a single goal but what that goal is in the US his is unsure of. He would like nothing more than to report his findings to the upper levels, but unsure that the F.L.H.S. could deal with the Court if it declares war on the F.L.H.S..

Abilities:

Government Backing – At anytime Chan can call in government support in form of subpoenas, warrants, extra agents, and such.

Combat Training – Like all F.L.H.S. agents, Chan is a competent marksman, driver and hand to hand expert. Treat as Brawl ●●●, Guns ●●●, Drive ●●● with stats at ●●● for which ever test is needed. Chan counts as having the merits *Fighting Style: Kung Fu, Fighting Style: Combat Marksmanship, & Fighting Style: Police Tactics* at ●●● each.

Dr. Gary Markowitz



F.L.H.S. Head Forensic Surgeon

Quote: "See? Here behind the liver. This shouldn't be here. Now could this be how it is channeling all that strange energy? We'll see when we get it under the microscope."

Background: Markowitz has always wanted to understand the human body. He spent his youth studying biology,

was a part time nurse and paramedic while in school. He became a fulltime nurse and used it to help gather funds to go to school to be a doctor. He specialized in forensics and soon found himself working at the local CSI facilities for the police. He was hired by F.L.H.S. after a cooperative venture with them, and has managed to rise to the level of head of forensics.

Description: An older man in his fifties with a beard.

Storytelling Hints: Gary knows things. He has done autopsies on vampires (restrained and gagged), werewolves, mages, and other things that have been caught and brought back dead, or in the case of the vampires, undead. He is aware of their existence and is one of the leading information gatherers for possible deterrents against them.

Abilities:

Doctor of Forensic Surgery – Markowitz is an accomplished physician in the field of forensics.

Government Backing – At anytime Gary can call in government support in form of subpoenas, warrants, extra agents, and such. He doesn't usually have need of this capability but has been known to use it when in hospitals and research labs not his own when worried about security or evidence tampering.

Combat Training – Like all F.L.H.S. agents, Gary was trained to defend himself. He is an average marksman, driver and hand to hand combatant.

Treat as Brawl ●●, Guns ●●, Drive ●● with stats at ●●● for which ever test is needed. Gary counts as having the merit *Fighting Style: Aikido*, at ●●●.

Gregory Black



Firearms Expert

Quote: "Breathe out, squeeze trigger slowly. There, that wasn't so hard was it?"

Background: Born in Moscow, Russia, the man known as Gregory Black was trained by the KGB to be a double agent. Sent to the US he integrated himself into the NSA and slowly worked his way into it as deep as he could go.

When the KGB collapsed he had no standing orders other than to continue to be who he was. After three years he forgot about his past and became Gregory Black.

Then came the phone call and the meeting with the Directorate agent that changed everything.

Description: In his early fifties, he is still fit and trim and an expert marksman.

Storytelling Hints: Gregory is worried that perhaps he will become the thing he had left behind.

Abilities:

Government Backing – At anytime Gregory can call in government support in form of subpoenas, warrants, extra agents, and such.

Combat Training – Gregory is an expert marksman, driver and hand to hand combatant. Treat as Brawl ●●●●, Guns ●●●●●, Drive ●●● with stats at ●●●● for which ever test is needed. Chan counts as having the merits *Fighting Style: Karate*, *Fighting Style: Combat Marksmanship*, & *Fighting Style: Police Tactics* at ●●●● each.

The Hunted

Yousef



Fanatic Sympathizer

Quote: "The Angels of God with scourge the unclean and the we, the Chosen, will live in paradise."

Real Name: John Nyman

Apparent Age: late 40s

Age: 43

Mental Attributes:
Intelligence 2, Wits 3, Resolve 3

Physical Attributes:

Strength 4, Dexterity 3, Stamina 4

Social Attributes: Presence 2, Manipulation 3, Composure 3

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

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

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

Merits: Wolf blood, Language (Arabic 2), Strong Back, Allies (Sons of Allah) 2, Resources 3

Willpower: 6

Morality: 5

Virtue: Faith

Vice: Envy

Health: 9

Initiative: 6

Defense: 3

Speed: 12

Secrets: Yousef is wolfblooded, a kin to one of the members of the Son's of Allah. They all know this but have yet to let Yousef in on the fact, believing that it would tarnish his respect for them if he found out.

Red Simon



Serial Killer

Quote: "Pretty, very very pretty".

Real Name: Simone Caruthers

Clan: Daeva

Covenant: Unaligned

Embrace: 1983

Apparent Age: Early 20s

Age: 42

Mental Attributes:
Intelligence 3, Wits 3, Resolve 3

Physical Attributes: Strength 2, Dexterity 3, Stamina 3

Social Attributes: Presence 5, Manipulation 5, Composure 3

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

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

Social Skills: Empathy 1, Expression 3, Intimidation 3, Persuasion (Seduction) 4, Socialize 3, Streetwise 3, Subterfuge 3

Merits: Language (Spanish 3), Fleet of Foot, Resources 3, Retainer 1, Striking Looks 4

Willpower: 8

Humanity: 3

Virtue: Fortitude

Vice: Lust

Health: 8

Initiative: 6

Defense: 3

Speed: 10

Blood Potency: 3

Disciplines: Celerity 2, Majesty 3, Vigor 2

Secrets: Simone was the daughter of a child abuser who thought what she did with her abuser was proper. When her abuser put her to work as an underage dancer and hooker to make money, she just thought it also right. The Daeva who found her didn't think so, at least didn't think that she should be giving away all the money she was making. After the embrace, she ghouled her abuser, making her mother her retainer. Sadly the desires that the years of abuse had created came forth in her still and now she became the abuser. She travels with her retainer up and down the East Coast, acting as an independent dancer at the seedy clubs, where she works for a bit, singles out an attractive gal who is looking to experiment and try different things, then takes her to a hotel. She attempts to have something

normal but cannot, as she becomes her mother and rapes, tortures and abuses the victim and then slakes her thirst on the victim as well. Her retainer usually helps in these sessions often taking abuse from her former victim as well.

Kimberly Johnson



Rogue Psion

Quote: "MMM I like that. You, buy it for me."

Faction: None

Apparent Age: Mid 30s

Age: 33

Mental Attributes: Intelligence 4, Wits 4, Resolve 5

Physical Attributes: Strength 2, Dexterity 3, Stamina 2

Social Attributes: Presence 4, Manipulation 4, Composure 3

Mental Skills: Academics

(Business) 4, Computer 3, Investigation 2, Occult 2

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

Social Skills: Expression 3, Intimidation 2, Persuasion (Sales Tactics, Speeches) 5, Socialize 3, Streetwise 3, Subterfuge 3

Merits: Resources 3

Willpower: 8

Morality: 5

Virtue: Prudence

Vice: Greed

Health: 7

Initiative: 6

Defense: 3

Speed: 10

Psi: 3

Psi Pool: 12/1

Aptitude: Telepathy (Empathy ●●, Mindshare ●, Psychbending ●●●●)

Secrets: Kim is one of the rare Psions that has been born in the last couple of decades. She has been using her powers of mind control to further her own fortune and plans to retire in a couple years once she has enough money stashed away to last her two lifetimes.

Rekker



Anarchist Mage

Quote: "The secrets you hold will all come to light."

Real Name: Harry P. Smith

Path: Mastigos

Order: Free Council

Apparent Age: late 20s

Age: 33

Mental Attributes: Intelligence 4, Wits 3, Resolve 4

Physical Attributes: Strength 3, Dexterity 3, Stamina 3

Social Attributes: Presence 4, Manipulation 3, Composure 3

Mental Skills: Academics (Business) 4, Computer 2, Crafts 1, Investigation 1, Occult 2, Science 1

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

Social Skills: Intimidation 1, Persuasion 2, Socialize 1, Streetwise 2, Subterfuge 2

Merits: Danger Sense, Resources 2

Willpower: 7

Wisdom: 6

Virtue: Justice

Vice: Wrath

Health: 8

Initiative: 6

Defense: 3

Speed: 11

Gnosis: 2

Arcana: Space 3, Mind 3, Forces 2, Spirit 2

Rituals and Rotes: The Whispers (Forces 2 Control Sound Rote), Bolt hole (Space 3 Portal Rote), Friendly Enemy (Mind 3 Imposter Rote)

Mana (mana/turn): 6 (2/turn)

Secrets: Harry is a 4th generation mage, who watched his parents killed by government officials as they investigated the events surrounding the Orpheus Group and its rival companies, such as NextWorld and Terrell and Squib. Now that he has some training in the arcane, he wants to seek justice on those that killed them, by denying them the materials they stole about those companies. After many, many hours of research in both the mundane and the arcane worlds he finally managed to locate some of the locations of the kept records. He fashioned a bomb, used his arcana to sneak in and plant it and then ran. Sadly he has no real skill in

making said bombs, being quite the technologically challenged of people.

Other Suspects

Rebecca Bue Li



Freedom Fighter

Quote: "I am not a lab animal and will not be treated like one!"

Background: Born in San Francisco, Rebecca was a street kid in the beginning, running with a local Tong as the girl friend of one of the gang's leaders. She believes her abilities are the result of a mix of chemicals she injected or snorted in her youth while with the gang. Her first use of the power resulted in her

then boyfriend having a seizure that left him in a vegetative state. On the run from the gang she quickly learnt how to best use her abilities and then moved out into the world.

She currently travels the US looking for others of her kind. She has yet to use any of her powers to hurt anyone or even steal or commit fraud. She takes up part-time jobs where ever she is, earning enough to move on.

Description: A slight woman of Chinese descent, with short black hair and expressive eyes.

Storytelling Hints: Keep on the run, protect herself from harm.

Abilities:

Psion Template: Telepath Aptitude – She has the Advanced Modes of Empathy ●●●, Mindshare ●●● and Psychbending ●●●●.

Emma Saunders



Emergent Nova

Quote: "Save the cheerleader, save the world... right... man I wish someone would just come explain to me why I can do what I can do."

Background: Born in a small town to a dentist and a real estate agent, Emma led a normal life till her Nova powers suddenly developed

on sunny afternoon while rock climbing on her own. She fell and tumbled down a cliff face and then off the edge into open space. Screaming she opened her eyes to witness herself floating in the air mere inches from the edge, not a scratch on her from the fall.

She has secretly been trying to develop the two abilities, testing the limits to an extent. At this point she can fly at about a running speed at about a height of sixty to eighty feet and can survive a drop from over a hundred feet without take any damage, though her clothes tend to be scuffed, ripped and torn.

Description: A cute cheerleader type of girl, she used to smile a lot, but now has a serious tone to her entire outlook.

Storytelling Hints: If anyone finds out what you can do you will probably end up in a small cell somewhere dark and quiet ... or worse.

Abilities:

Nova Template: Powers include Flight and Invulnerability ●●●●.

Cassandra



Vampiric Socialite

Quote: "Such a pretty boy he was, and now my loyal pretty."

Background: Cassandra is a Daeva clan vampire of the Carthian Covenant. She lucked out at one of her parties and spotted a Pulsar operative watching her. She used her disciplines to affect his mind with visions of her and then followed him, and seduced him. She eventually ghouled him and

made him tell her everything he could about the F.E.A.R. Corporation.

Description: A woman of average height with long dark hair, alabaster skin and striking looks.

Storytelling Hints: All bask in your presence and beauty. Make sure all are aware that they must do this...and of course bring you things to show their devotion and love.

Abilities:

Vampire: Daeva Clan, Carthian Movement Covenant – Possesses the disciplines of Celerity ●, Majesty ●●●●, Vigor ●, and Auspex ●●.

The Grey Mist Cabal

The Grey Mist is a group of 9 mages of the Free Council dedicated to uncovering secrets and sharing them with those they believe are ready for them,

something that the Mysterium and Adamantine Arrow are against. They have taken an interest of late in Government secrets, which has led them to the F.L.H.S.'s attention.

Solstice Pack

Comprised of fourteen werewolves of mixed tribes, the Solstice pack formed to deal with the strange spirits that have been spotted moving around Solstice itself. The pack has managed to ascertain that the city has multiple breaches in the gauntlet allow the spirits free travel across. They are currently working on ways to close these breaches without drawing attention to themselves.

Hadrian



Vigilante

Quote: "This city is under my protection."

Background: Hadrian is the cover identity for a low income investment banker named Enrique Gonzales.

During the days he watches people rook the system, cheating on things and brokering illegal deals. He hears the screams at night and so does something about them.

Description: A masked man of

average height.

Storytelling Hints: Use the abilities to champion the lost and the downtrodden, to bring justice to those that think they are above the law.

Abilities

Daredevil Template – As a daredevil, Hadrian has the powers of Enhanced Impact (Brawl), Fists of Stone, Indomitable Will, Lightning Reflexes, One Man Army, Resilient, and Untouchable.

Emile Masada



Ghost Whisperer

Quote: "There are many secrets that people do not want others to know of or hear of. I see and hear them all. How much you offering?"

Background: Emile has always has a talent for finding out things that others didn't want to know about. He discovered early on the talent to project himself into a twilight state and across the

gauntlet into the Shadow.

Since then he has used his abilities for his own gain.

Description: A man of Israeli descent, with dark hair and eyes.

Storytelling Hints: Secrets are meant to be found.

Abilities:

Projector Template: Skimmer Lament - Wisp Shade.

Possesses the Horrors of Unearthly Repose ●● and Stormwending ●●●.

Project Pulsar

Surprisingly the F.L.H.S. and Project Pulsar get along quite well. Many Pulsar operatives work in the F.L.H.S. for a time as "R&R" away from regular missions.

The NSA and FBI of course aren't really aware of Pulsar's involvement, but would be very much intrigued if they were to discover the extent of the F.E.A.R. Corporation's private army.

Other Intelligence Agencies

How much does the government know about the things in the shadows? The NSA, FBI, CIA and other government security agencies can't be completely in the dark about what lies beyond. While this is not discussed at any real length in the main RPG books, we will examine some of the information and apply to the various known groups.

NSA – the National Security Agency is loosely aware of the presence of Supernaturals around the world, but doesn't have really any dealings with them except on a case by case and agent by agent basis. While they do have a number of files on people suspected of possessing strange powers or being something other than human, they rarely use this information unless the person is seen as an actual threat. Most times, due to the sheer factor that most rational humans do not want to believe that such things exist, these people larger stay tucked away in filing cabinets deep in the basement.

FBI – the Federal Bureau of Investigation knows more than they let on. Most big city FBI offices are aware of the supernaturals in the major cities, even going so far as to at least keep tabs on who is currently in power and who is not. The FBI knows that to start some sort of hunt for these things could

cause mass panic, something that in this day and age is not needed. At this point, the FBI monitors and watches, nothing more.

CIA – the Central Intelligence Agency largely deals with external threats to the country but is aware of those supernatural ones that sometimes attack the States as well. Groups like the Sons of Allah, the Fangs of Set (a radical Egyptian sect of mages), and the Jihad of Light (a group of right wing Muslims with the ability to read minds) are all on their watch lists, with agents trying to keep track of their members locations at all times.

Branch 9 – This highly secretive but powerful group is all too aware of the supernaturals in the world and across the States. While far from numerous, the agents of Branch 9 are all too capable of eliminating supernaturals if ordered to do so. Most of the time though these agents are tasked with other jobs.

Task Force Valkyrie – This government black ops unit is almost unknown to the FLHS, except in whispered rumors, though on the other hand, TFV is more than aware of what the FLHS is up to and has agents actively within it, using its resources for its own ends and goals.

Other Government groups – There are sixteen odd intelligence agencies in the States that are publicly known, and at least four shadow groups (Branch 9 being one of them). Most are like the NSA in that any information that is found on the supernatural is handed over to certain select individuals who then put into files deep in some basement.

F.L.H.S. Secrets

The F.L.H.S. sorts and sifts through thousands of pieces of information daily, if not tens of thousands, from emails, to letters, to phone calls; everything is checked and double checked all in the name of national security. As such they have vast stores of data on most people in the country, including names, addresses, and phone numbers, and so on at their disposal. Used in the wrong way, this data could easily cause immense harm to people. Now the F.L.H.S. has done so in the past, in order to get the right information they needed from the proper people.

At this time the F.L.H.S. has used info on two senators to better a couple of their positions within the senate appropriations committee, as well as pushing a few doctors, sheriffs and a number of NSA and FBI agents into being secretive about what they had seen and done.

They have also funneled information back to F.E.A.R. HQ for the betterment of the company on a few occasions, which has caused the corporation to gain advantage over several small groups.

F.L.H.S. Stereotypes

FEAR Corporation

Of course the Foundation has extensive contact with its chief source of funding, with the internal groups of the Foundation supplying both information to Project Pulsar largely, on the locations and movements of known supernaturals.

Rival Corporations

The Foundation does its best to keep itself neutral in any inter-company based problems, that way allowing them to equally deal with the Rivals as well as F.E.A.R. Of course the deep agents within the Foundation all report to F.E.A.R. regardless.

Vampires

These are one of the more well known of the supernatural world that the Foundation deals with. Vampires are the most social and sadly the more “public” than the other supernaturals, making them a tad easier to locate and watch.

The Foundation has several dozen on file being watched.

Werewolves

More rural than urban creatures, werewolves are seen rarely by the Foundation but are still tagged with watchers when found. Due to a rather nasty encounter with a small pack of these supernaturals, Foundation agents have standing orders to stay away from werewolves until major backup arrives.

Mages

These strange men and women have been hinted at and rumored about within the Foundation’s halls for its entire life. To date only three of these

enigmatic beings have actually been located and captured, though roughly a dozen have been identified.

Deemed incredibly dangerous and resourceful, Foundation agents are advised to take all precautions when dealing with one.

Prometheans

Perhaps the rarest of rare for the Foundation, only a handful of these beings have ever been sighted, much less encountered, and ever time has resulted in injury to the agents involved.

If an agent suspects that the supernatural is one of these things, then he or she is advised to immediately contact the main branch office and request full backup.

Usually a Pulsar Team is sent in at this point.

Changelings

Rumors and myths accompany all reports of these supernaturals. There are talks of a strange creature that haunts the New York alleys preying on children, though it could just be a vampire. There has also been talk of underground communities of people, seemingly lost in the cracks of the world, who eek out an existence.

No reliable report of one of these supernaturals has been turned in to date.

Other Things

There are things in the world best left undiscovered. Sadly Foundation agents all too often end up being the ones called in to deal with these things. Got a house that is haunted by a cult, call the FBI who then calls in the Foundation. Rumors of ghosts? The Foundation is once again the government agency sent in to look around. This of course is a double edged sword for the Foundation. On one hand they are usually the first to be able to locate and deal with said supernaturals, especially if they are real. On the other hand, they are largely seen by the legitimate government agencies, such as the FBI, NSA, CIA and others as glorified security guards and spook squads, sent to investigate the bumps in the night, so that the big agencies can concentrate on the important stuff.





Ok so you were right, David said to Victoria.

The lightning began to play upwards over the creature, seemingly drawn from the old machinery around it.

That means dinner and drinks at a restaurant of my choice... again, she shot back.

Yeah, yeah yeah.

The creature stood, reared back and screamed its head tilted back, primal rage echoed from it.

The two drew their guns and aimed at it.

Remember the last time we dealt with one of these things? David asked.

Yes, aim for the head and make sure every shot counts. I have hollow points loaded.

An audible whine started to build and the lightning began to play out across the building.

Crap, the two said at the same time and opened fire.

Section Three:

Game Mechanics

New and Old Merits

Supernatural Merits

Sense Pyros (●●● Clones only)

This merit allows a clone to sense the emanations of Pyros, letting them sense when a Promethean or a Pandoran is nearby. Clones can also sense the presence of anything else that is Pyros infused, including Qashmallim and pyros infected beings. The characters needs only make a Perception roll announcing he is trying to sense the presence of Pyros and if successful he can sense its general whereabouts and power level.

Social Merits

Status – F.L.H.S. (● to ●●●●●)

1 dot is the standard employee, 2 dots is a watcher or agent, 3 is a senior agent, 4 is a manager and 5 is the director.

Allies – F.L.H.S. (● to ●●●●●)

At 1 to 3 dots the character can call in back up, usually in the form of watchers or standard agents. At 4 dots the character can call in backup which also includes senior agents and government (NSA or FBI) troops. At 5 dots the character can bring the entire F.L.H.S. and its allies, the NSA and FBI to bear.

Contacts – F.L.H.S. (● to ●●●●●)

At 1 to 3 dots the character is able to gain access to information that most seasoned private investigators would get. At 4 dots the character is able to glean information of a secure and sensitive nature about specific people. At 5 dots the character knows almost everything and anything they want.

Victoria Series Clones

Powel and Eckart Research Inc. have been experimenting with human clones for a while, with a

group called the Lazarus Group. They had one up and going in the early 60s and since then have managed to make sure that certain key members of the company are kept alive through clones.

Victoria Vivian Morgan Eckart was the daughter of one of the founders of the company, and when she was diagnosed with lung cancer, her father immediately had he put into the Lazarus Group in order to be saved. Sadly the technology of the time couldn't really download her memories properly and the clone that emerged from the cylinder didn't really know who it was.

The researchers put her on ice for about a decade; studying and learning then decanted her again and put her into the world, this time with a set of hypnotically implanted memories. She seemed to work well, but sadly the clone only lived for about three months before starting to die.

Powel and Eckart Research reclaimed her before she finally died and hooked her back into the Lazarus Groups systems to see what was going on.

Some internal investigation revealed that the initial research had been done using the distilled essences of a being that had been captured at a local hospital, a being that seemed to have been made and brought to life through some sort of arcane method, a Promethean.

Little was known about this thing and the notes of the researcher seemed to indicate that they were more of these things out there. The notes seem to trail off into formulae that were more arcane than scientific at that point, but the initial researcher had vanished by this point.

Applying the information in the notes, the Powel and Eckart Research Corporation dumped millions into the research as well as the quest to locate Prometheans. Eight were found, captured and

brought back, all reduced to their component essences so that clones could be created. At the same time another species of similar nature was discovered and also brought back. Pandorans. When reduced to their component essences it was discovered that they couldn't be used to create clones, but the essences still had other possible applications and were stored for future research.

Victoria One, the first official clone of the series walked out into the world and joined the F.L.H.S. a little over 4 years ago. Her entire background was manufactured with such precision that the F.E.A.R. Corporation, F.L.H.S. and government have no idea she is a double agent much less a clone.

Powel and Eckart Research Inc. has two other lines of clones waiting in the wings, a series of male clones currently noted as "Adam" and a second set of females noted as "Vivian". No plans to activate these clones has come down the pipe as of yet, but the Adam clone would work well in a political location and the Vivian in the public sectors.

These clones automatically possess the merits Sixth Sense and Sense Pyros (see above section in New and Old Merits). The Victoria series also has the merit Unseen Sense, the Adam series has Language merits (three additional languages spoken, read and written like a native) and the Vivian series has Eidetic Memory.

Plot Hooks

You show me yours. I'll show you mine

During the characters investigation of a suspected supernatural, they discover that the target is indeed just that, be it a mage, werewolf, vampire, etc. The thing is the suspect is an outcast for some reason and is looking for revenge. They are more than willing to assist the characters by spilling their guts about their ex-friends, but for a price. They want in. They want to be part of the whole deal and be there when the bust goes down on their friends.

Is this the real deal? The F.E.A.R. Corporation would love to get the inside scoop on any of the politics and culture of any of the supernatural races. Is it all a hoax perhaps, a way for that particular group to try to learn more about what the F.L.H.S. and F.E.A.R. are up to?

The Dead Walk

A number of people have been going missing in one of the older hospitals of a large city. A couple of watchers also vanish when sent to take a look. The characters are sent in to find out what is going on. In the bowels of the hospital they find old deserted levels and tunnels, with rooms of corroded machinery. Walking here and there are zombies, victims of the Sundowner Pathogen. How did the virus gain access to the hospital and from where? The characters must race against time to find the answers before a Project Pulsar cleaner team arrives to eradicate everything.

Why Mrs. Robinson, what big teeth you have

One of the character's partners starts acting strange. At first the characters may suspect drugs and stimulants, as they watch him move through the day with massive amounts of energy. Soon he also starts displaying increased strength, stamina and speed. The co-worker chalks it up to clean living, a combination of exercise, a loving wife, and protein shakes.

On one job the characters witness the co-worker move with supernatural swiftness. Do they report this or investigate on their own? Regardless, digging down will reveal that the co-worker's wife has been embraced several months back and has been ghouling her husband. She is a member of the local ruling covenant's opposition and is planning on using her husband's job as a way to further her new sire's position within the vampire community.

Ties that Bind

The characters are tasked with investigating a series of bizarre sex crimes that have suddenly started occurring in Solstice, Washington, the F.E.A.R. Corporation run city. Sid, the lust spirit has been very active of late, possessing local people and driving them to acts of carnal violence. There is not pattern to the possessions, as Sid is merely having fun as he looks for a more permanent host to possess.

The only connection that the various crimes seem to have in common when compared, the ST is encouraged to come up with some nasty vulgar stuff for this rather Adult session, is that in each case the possess person has whispered into the victims ear over and over, "Sid loves you, yes he does, loves you so much. Show how much you love Sid!".

Can the characters stop this latest surge of Sid's behavior before he finds a pseudo-permanent host and escapes again? Can they locate and lock him down before he rapes and maims or even kills again?



Kitty Litter

In a small secluded town in the Midwest or perhaps the east or maybe down south, it really doesn't matter, they are proud of there almost zero crime rate. People are nice, honest, good natured and friendly.

The characters are sent because a sudden rash of murders has occurred in the small town and they have all the ear marks of the supernatural occurrence.

The town, as noted is more than happy to have the characters come and investigate, but over time certain things start to seem strange. No crime or even bad behavior seems to be happening. The place is sickeningly polite and nice. Then the characters spot someone having an argument. The next day that person is dead and the town seemingly wants to cover it up fast.

What is killing the people in the town and why? The characters must investigate quickly before someone else dies for doing something wrong, but technically aren't the characters acting wrong as well, possibly making them the next targets overall to what ever is killing the people.

One of the best options is to make the killers the **Suthanu Sua (the Colony)**, from the **War against the Pure** book for **Werewolf the Forsaken**. After decades of culling the town of "evil" they are running out of evil to kill. So they are more and more loosening the statutes of what is evil in order to be able to kill.

I Think I'm a Clone Now

The characters are present during a particularly nasty firefight between Senior Agent Victoria Phour and a target. The characters witness her taking several shots to the body and take her to the nearest hospital. The doctor's prognosis isn't good, and the chances of her pulling through are slim. While the characters wait for her to get to post-op one of the characters, while off to look for a washroom or vending machine, spots Victoria walking down the hall, no injuries present at all. When he calls out to her, she ignores him, vanishing down a hall into a secure wing.

Investigation quickly reveals that Victoria is still in surgery and that the doctors are still operating. So who was that the character saw? And what is in that secure wing?

Investigation shows that the wing is under the control of Powell and Eckart Research, but little else.

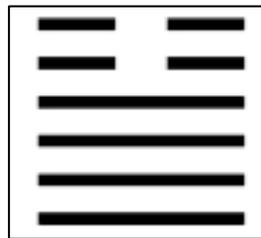
Jade Surprise

One of the characters gets a call from Senior Agent Chan Li, who has reached a decision point. He needs help in dealing with a possible minor invasion of an Asian Covenant of vampires in LA.

It seems that the local Carthian Movement has been losing power over the years, mainly because two of major types of the gangs, the Tongs and the Yakuza are not under their sway. Instead they are under the loose control of the Court of Luminous Jade, an Invictus like Asian Covenant that is seeking to expand its influence into the US.

Chan has a few leads that will help but needs backup and help to cover everything. This take over, while not too apparent to the normal world will cause a massive shift in the underworld drug and prostitution markets as well as slave labor and illegal immigrant shipping.

New Covenants. Bloodlines and Lodges



THE COURT OF LUMINOUS JADE

The Court of Luminous Jade is one of China's many covenants,

stretching its recorded history back to almost the 3rd century AD.

It is a tightly knit body ruled by a council of three kindred known as Tangs (a Chinese word roughly meaning overlord), wielding immense power over the kindred populace under their control.

Their social structure is heavily modeled on ancient Chinese rule, though they have begun incorporating some modern systems of government.

Members: The Court of Luminous Jade is home to a high number of Ventrue and Nosferatu, with Gangrel and Daeva running a close second. The Mekhet seem large absent from this covenant, preferring to gather in the rival Court of the Rising Flame. Three bloodlines also exist within the covenant, though while they are most prominent within it, they are by no means unique to it.

Philosophy: The Court of Luminous Jade believes in bettering itself through control of its territories. Sadly it is a might makes right situation in that those

with power, money and arms make the might, which is right.

Rituals and Observances: The various rulers of the Court of Luminous tend to observe different rituals based on the location that they are in. Members sometimes affect the trappings of ancient Chinese courts and follow all the proceedings one might find from that time; others adopt a more modern theme. Whatever the set up, the most common observance is that to gain power in the Court of Luminous requires intelligence, wit, paranoia, a personal army and a massive bank account. Loyalty can be bought or coerced, as many of the ruling members do.

Titles and Duties: The Court of Luminous Jade seems to delight in handing out titles to its members as rewards for jobs well done. "Most Auspicious Scholar", "Supreme Third General", "Honored Elder of the 9th District" are common titles handed out by the rulers, many with duties attached to them that one must follow and complete if one doesn't want to lose one's title or head.

Sigil: The Court of Luminous Jade uses the I-Ching 12, referring to great power, to identify themselves.

Dragon Alchemy

Dragon Alchemy is the study and manipulation of the energy of the Dragon Lines, mystical lines of force, ley lines, that run throughout the world. Like the Ordo Dracul the Court of Luminous Jade seeks control the nexuses that form when these lines intersect. Exclusive to the Court of Luminous Jade, the practitioners of this set of rituals are sought after by the higher ups to help provide defenses against unwanted intruders.

Like Curac and Theban Sorcery this set of rituals all use a base set of rolls to achieve successes.

Cost: All rituals of Dragon Alchemy cost 1 vitae to activate and perform, unless otherwise noted. This vitae provides the connection to the energy of the Dragon Line. Like Curac and Theban Sorcery, there is no linear progression within Dragon Sorcery, the level of the art merely setting what level of rituals the kindred can perform.

Dice Pool: Manipulation + Occult + Dragon Alchemy.

Action: Extended. The number of success needed to activate the ritual is equal to the level of the ritual, with each roll equaling a turn of casting.

Roll Results

Dramatic Failure: The ritual fails in a flare of red-gold energy, inflicting the level of the ritual in bashing damage to the caster.

Failure: The ritual fails, but no harm is done. Vitae is still consumed.

Success: The ritual takes place as described.

Exceptional Success: The ritual still takes place as described with the extra successes going towards increased time durations as well as possibly damage or armor bonuses.

Suggested Modifiers

Modifier	Situation
+3	The practitioner is standing in a nexus.
+2	The practitioner is standing on a ley line or is within 100 meters of a nexus.
+1	The practitioner is within 100 meter of a ley line.
-2	The practitioner is outside 10km of a ley line.

Harmonious Haven

Level-One Dragon Alchemy Ritual

This ritual creates an energy barrier around the haven. If anything passes through the barrier the kindred within automatically get a chance to wake up, fully aware that their haven has been invaded. If they are already awake then they automatically know where the breach was. In the event of an exceptional success the extra successes are bonus dice for sleeping vampires to waken. The duration of the ritual is twenty four hours.

Walls of Blue Jade

Level-One Dragon Alchemy Ritual

This ward will protect a haven from unwanted entry of spirits. It requires a piece of blue jade as well as the 1 vitae to enact and will last a number of days equal to the total successes.

Emperor's Ear

Level-One Dragon Alchemy Ritual

This simple ritual allows the caster to communicate with another who is situated near or on a ley or nexus. The kindred must know the intended contact as least socially to allow contact to occur. The two can then hold a conversation in real time as if they were standing face to face.



Joss

Level-Two Dragon Alchemy Ritual

The caster creates a heightened aura of luck in the area about him. This effectively lends a bonus of +1 die to all rolls for the duration of the ritual which is the total successes in hours. This is not stackable with itself.

Walls of Red Jade

Level-Two Dragon Alchemy Ritual

This ward will protect a haven from unwanted entry of vampires. It requires a piece of red jade as well as the 1 vitae to enact and will last a number of days equal to the total successes.

Jade Armor

Level-Two Dragon Alchemy Ritual

This ritual allows the vampire to gather about him Dragon energy in order to protect himself from harm. For each success over 2 and up to 5, the caster gains that much armor for a duration of six hours. This is not stackable with other forms of mystic armor or itself.

The Crane's Eye

Level-Two Dragon Alchemy Ritual

The caster is able to see, hear, and smell, etc at any point along a dragon line up to his Dragon Alchemy dots in kilometers. A dramatic success will increase this range by a factor of X5.

Vigilant Statue

Level-Three Dragon Alchemy Ritual

Another ritual meant to provide protection for the haven, this ritual imbues a guardian statue of some type with energy allowing it to come to life and attack invaders. This ritual lasts a number of days equal the total successes rolled. At total number of statues equal to 1 per 3 successes can be imbued.

Walls of Green Jade

Level-Three Dragon Alchemy Ritual

This ward will protect a haven from unwanted entry of shape shifters. It requires a piece of green jade as well as the 1 vitae to enact and will last a number of days equal to the total successes.

Walls of Yellow Jade

Level-Four Dragon Alchemy Ritual

This ward will protect a haven from unwanted entry of mages. It requires a piece of yellow jade as well as the 1 vitae to enact and will last a number of days equal to the total successes.

Walls of White Jade

Level-Four Dragon Alchemy Ritual

This ward will protect a haven from unwanted entry of the created (including pandorans). It requires a piece of white jade as well as the 1 vitae to enact and will last a number of days equal to the total successes.

Drink from the Dragon's Tears

Level-Four Dragon Alchemy Ritual

This ritual allows the caster to draw forth energy from the line to heal themselves or one other person they are touching. Each success over the needed four will heal one level of damage regardless of its type, be it aggravated, lethal or bashing.

The Path of the Yorii

Level-Four Dragon Alchemy Ritual

One of the more spectacular aspects of Dragon Alchemy, the cast steps into the ley line and travels via it to another point along it. This point can be anywhere up to 5km away. Each additional success from an exceptional roll adds 5km to the overall distance.

Nine Suns

Level-Four Dragon Alchemy Ritual

The caster taps the Dragon Line for power, fueling his disciplines and body with supernatural energy. For a period of one scene any and all vitae and willpower expenditures are instead subtracted from the total number of success the caster got when enacting the ritual. This ritual is cast, then activated, and has a duration of 24hrs before it fades in which the caster must use it. It can only be cast once per day and requires 3 vitae to cast. It is only useable on the caster themselves, and no other targets.

Walls of Black Jade

Level-Five Dragon Alchemy Ritual

This ward will protect a haven from unwanted entry of anything the caster names and he can be quite broad in the selection. The caster is always exempt from his own wards, and so if the caster were to say all supernaturals, then anything remotely supernatural would be barred except for the caster. It requires a piece of black jade as well as the 1 vitae to enact and will last a number of days equal to the total successes.

Gate to Yorii

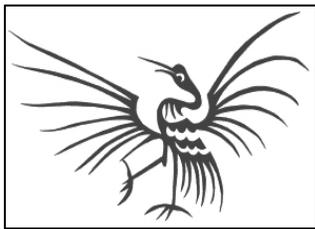
Level-Five Dragon Alchemy Ritual

This ritual requires some material objects and can only be done on a nexus. A gateway or doorway of some type is needed to start with. The caster spreads the equivalent of three vitae across its surface then begins the ritual. When done the gateway is attuned to the nexus. A similar ritual is cast on another portal at a different nexus somewhere else at the same time. When done the ritual creates a gateway from one portal to the other, and only between those two places. A portal can only be linked to one other location at one time. A new ritual would need to be done with a different portal to enact a connection if a new portal needed to be done. Most casters use a classical doorway with a door that opens and closes. Some use elaborate looking portals with arcane sigils all over them. The distance between the two portals doesn't matter, as long as they are both within a nexus.

PAO YU

"You must listen to what is said, not react to it. Only then will you understand the proper actions to take."

Heralds of the Court of Luminous Jade



The Pao Yu are the heralds of the Court of Luminous Jade, having arrived with their guards the deadly Jian. The Pao Yu are skilled negotiators as well as

experts in the arts of Dragon Alchemy, the manipulation of the forces of the Dragon Lines.

An older bloodline with some four hundred years to their name, the Pao Yu have been primarily in the service of the Court of Luminous Jade for the last

three hundred years, having spent the first portion of their existence as free lance negotiators during the Covenant Wars of the late 1600s.

Parent Clan: Ventrue

Nickname: Speakers, the Cranes

Covenant: Primarily found within the Court of Luminous Jade, the Pao Yu is also present in the Court of the Rising Flame, the 100 Corpse Families and The Lotus Court.

Appearance: Most Pao Yu are distinguished and socially appealing to look at, groomed and clothed by money, lots of money.

Haven: The Pao Yu usually resides in rich condos, luxury penthouse apartments and small mansions.

Background: Most Pao Yu come from social backgrounds, a mixture of good looks, voice and manners. Some are aging actors who once commanded thousands of fans others are young charismatic men and women.

Character Creation: Social and Mental Attributes along with Social skills rank the highest during creation.

Bloodline Disciplines: Animalism, Dominate, Resilience, Auspex

Weakness: Like their founding clan, the Pao Yu suffer from mental degradation over time. As well they also suffer from a rapid form of reverse demophobia wanting to be around people at all times, the more the better. Starting at Blood Potency 4, a Pao Yu must have at least 2 people around him at all times, and will suffer -1 die to all social tests unless this is so. For here on in, the Pao Yu's need to be surrounded by people increases as their blood potency does, with the number of people needed being equal to the blood potency divided in half, round down.

Concepts: Negotiator, Spy, Judge, Policeman

History

The Covenant Wars had spiraled out of control for close to three hundred years by the time the Pao Yu came to be. Decade and decade of fighting over the centuries had caused the entire political makeup of the Chinese kindred to change almost like the motion of a wave, cresting high with a large population then low with most killed in battle. The Covenant Wars threatened to destroy or at least put the Asian kindred into a state of near extinction and were rapidly in danger of even spilling outwards non-Asian areas. The Pao Yu were created later part of the 1600s, just towards the end of the Covenant Wars, as an effort by a Ventrue elder who saw the possible complete extinction of their kind as a very

real possibility. He spent many hours studying texts and treatises on negotiations before shifting his entire energy to produce a lineage that would be able to help bring balance back to the kindred of Asia.

The Pao Yu was his final result.

In their nascent years, they brokered many peaces and contracts, eventually bringing about the end of the Covenant Wars. The majority then joined with one of the stronger of the remaining covenants, the Court of Luminous Jade, in order to continue to help bring a peaceful balance to the kindred and to make that peace remained in effect.

Their founder wasn't pleased with that move, wanting his childer to exist beyond the confines of a covenant, acting as negotiators, lawgivers and judges for all kindred without political gain. To date the founder and a several dozen of his childer remain just that, free agents without Covenant. The rest are part of one of the remaining Covenants.

Society and Culture

The Pao Yu's life is one of service to their liege lords, acting as negotiators, lawgivers and even judge and executioner if need be. They are the holders of the laws that the covenant accords itself by and are the ultimate interpreters of those laws.

Frequently ruling T'angs, warlords, princes and emperors will not make a move without consulting their Pao Yu advisors.

Most Pao Yu gather on a regular basis to trade stories, ideas and philosophies. At such meetings, Covenant allegiance means nothing as it is a gathering of the bloodline, not a Covenant.

JIAN

"Chung Kuo needs warriors to defend it. We are those warriors."

Assassins of the Court of Luminous Jade



A small bloodline, they never the less hold great power, acting as secret police and assassins for the Court of Luminous Jade.

The Jian are an old bloodline, with many not knowing exactly how old it is. Many whisper of connections to the legendary Sun Jian of the Romance Period (3rd Century AD) while others speak of deals with secret assassin cults and demonic mages.

What ever the truth, the Jian of today are ruthless killers, nearly unequalled outside their own borders. Merely speaking their name is considered an ill omen.

The Court of Luminous Jade uses them as its threat against its enemies as well as those within itself that they think are rebellious.

Parent Clan: Ventrue

Nicknames: Tigers

Covenant: The Jian primarily work only with the Court of Luminous Jade, though rumors persist of some members working for the 100 Corpse Families.

Appearance: All members of the bloodline are of Chinese ancestry, there are no Caucasians.

Haven: Most members of this court have their havens located in functional but well appointed houses, apartments and mansions.

Background: Jian tend to have martial flavored concepts.

Character Creation: Physical and mental attributes mixed with a number of marital related skills and abilities mark a Jian.

Bloodline Disciplines: Animalism, Dominate, Resilience, Celerity

Weakness: While sharing their parent clans' psychosis as they get older, the Jian seem to slowly become more and more paranoid about conspiracies. Older Jian see suspicion and threats everywhere which drives them to train harder and harder to better their skills. As such Jian of blood potency 4 pick up the Suspicion Derangement as per Page 98 of the World of Darkness Core Book. At Blood Potency 6 they upgrade to full Paranoia.

Organization: The Jian are a military group with their entire structure devoted to that way of life. They award ranks within themselves as ranks in an army. A newly discovered Jian is known given the lowest rank and then allowed to work and earn his way up the structure.

Concept: Assassin, Spy, Solider, Mercenary.

History

Born out of the need for a secretive police force that the T'angs could trust completely, the Jian appeared on the scene during the Covenant Wars early period. They fought only for the Court of Luminous Jade and when the war came to a close they stayed on as the Covenants solider assassins.

Their history is shrouded in mystery, with their actual origins almost unknown. The most popular myth is that the legendary Sun Jian of the 3rd Century AD Romance period instead of dying had been embraced and that he himself created the

bloodline as a group of fanatical soldiers loyal only to him and his goals of eventually ruling all of China.

Another myth places the creation of the Jian within the Covenant Wars, founded by a outcast venture looking for revenge on the other more powerful Covenants, thus creating his bloodline to help out a relatively minor Covenant destroy the more powerful ones.

Whatever the truth, the Jian are not telling and are usually closed lip about anything that deals with internal bloodline politics and history.

Society and Culture

The Jian gather in small groups, usually 2-6 of them. These groups are the ones that perform all missions and attend to matters of policing the Court of Luminous Jade's territories and interests. Once a year as many of the Jian as possible gather in a secluded spot to venerate their founder. The date always changes as does the location.

LUNG

"All will bow down to us"

Puppet Masters of the Court of Luminous Jade



The Lung was the original driving force behind the Court of Luminous Jade. They started it during the 11th Century and kept it afloat all during the Covenant Wars.

They brokered the deals to get the Jian and the Pao Yu to join the Covenant as well as performing the necessary steps to have the Covenant survive. They engineered the expansion into Hong Kong and are now behind the expansion into LA.

Parent Clan: Nosferatu

Nickname: Dragons or T'angs

Covenant: The Lung is unique to the Court of Luminous Jade

Appearance: All members of this bloodline have something strangely ethereal and otherworldly about them. A fair percentage also have strange mutations similar to those found on statues of divine beings.

Haven: Luxurious temples and castles. Expensive condos and mansions.

Background: The Lung take their kind from those that are accustomed to being worshipped and followed. They will only embrace the truly worthy of those that are in power, so that they can wield even more power.

Character Creation: Mental and Social attributes are key as are Social and mental skills.

Bloodline Disciplines: Animalism, Dominate, Inori, Resilience

Weakness: Like all Nosferatu the Lung have something wrong with them. The Lung blood further modifies the Nosferatu curse to make it so that the strangeness of the appearance tends to lean toward manifestation of looks that seem to make the kindred more like the classical images of divine beings. A third eye or multiple arms are common. As a Lung increases their skill in their signature discipline Inori, they slowly start manifesting the changes. These changes are visible and sometime difficult to hide, which leads many Lung to become trapped within their own temples, leery of going outside because even at night their inhuman form will arouse suspicion and call down possible harm on them from other sources.

At blood potency 4 or Inori 3, which ever comes 1st, the Lung manifests its first change. On change occurs each level of Inori or Blood Potency gain from their on in. Rumors run wild of a Lung who resembles Kali hidden away in a temple deep in Asia, tended to by a long thought dead cult of mortal and supernatural assassins. Lung with these changes suffer -1 die in social roles unless the people they are dealing with are "used" to them (such as followers and worshippers) or they are using their looks and changes to intimidate someone.

Concepts: Emperor, warlord, CEO, general

History

During the early periods of history in Asia the Lung arose as a bloodline that fed on the worship of their followers. They would have temples erected to them and then live within them, devouring and feeding on their prayers and blood of their followers.

As time passed they began to gather followers of kindred as well and soon started their own Covenant. In the initial inception period the Lung merely used the Covenant as a way to recruit other kindred to protect their temples and castles, but as time passes and their control over areas grew they found themselves running into the then largest and most powerful Covenant, the 100 Corpse Families.

Within a decade hostilities had begun and the Lung fought a slowly but loosing war against them.

Not to be beaten overall, the Lung pulled out every trick they could think of to try to get revenge and hit upon something quite by accident. Through connections they set up alliances with some of the other small Covenants that the 100 Corpse Families were crushing. Soon the other Covenants went to war as a consolidated whole against the 100 Corpse Families. The first Covenant War lasted a decade and saw the shattering of the 100 Corpse Families' power over the region as well as the creation of dozens of small Covenants. These small groups bickered and fought incessantly for the next couple hundred years, old alliances forgotten. Covenants grew and were destroyed. Entire bloodlines were forged and whipped out before the 1st war came to an end and peace reigned. The various covenants stayed insular, licking their wounds and the Lung used the opportunity to grow in number and increase the power of the Court of Luminous Jade.

When the 2nd Covenant War started in the 1300s they once again found their Covenant under attack from the 100 Corpse Families as well as their allies. All would have been lost had they not brokered a deal with the Jian. Using that bloodlines ruthless assassins they managed to push back the 100 Corpse Families but the war was at a stalemate, threatening to wipe out all kindred if it continued. Then came the Pao Yu, brokering deals and negotiating borders and settlements. The Lung went into extensive talks with the Pao Yu and managed to convince them to join with the Court of Luminous Jade, a move that made the Covenant one of the more powerful of the ones left after the 2nd War.

Society and Culture

The Lung are steeped in old world culture, likening themselves to the old world courts of China. Their leader is known as the August Emperor and Eternal Son of Heaven, and lives deep within the Forbidden City, attended to by hundreds of followers.

The Lung gather yearly to discuss policies and ideas, as well as decide on where to expand and whom to promote and whom to demote. Prizes, tittles and childer rights are frequently given at these get meetings.

Inori

This complex discipline was developed by some of the first bloodline members. The discipline allows the faith of the followers to generate a pool of power for the kindred to tap into and use for his or her benefit.

● Hear Prayers

The kindred relaxes and listens to his followers prayers, and by doing so finds himself entering into a relaxed and meditative state of healing. This power can only be done once per day.

Cost: ~

Dice Pool: Resolve + Meditation + Inori

Action: Extended

Roll Results

Dramatic Failure: Not only can the prayers not be heard, but the kindred also loses a point of temporary willpower as he attempts to attune himself to the prayers.

Failure: The prayers cannot be heard.

Success: Allows the kindred to gain one extra temporary willpower point back during the evening.

Exceptional Success: Allows the kindred to gain one extra temporary willpower point back for every success rolled.

●● Prayer Approval

The kindred stands and stares into the eyes of his supplicant. If the follower is sincere and totally in belief that the kindred is a divine figure, then a connection is made and the kindred feels the strength of the prayers flow into him. Kindred use this ritual to learn the inner most secrets of their followers, in order to make sure they are truly theirs.

Cost: ~

Dice Pool: Manipulation + Empathy + Inori

Action: Extended

Roll Results

Dramatic Failure: The kindred not only can't establish a connection, but is unable to try again to do so with that person for a full month.

Failure: The kindred does not establish a connection

Success: If successful the kindred can see into the followers mind and ascertain not only is sincerity but his desires and dreams as well. This can be used later to help bind the follower to the kindred and thus the kindred gains a bonus die on the next attempt to bind the target, usually any of the level 3 to 5 powers.

Exceptional Success: The kindred gains a number of bonus dice equal to the total successes on the next attempt to bind the target, usually any of the level 3 to 5 powers.

●●● Fulfill Prayer

The kindred uses this power to channel "joss" or luck towards the person who offered up the prayer.

Only small prayers are usually solvable at this point, with no highly complicated ones being capable of being answered. While this might seem very lackluster, as it is often noted, it's the small things that get noticed more often than not. The kindred can perhaps cause an illness to go to remission for a year or maybe till after a loved ones birthday or wedding, perhaps gain a promotion or raise. Nothing like the curing of cancer or winning the lottery. This can often be used to show that faith in the kindred results in favor and fortune.

Cost: 1 temporary Willpower point + 1 Vitae

Dice Pool: Resolve + Occult + Inori

Action: Extended

Roll Results

Dramatic Failure: The target suffers the complete opposite effect.

Failure: Nothing occurs.

Success: Luck flows towards the prayer giver and one minor thing will actually occur for the target.

Exceptional Success: As with the normal success, except the actual event is even better. The remission of an illness is for 5 years, not 1. The promotion is better than the one thought.

●●●● Prayer Eating

This power is done by the kindred before a gathering of his followers. When active it causes the prayers of the followers to literally take shape as they leave the followers mouths and travel across the room and seemingly flow into the kindred. This usually causes the followers to pray more quickly and fervently. The kindred will seem to glow with the power of the prayers after a short while. The kindred must lead the ceremony where his followers are praying and only true followers must be there. Anyone who is not a genuine follower will be instantly revealed as their prayers will not take material form. The prayers actually feed into the kindred, rebuilding his willpower.

This power requires 2 hours of preparation before it can be used.

Cost: 2 temporary Willpower Points

Dice Pool: Manipulation + Socialize + Inori

Action: Extended

Roll Results

Dramatic Failure: The prayers turn inwards and damage the kindred, inflicting 1 bashing damage for every 5 followers praying.

Failure: Nothing is gained

Success: The room becomes suffused with the kindred's "divine nature" which allows the prayers to "come to life" as they are said. For every three

followers in the room the kindred gains 1 temporary Willpower point up to his maximum.

Exceptional Success: The kindred gains 1 temporary Willpower point for each single follower instead of a 1 for 3.

●●●●● Unbreakable Soul-Bonds

This power binds a follower to the kindred in an almost parasitic bond. The follower becomes a fanatical devotee to his deity, willing to happily die for his god at a moments notice. The kindred can draw willpower from the follower if needed to bolster his own reserves. The follower at this point is a willing victim in all of this, happy to sacrifice himself to his god and his god's desires.

This power has two stages, the first in an "induction stage", where the kindred binds the follower to him in a nightlong ritual of ceremony and prayer. The kindred sacrifices a permanent willpower point to his follower as well a point of Vitae and thus creates the ritual connection. This is like a blood bond that ghouls might have and indeed the kindred could ghoul his follower as well, but the difference is that the kindred can now draw temporary willpower from his follower at any time. This means that in a case where the kindred needs to spend temporary willpower he can draw from the follower instead, literally draining the life from him. The upside of this power is that the follower has become a total fanatic to the kindred, and will loyally follow him to hell and back.

Of note is that when a follower runs out of willpower to give, if the kindred takes more, then each extra point is a level of lethal damage. It is very possible for the kindred to kill a follower with this power.

Cost: 1 Willpower Point and 1 Vitae

Dice Pool: Resolve + Occult + Inori

Action: Special (Extend for the 1st usage on the target, instant when drawing willpower)

Roll Results

Dramatic Failure: The power backfires cause the target to become insanely hateful of the kindred. The kindred cannot try anything again on the target for a month, by which point the feelings of hatred will have calmed down.

Failure: Nothing occurs

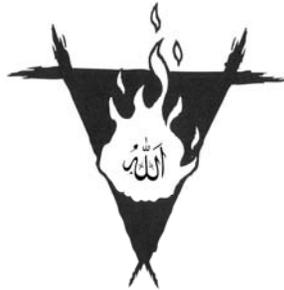
Success: The kindred can take up to half of each follower's willpower per day. Of course this process will eventually kill the follower, but one can always get new followers.

Exceptional Success: As with the standard success, but the Kindred can drain as much willpower as he



or she needs in one go. This of course could easily kill a follower.

the sons of allah



Lodge of the Messenger

Yusef speaks of the Messengers,

I wait each morning for their return so that we can pray together at the appointed time. Their

rough voices chorus with mine like nothing one will ever hear. To hear them speak His name is a blessing and be chosen to assist them another honor.

They are his Messengers, brought forth from Heaven and guided by Angels to guide us, the faithful on the correct path of faith.

I would pity those that do not accept the word of Allah, for the wrath of His Messengers is mighty and the fire they bring will cleanse the world of the unfaithful.

The Sons of Allah is a fanatical right wing Lodge of Pure, bent on cleansing the unpure from the world in order to make way for the pure children of God. They believe that the Werewolf is the guardian of the pious man and that those that adhere to the Qur'an are the true pure children of God. They are convinced that in order to bring about a proper heaven on Earth they must purge the impure from the planet with fire.

Many wonder how the Sons of Allah are able to maintain such devotion knowing what they do about the Shadow and the spirits there, but the Sons of Allah rationalize that the Shadow and the spirits within are merely angels and jinn, sent to guide and test them.

Patron Tribe: Fire Touched.

Patron Spirit

A rather nasty and vile spirit simply known as Burning Faith lends this Lodge its power. Though it purports to be acting in the Lodges and the Ivory Claws best interest, it is merely looking at the best and quickest way to use the werewolves to create willing, fanatical hosts for more its kind.

When it appears to the Lodge it always takes the form of a humble man of Arab decent, dressed as an Imam.

Joining the Lodge

One does not just join this Lodge. One is invited by the current members. The membership is small in comparison to other Pure Lodges, and in the Middle East it is especially strong. When needing new members the Lodge sends out "missionaries" to talk to members of the Pure tribes to find new members and offer them a place.

The Sons of Allah have no specific rites or fetishes, seeing the creation of rites unnecessary as their faith has many they already follow. They see the creation of fetishes as wrong as it against the belief in God to create images of faith like a fetish.

They watch from the shadows, silently
invading your life

They will uncover all your secrets.

They know you better than you know
yourself.

They aren't evil, they aren't
good, they are just there.

Watching... waiting...

Pray you never become
interesting.

A Walks Forever Publication
Jason C Marshall
Canada

The F.L.H.S. 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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