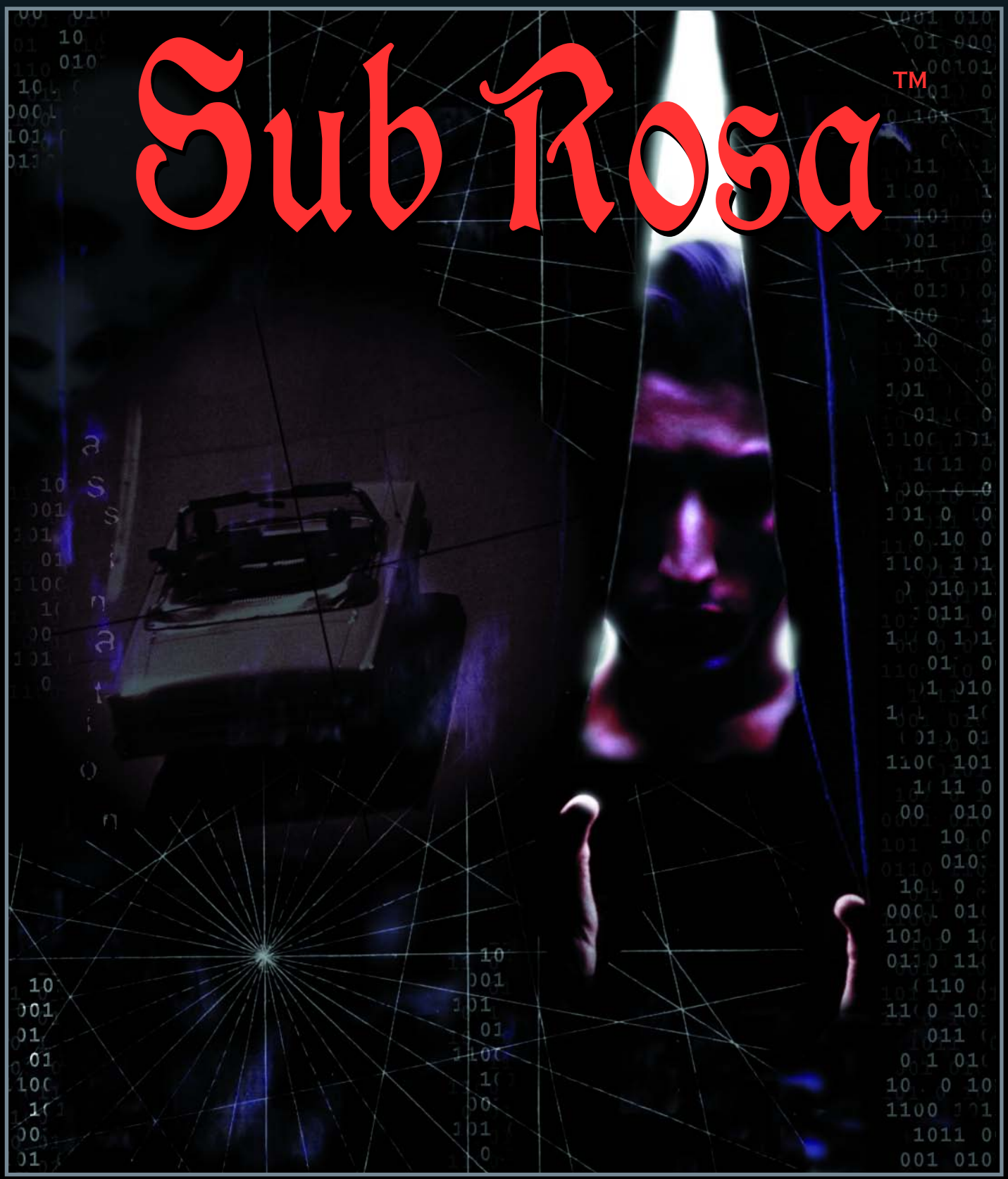
CONSPIRACY X™



Sub Rosa™

THE CONSPIRACY CREATION SOURCEBOOK

From the darkness, they watch and scheme.
In secrecy, they operate.

Most people are unaware that hundreds of organizations are involved in subversive activities. Conspiracy theorists and intelligence agencies overstate their power, or discount them as insignificant. Among the shadowy agents of Aegis and Black Book, they are treated as pawns to be used and discarded.

We are blind to the effects their actions have on us.

Across the country, meeting for the first time in a back office, five CEOs gather to plant the seeds to undermining an entire economy. In another the time zone, a coalition of churches instructs its faithful to implement the second stage in a manipulation of the commodity markets. Just around the corner, an acquaintance places the last call securing his control over your bank.

They are a stranger across town, a co-worker, a friend, even your spouse.

Inside Sub Rosa, you will find:

- The nature of conspiracies and how they work
- Complete rules for creating secret societies and overt organizations
- Fully detailed groups, including Church of Coatl, Directorate X, PUPPET and more
- A new look at Influence, and two new types: Paranormal and Civilian
- Over 100 professions, both inside and outside government
- More than 150 pulling strings, different for each character
- Complete charts of skills, trainings, traits & resources with page references, including many new entries

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SubRosa™

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Chapter One

The Meeting

Vasily closed his eyes and relaxed in a comfortable chair, one of the luxuries of his new home. He rapidly slipped into a trance. His physical form rested in an armchair at the University's humanities library; his "astral" form (as some called it) raced to access point Zed. Once there, he began to Seek his contacts in the "ether" surrounding him.

After a few moments, he sensed a sharp presence that had a raw and spicy quality. It appeared to be a contact he knew only as "Ilya," whom he had Met before. A quick check of the energies confirmed his suspicions.

The spicy essence queried sharply, "Have you Seen our third?"

In plodding waves of cold strength, Vasily replied, "**No, and that one is bringing the fourth.**"

The two remote viewers rested silently, involuntarily bathing in the background wash of images, emotions and impressions that swirled about them. Suddenly, Vasily sensed a sad, melodic essence emerging from the "noise." With a flicker of thought, he drew Ilya's attention towards it.

As if on cue, the melancholy feminine presence sent a quiet pulse to Seek the others. "**A moment, comrades.**"

Less than a second elapsed before the three of them were approached by another presence, this one languid, almost like a slumbering panther. There was an aged quality to it that was not reflected in the others.

With no introduction, it sent, "We start immediately, yes? Pressing matters require attention."

"**It would seem that we are all assembled,**" the sad, tired essence commented. "**Everyone please insure we are not being Watched.**"

Vasily, like the others, Sought out any other presences that might be in a position to Overhear their meeting. He could sense no direct intelligence focusing on them, although, as usual, the "sentience" of the psychic soup around him was disturbing. Shortly, he felt the other three subtly relax in the knowledge that their meeting was secure.

"**It has come to our attention that someone is doing a great deal of work on the hows and whys of secret organizations. Worse, he appears to know a great deal more about his subject than I or the other Directors would like. Worse still, he is talking about it in public appearances around the United States. You may have heard of him, for he is from the old country -- Gospodin Aleksandr Illyavich Bakunin.**"

A half-formed image of a rumpled man with an easy smile and good nature sprang into Vasily's mind. His essense struck Vasily -- he would like to know this man. Of course, it was hard to tell how distorted the impression might be, given the filter of the other's perception and Sending.

"Boja moi, any relation?"

Chapter One

"Indeed, he is a distant relation of Stalin's old enemy. His family is no stranger to conspiracy, intrigue and terror, or perhaps our past."

"He may be a threat. As told, he has begun delivering lectures to groups on the nature of secret organizations. My friends, we need to identify if he is a real threat or if he is just a nuisance."

"Luckily, he will be speaking to a group of students at our comrade's University."

Vasily felt a flicker of thought in his direction as she identified him as the main contact. He responded to the implied direction, "YES, IT SHOULD BE A GOOD OPPORTUNITY TO FIND OUT WHAT HE KNOWS. IN THAT FORUM, EVEN THE MOST BLATANT OF QUESTIONS WON'T SEEM SO CONSPICUOUS."

"We need to discover how much knowledge he has about secret groups that operate within a government. We should also push him to determine how much he is willing to reveal in public. I believe I speak for us all when I worry that he may raise issues that make people wonder about where we have gone."

"I suspect that is unlikely. However, if he encourages people to think about groups going underground, that may be enough to draw unwanted attention. It would be best if he believed such groups did not last for long periods of time. After all, he may just have hit upon a few lucky ideas."

"I WILL ALSO TRY TO DRAW OUT HOW HE EXPLAINS THAT INDIVIDUALS COME TO BE PART OF A SECRET ORGANIZATION. IF HE IDENTIFIES OUR METHODS SPECIFICALLY, WE WILL KNOW HE NEEDS TO BE DEALT WITH."

"If he gives no opportunity to ask about covers used by secret groups, you are to explore that area as well. His depth of knowledge in that arena should be assessed."

"I believe we are agreed that we need more information before we can probe this matter further. If initial questioning suggests he is a threat, we will leave it to our investigating comrade to take steps. Ny, let us plan to meet again in a few days."

A swirl of color and feeling that signified a time and a date appeared amongst the presences.

Vasily confirmed the assignment, "VERY WELL, COMRADES. I WILL FIND SOME STUDENTS TO ASSIST ME IN MY INVESTIGATION."

The spicy presence rapidly vanished, while the melancholy one and the languid one lingered a moment before departing. Taking a deep breath, Vasily reconnected himself with his physical surroundings. He blinked and rubbed his eyes, then picked up a worn copy of a university directory. He began thumbing through it with thick fingers.

Introduction

Mystery Cults, Druids, Knights Templar, Rosicrucians, Red Brigades -- all names that whisper power, violence and hidden knowledge. These and countless others like them have haunted the backdrop of human history since the very beginning. They are attached to no specific government or legitimate organization. They all claim to transcend such mundane concerns. Secret societies promise their members a special place, a deeper meaning and a role in the greater scheme. They have always been, and always will be, just at the edge of sight.

Sub Rosa: The Secret Societies Sourcebook brings such groups into view. It includes an overview of the nature of secret societies as well as additional material for designing specific groups and characters. Players who have preexisting characters may choose to make minor conversions to gain "membership" into additional secret organizations, or individuals may opt to draw from a different class of characters, who are more mundane but also more difficult to trace. Creating a campaign with warring factions that operate on the fringes of predominantly Aegis and Black Book-oriented activity is easier than ever with this material, and these materials are useful for both players and Game Masters.

Chapter Summary

Chapter One: Anatomy provides a general overview and includes these preliminary comments.

Chapter Two: Nature gives a brief review of how secret societies operate and how they may become involved in conspiracies from time to time.

Chapter Three: Conception details the design and implementation of any given organization. From generating a group description to fleshing it out with an organizational structure and developing continuing themes, this chapter assists both players and Game Masters in creating their own secret and not-so-secret societies.

Chapter Four: Organs overviews a modified character generation system. It presents a wide range of Professions and Infrastructures available to player characters.

Chapter Five: Capacities includes a new take on the Influence attribute and a new group of Spheres of Influence (formerly Influence Icons). The chapter also lists and describes several new traits, and a comprehensive group of pulling strings, new and old. Finally, extensive tables of skills, trainings, traits and resources are presented.

Chapter Six: Tumors documents ten groups with a wide range of goals and territories that may prove useful as allies or enemies in a conspiracy-rich world.

The Appendix discusses Aegis-specific pulling strings that may used by members of that group with sufficient pull.

How to Use This Book

Overall, this book is intended for both players and Game Masters to use in the conception, design, and implementation of secret societies and other groups. Individuals wishing to play Aegis agents who are also members of other secret organizations are given the option of converting their characters' stats and descriptions to reflect their new affiliation. Other players may wish to join a Sub Rosa campaign with no direct connections to either Aegis or Black Book. The only information that Game Masters may wish to keep from their players are the organization-specific details in the last three chapters. The secretive nature of this sourcebook will vary by campaign and players will benefit from asking their Game Master. Game Masters are given the unique opportunity to use this sourcebook as stand-alone campaign material, a supplement to Aegis-oriented campaigns, or as a source of interference for Aegis and Black Book agents to investigate.

Recommended Reading

Axelrod, Alan, The International Encyclopedia of Secret Societies and Fraternal Orders, Checkmark Books (1998)

Darual, Arkon, A History of Secret Societies, Lyle Stuart (1984)

Hall, Manly Palmer, The Secret Teachings of All Ages: An Encyclopedic Outline of Masonic, Hermetic, Qabbalistic and Rosicrucian Symbolical Philosophy, Philosophical Research Society (1978)

Hunt, George, Secret Societies, Loizeaux Brothers (1989)

Keith, Jim, Secret and Suppressed: Banned Ideas and Hidden History, Feral House (1993)

Howard, Michael, The Occult Conspiracy: Secret Societies - Their Influence and Power in World History, Inner Traditions International Limited (1989)

Still, William, New World Order: The Ancient Plan of Secret Societies, Vital Issues Press (1991)

Welch, Robert, Secret Societies, Dedalus Press (1998)

Chapter Two

Chapter Two
Nature

Mr. Bakunin's Address

Professor Aleksandr Illyavich Bakunin stood patiently in the wings as the last speaker smiled and waved in response to the applause. The coordinator for the National Conference of Students of Sociology strode out to shake the speaker's hand. She then began to announce Professor Bakunin. Once that was done, the audience broke out into applause, good-natured whistling, and a quiet humming of the Twilight Zone theme. Straightening the lapels on his tweed jacket, Professor Bakunin took the stage and waved to the audience. Shifting to a very serious look, he firmly gripped the podium.

"Ladies and gentlemen, thank you very much for inviting me to speak on the issue of the development of secret societies and their so-called agenda 'to control the world.'" His raised eyebrows refuted the seriousness of his previous statement.

Laughter rippled through the audience.

"Now, if I were a member of a secret society trying to control the world, I would not call my group the Illuminati. I would disguise it as something very innocuous. Or maybe I would call it 'John Birch Society' and claim to be working to rid the world of the Illuminati." He paused momentarily and cocked his head slightly. "Actually, I probably would call it 'The Illuminati' as no one in his right mind would suspect the Illuminati to be so stupid to call themselves openly by their true name."

A few audience members snickered quietly.

"This statement serves well to illustrate the basic paradox inherent in all conspiracy theories. If the Conspiracy is all-powerful and has penetrated the government so deeply, why do they still hide from us? Or, if they can manipulate reality so perfectly, why do people still stumble across them? Would you not have to suspect -- when you discovered some form of evidence against the conspirators -- that this evidence must somehow be part of the master plan, a carefully designed fake that also serves some nefarious end?

"First, as a rule, a conspiracy is an action, not a group. That is not to say that there are no conspiratorial groups, but rather, that the professional conspirator does it for a purpose and not for its own sake. Now bear in mind that this is not true for all groups; in fact, many conspiracies are just the excuse to make up the group. But if you consider the great conspiracies of history, you will find that such groups are commonly short-lived and single-mindedly focused on just one goal." He paused for a drink of water.

A single hand surfaced out of the bobbing heads in the audience. Its owner, a sandy-haired young man, rose to his feet and asked, "Can you give us an example, Professor?"

"The bible tells of two factions fighting for the throne of King David. On the one side was Adonijah, son of David and Haggith. Together with Joab, son of Zeruiah, and with the priest Abiathar, they started a massive publicity campaign, trying to get public support behind Adonijah. They were opposed by the cabal of Adonijah's

younger brother Solomon, his mother Bath-sheba, the priest Zadok, the prophet Nathan, and two of King David's mighty men. Bath-sheba and Nathan worked on David by feeding him a mixture of truths, lies and half-truths, until the old king was convinced that Adonijah had transgressed against his authority. The plan worked and Solomon became king."

Warming to this subject, Professor Bakunin stepped out from behind his podium. "For fear of his power, a cabal of Roman Senators assassinated the would-be Emperor Julius Caesar. And when the King of France needed money for his wars, he accused his greatest creditor, the wealthy Order of the Knights Templar, of Satanism. In this he conspired with the Pope, who felt threatened by the Order's power and independence, and the Inquisition. Allegedly there was a conspiracy of Generals, that might have included Prime Minister Churchill and President Roosevelt, to hide their prior knowledge of the planned Japanese attack on Pearl Harbor to push America out of its isolationism into the war.

"These conspiracies were formed to perform a certain task. When Solomon was king of Israel, when Caesar was dead, when the Knights Templar were disbanded and their money had been seized, when America had joined the war -- all of these conspiracies were disbanded.

"This move is only logical, as nothing is harder to keep than a secret. The continued existence of a secret society poses a continuous threat to all members. That is not to say that no secret societies exist over a longer stretch of time, only that this is risky, and more often the group ceases existing once their original purpose has been fulfilled. In a few cases, in order to escape later discovery, the former comrades have no further contact. In others, they might form some sort of 'Old Boys Network.'

"Another aspect of conspiracies that makes it hard for them to exist over a long stretch of time is the character of their members. If you have ever belonged to any sort of club, you know that these institutions mainly attract people with severe personality problems. Usually those most interested in becoming 'president' or 'chairman' or any other prominent member are the least suited, as they tend towards being ego-centrist, irresponsible, boastful, conceited, jealous and unable to deal with criticism. Now imagine how this must be in a closely-knit, paranoid, persecuted, secretive group that dominates the entire life of its members."

Another hand shot up in the audience, and a red-headed woman stood up quickly, "But, Professor, if that's true, then how can you possibly believe that these groups actually exist long enough to exert any kind of influence on the world?"

"Well, among the members you find an unusually high count of control-freaks, who love being 'in the know' and wielding secret power. They are prophets with a vision of how society should be after the revolution. Their close brethren, the crusaders, are fanatics who lash out with hate against all they suspect of treason or heresy. And there are the ego-centrists, who love being in the limelight or feeling important. They are rash, impatient, and eager to pull off stunts with high publicity. As I said, small jealousies, dislikes and disagreements rapidly turn into overblown infighting and backstabbing. Spite and vengefulness is typical of people like these. On the other hand, sometimes the groups survive internal problems, or even avoid them. They remain united as a result of an enemy or a common dire purpose -- raising paranoia to even higher levels -- that for some time will override all personal or group problems -- although this is rare.

"Indeed, some groups have such long-term goals, or its members become so used to being the Secret Masters that the group refuses to disband. One such example is the Jesuits. They were formed originally as a sort of combined public relations and intelligence agency of the Catholic Church. With Luther and Calvin and the founding of Protestantism in the sixteenth century, the Catholic Church began to lose members for nearly the first time in its history. The Jesuits were largely responsible for the spread of the Church's new corporate identity, namely the Baroque. Colorful, gay and artistic, this movement was designed to contrast the drab grayness and harshness of puritan Protestantism.

"Jesuits also created some of the best universities, producing many great minds that in turn would go to other universities and thus spread the influence. Their reputation as learned men got them teaching jobs at most noble houses in Europe. Soon they were responsible for the education of most young nobles. They never made the mistake of openly trying to get those young people to change their faith, but their teachings left their mark and they may have had more influence on European politics than any other single group.

"Of course, they ultimately failed in their original goal -- to win back the world for Catholicism. Maybe in time they realized that it was impossible to achieve, and simply settled for promoting wisdom and learning and the word of peace. In the nineteenth century, though, they were still known and feared for their superior skill in debate and demagogy. Maybe, as some claim, their goal never was a reunited church. Maybe, as others suspect, they were themselves taken over by another group, the secular Freemasons perhaps, or even the mysterious Illuminati. After all, secret groups are prone to manipulation. This maybe is the greatest threat to any continuous secret society: not discovery but infiltration. Which brings us to the next point, the Web of Power.

"It is obvious that the conspiracy should under all circumstances shun getting its own hands dirty. This is something the big crime syndicates learned early. Always have someone else -- a 'front' -- to do the dirty work. And, if possible, use someone who cannot be linked to you. Covert intelligence operations often use false fronts to avoid the chance that their country will be implicated in the affair. With the CIA, 'plausible deniability' is a fixed mission parameter."

A dark-haired young man with somber eyes stood up. "Excuse me, Professor Bakunin, but could you elaborate on this dynamic of having a 'front?'"

"Of course, young man," Professor Bakunin smiled. "There are various ways to keep a safe distance from the operation. New groups can be set up for specific purposes without all or any members of the subordinate group knowing anything about the parent group. Various existing groups can be infiltrated, networks of contacts can be woven and key figures in other groups and institutions can be brought into the fold, through blackmail, bribery or even ideological conversion. Sometimes it is sufficient to own a trusted source of information to the other group, and to manipulate them through precise feeding of disinformation.

"Such subordinate groups can fulfill all manner of functions. They might be used as red herrings, to distract investigators. Or they are used to simply make money that can be used in other ventures. Why, there are claims that the CIA is running a large portion of the drug traffic in the world and uses the funds for black operations." He paused dramatically and smiled at the audience as he took a sip of water.

A few individuals cleared their throats in the silence and some nervous laughs punctuated the quiet.

Professor Bakunin continued, "This, of course, might also be enemy propaganda." He paused, then stepped to the other side of the podium.

"One favorite means of using subordinate groups is as an agent provocateur. A pharmaceutical company might stage a militant animal-rights activist campaign that discredits the entire movement and prevents restricting legislation being passed, thus allowing the company to go about their profitable business unhindered."

A middle-aged woman raised her hand, "But, Professor," she protested, "surely all secret societies do not operate in such an under-handed and dramatic fashion."

"You are correct. My examples simply illustrate the usefulness of such a Web of Power. Not all secret organizations are like this. Actually, no two secret groups are totally alike. Keep in mind, these types of conspiracies are an action foremost and not so much a group. They are mostly defined by their purpose. While this might be just 'have adventures,' it usually is more something along the lines of 'get rid of an unwelcome politician,' 'keep a political crime hidden,' 'topple the powers that be,' 'help refugees escape' or simply 'make lots of money.'

"A group such as this can be as small as three influential pillars of society meeting irregularly over golf, planning how to manipulate the economy in their own interest. It can also be a globally-operated, centuries-old, secret society with 32 levels of initiation, uncounted dupes and pawns, influence in all major governments and unlimited resources planning to emanate the Eschaton. It can be loosely structured, in cell form or with no clear division between those that are 'in' and those that just run along, or it can be strictly hierarchical. It can even have a public face and a concealed one, and both sides are structured totally different.

"In the end, in any efficient conspiracy, just like in any other endeavor, form follows function. This once more stresses the fact that any conspiracy is purpose-bound. As Donna Kossy correctly observed, conspiracy theories are like black holes; they explain everything, sucking in facts the way black holes suck in matter. And, like black holes, each conspiracy theory is a portal to another universe that paradoxically resides within our own. Everything you've ever known or experienced, no matter how 'meaningless,' once it comes in contact with that universe, is enveloped by it, and is then cloaked in sinister significance."

Chapter Two

The somber dark-haired young man raised his hand. Professor Bakunin nodded at him to rise. "But, Professor, I don't understand how, if this is the case, individuals are so easily drawn into these conspiracies and secret societies. If everything exists in paradox, isn't that readily apparent?"

"Young man, people -- as well as facts -- are prone to stumble into one of the many conspiracy universes. Once inside, the vortex only gains in size and strength, sucking in everything that person touches. They identify with the theory so completely that they think any who challenge it -- even friends and family -- do so only because they're part of the conspiracy. It is no use to point out contradictions, or even trivial errors, because such a person knows THE TRUTH. Or, as Bob Hicks pointed out, if the evidence doesn't seem to fit a particular conspiracy theory, all you have to do is create a bigger conspiracy theory.

"The modern psychological argument goes like this: people have great difficulty dealing with guilt and shame. Certain cultures deal better with it than others. Moral education plays a crucial role in the development of functional mechanisms to reduce guilt. The Catholic ritual confession is designed to be one such mechanism. By confessing and being forgiven, self-esteem is protected and life can go on. In many cases, though, a person does not find such relief. The deeper the feeling of guilt or shame, the harder it becomes to deal with it. Eventually the person becomes unable to even admit this shame or guilt to himself. It is suppressed. Suppression does not eliminate the feeling, though. We all know that when we feel ashamed or guilty, we become more aggressive, as if something compels us to lash out against someone else. This urge becomes even stronger, particularly when the target actually does something wrong, preferably something reminiscent of our own perceived wrongdoing. In that case we can attack our own evil in the other and thus deal with it, without having to reveal our guilt to ourselves. The process is called externalization. In ancient agricultural societies, when misfortune, disease or famine struck a society, often times the king, being identified with the land, was killed. Those people felt that the misfortune visited upon them was some sort of divine punishment for some sort of guilt, and to cleanse the land, they projected this guilt on the king.

"Another theory claims that conspiracy theories develop in times of rapid social changes. The end of the Middle Ages and the feudal model in Europe saw the great witch hunts. The beginning of democracy and the modern state in the 18th century gave birth to tales about the Freemasons, their siblings -- the Rosicrucians, the Illuminati, and the Jacobines -- and their opposition, the Jesuits. The developing industrialism in the United States saw the rise of a Populist Party with conspiracy theories concerning the federal government and a resurgence of the Ku Klux Klan. These radicals were the conceptual ancestors of the modern militia movement, and the communist witch hunts of the so-called McCarthy Era. And today, at the threshold of the new millennium and the information society, there are more conspiracy theories around than ever before. The link between social change and conspiracy theories is seen in the inability of the common man to comprehend the world any longer. Being thrust into a new and frightening world, he makes sense of his surroundings and retains the capacity to act by creating a reality he understands. Just like the guilt externalization theory, this rationale for secret societies explains the fanaticism with which the believer clings to his version of reality. To give it up, the conspirator would be faced with that unbearable vacuum of meaning again.

"Then again, there is yet another theory that explains the need for belief. If you think about it, you will find that there is something comforting in being harassed and persecuted by the conspiracy. It proves that you matter. It is more fulfilling to be tormented every so often, or even daily, than to be confronted with the fact that you are too puny to merit attention. Once you are 'on the run' or 'underground,' it becomes essential that you don't win back your freedom. For once you are free of the conspiracy, you are free to do what? Go to your daily job in the office, pay off your mortgage, return to an empty apartment and a dinner of canned ravioli in the evening? Consider the alternatives: compatriots brought together by the fight against the enemy, brothers-in-arms, a noble purpose that fills your every waking second, a place where you know you are needed -- or the unknown worries of staid working existence.

"The important thing to understand is that conspiracies are rarely planned or founded out of the blue. Organic and evolving, more a process than a group, conspiracies grow out of circumstances. Essentially, they metamorphose according to the personality and imagination of the actors. It is this combination of the various psychological traps surrounding conspiracies and paranoia that explains the insistence of underground groups like the Palestinian Hezbollah and the North Irish Protestant Ulster Freedom Force on continuing the armed fight to reach completely irrational goals. The goals need to be impossible to achieve, because an end to the fight would mean questioning your own way of life, would endanger the social position within the underground, and would end the perceived importance of the self."

The red-headed student stood up. "So, then, Professor, if the formation of these groups is dependent upon circumstances . . . and they have to work to ensure that those self-same circumstances continue to exist in order to give root to their survival, how is it that large organizations, such as governments, can fall prey to this paradoxical thinking? Wouldn't its internal checks and balances render that impossible?"

"Indeed, as you note, governments and their agencies can also fall into the black hole of the conspiracy theory. Members of the military and the intelligence community are particularly susceptible to its gravity. Think about it. During the Cold War, spies and strategists were important, they were feared and they were respected. In their hands rested the fate of the world. Imagine how intoxicating this feeling must have been. Now imagine how it must feel to lose all that. Now that the show is over, what are they, what do they represent? They are fossils, remnants of a bygone era, a part of history. Where are the glamour and the power?

"These people need not intentionally invent new threats to justify continued funding. Their subconscious minds will see definite threats where none may be, imagine dark designs behind mere coincidences and create threats to national security where mere criminals are at work. Again, the need for a conspiracy to continue a life with self-respect and a sense of self-worth whispers to them like the monkey does on the shoulder of an addict.

"Hopefully you now have a better understanding of why people might join or begin a conspiracy and some of the reasons why our own disbelief or belief in the conspiracy might be playing directly into their hands. Let me give you a real-world example to think about. You might be familiar with the case of former Secretary of Defense James Forrestal. After voicing his certainty that Israeli secret agents were following him, he was diagnosed as paranoid in 1949 and confined in the Walter Reed Army Hospital in Washington, DC. He committed suicide by jumping from a window. It later turned out that he had in fact been under surveillance by Israeli agents who were trying to find out if the U.S. was working on an agreement with Arab nations.

"There are of course rumors that this is just a cover story to hide the truth that James Forrestal was murdered for the knowledge he had gained as a member of a secret group that studied the alien remains of the UFO crash at Roswell. While the "Majestic-12" document that names him as part of this UFO cabal has since been proven to be a fraud, it might just be a further piece of disinformation designed to keep the truth hidden. But his tale proves the point. If the victim believes strongly enough in the conspiracy, his own faith in being persecuted will be the best of covers, since it appears to be nothing but paranoia.

"With this web of confusion, it is difficult at best to ferret out The Truth. Imagine even more wild stories about hoarded alien spacecraft, magical power-broker cults, and massive government cover-ups. Are these just wild stories, or very creative camouflage for real events? And consider this . . . with the collapse of the Soviet Union in 1990, just how many of its government agencies "disappeared" from the accounting logs and chains of command? And in China, the most populated country in the world, think about how many secret societies can hide in plain sight, behind a curtain of communism.

"In the end, I encourage you all to be skeptics and critics, but remember that there is a seed of Truth at the core of every legend. Ah, I see that the timekeeper is gesturing wildly at me, and so my time must be up. Thank you very much for your attention and time, and I hope to see many of you at the banquet this evening."

The audience applauded heartily as he left the stage and a number of the audience members drifted out into the hallway, among them the red-headed female student and the somber, dark-haired young man. They glanced at each other and smiled slightly. In silent accord, they walked a few blocks to a quiet café, where they ordered a latte and an espresso, and sat down at a table already occupied by a man in his mid-40s. He looked at them each in turn as they took their seats, and spoke with a slight Russian accent. "So, what did our learned Professor have to tell us about the conspiratorial underworld?"

Chapter Two

Conspiracies vs. Secret Societies

Within every society, there are groups that have their own agendas. Sometimes those groups are well known, but more often than not, they are hidden in the shadows. These groups may be involved in specific conspiracies from time to time, depending on their own agenda, but primarily, their function is to progress steadily towards their own set of goals. Group members often share common motivations, but this is not always the case. Under pressure, the larger group may splinter into smaller groups. It is within the context of secret societies that individuals look for ways to obtain information, power, control, or whatever leverage brings them closer to their goals. By understanding the group's overall philosophy, it is possible to determine what kinds of events they are likely to become involved with, and what kinds of situations will draw their attention, much like individual Cells in Aegis. Unlike Aegis Cells, who are frequently involved in conspiracy-laden activities, the daily affairs of a secret society do not consist of conspiratorial activities. Some societies may lean more towards conspiracy-related events, and this should be represented by their overall philosophy. It is important, however, to note this distinction throughout the discussion of group development, in terms of both role-playing and game mechanics.

Allure of Secret Societies

There are a number of reasons that secret organizations are so appealing to individuals as well as to larger groups. Some theorize that belonging to a secret group gives its members not only a sense of belonging, but an increased sense of self-worth, even more so if they perceive they are involved in important events. Because of this influence on individuals, they are often very resistant to give up their membership, and go to great lengths to insure the continued existence of the group. When the group is threatened, individuals may react by developing fictitious adversaries in order to keep the group banded together. This change is very easily shifted to the belief in some kind of grand conspiracy, and it is usually through this type of challenge that an organization becomes involved in conspiratorial activities.

Maintaining and Hiding Secrets

When information is distorted or altered to fit the group's purposes, this "disinformation" may be used as propaganda to further the group's goals. Even if this is proved to be wrong later, the essential impact on the target audience has already been made. This type of subtle warfare is frequently employed by intelligence agencies as well, often with fanatical beliefs resulting.

Another method may be to have a highly unreliable source present an alternative viewpoint, so it can be easily refuted. Or, perhaps, if the group's secrets are about to go public, to publish the most utterly unbelievable and madly overblown version prior to its release. Seen in this light, the whole UFO hysteria might be one of the best stunts of militaries around the world to disguise something. Everything about those Venus sightings and crashed weather-balloons smells of cover-up. And the harder they deny everything, the more the people believe they are lying. On the other hand, thinking like this is a sure way to lose any confidence in your ability to ever find the truth, since everything might just be a piece of disinformation.

One thing a secret organization should never do is kill an opponent after he has told the suppressed truth. This will only make him more credible. The best proof that he is wrong is the failure of anyone to react. Over time, his revelations become buried in the noise of the information age.

Killing your own disinformer, on the other hand, gives credence to your lie. The more mysterious and conspiratorial the circumstances of the death, the more faith the people have in the victim. For example, messing with evidence and inconclusive or contradictory results of the post-mortem are great to make him a martyr.

A better tactic is to find someone who died a completely natural death or suffered some bizarre, but obviously not manufactured fatal accident. Plant evidence that he was on the track of something and leave a few clues of some false trail, and you will have everybody running off in the wrong direction.

So, not only do you have to ask yourself, who would profit from a conspiracy, but also, who would profit if we believed in the conspiracy! It is hard to believe that the conspiracy should have been so inept when they executed the JFK assassination that everything about it smells of foul play. On the other hand, if for some reason they wanted us to believe in a conspiracy, maybe to increase the fear and paranoia in the country, they could not have gone about it any better. This of course might make Oliver Stone one of their pawns.

Another way to keep the inquisitive on the false trail is to warn him off. People who try to lift the veil hiding the conspiracy will not be dissuaded easily. This fanaticism can be used against them. How would they react, if they were warned by mysterious men in black to stop poking around? By intensifying their efforts. Now they KNOW they are on the right track. Of course, this should only be done when the investigator is already on the wrong track, or has been shifted to the false trail through disinformation.

Nature of Conspiracies

Conspiracies provide some kind of understanding, an especially desirable idea in today's overwhelming information age. Many times, conspiracies contain multiple circular-truths, but their adherents are quick to point out that the supporting data are merely being hidden by opponents; surely once the truth is uncovered, their beliefs will be supported! At its heart, a conspiracy holds together a number of paradoxes, such as the fact that once it has done its job, it no longer needs to exist. If this conspiracy is the lifeblood and paycheck of numerous individuals, they have a vested interest in insuring that new, better, and deadlier opponents arrive on the scene.

Nuclear war constitutes the central hub of such an invisible core. The military and industrial complex around it exists only because of the idea of such a war, but its existence also depends on avoiding that war. In much the same way, a religion might depend on a messiah, but the actual arrival of the messiah would mean the religion's end. Similarly, a counter-conspiracy needs its enemy conspiracy both psychologically and factually to keep its coherence. It is not necessary for such a conspiracy to actually exist, as long as it can be perceived behind the machinations of the state to dispose of the counter-conspiracy.

Conspiracy is so good, it would need to be invented if it did not already exist. It is conceivable that a group will move into this role, donning the cloak of the conspiracy. Again the reason for this might be sheer thrill about being seen as dangerous and malignant. It might also be because it is a great cover for any sort of clandestine operation. Since everybody but a few naives believes to some extent in a conspiracy, while at the same time everybody but a few crazies agrees that it exists only in the form of delusions, why not fill that role that has so painstakingly been set up already? Who will believe your accusers? On the other hand, just because you are paranoid, it doesn't mean they are not out to get you.

Incorporating Secret Societies

There are many ways to introduce or include secret societies in a Conspiracy X campaign. Individual Aegis or Black Book agents may be members of secret societies with their own agendas and expectations, or an entire Cell or group may be attempting to infiltrate a secret organization to determine its intent. Entire organizations or individual group members may be used as allies, enemies, or simple interference. Another possibility is to run an entire campaign based around a secret organization, pursuing its own goals and uncovering information. Obviously, there are other agencies and groups that would prefer this information be kept secret, and so it is inevitable that some type of competition will develop, perhaps on a smaller, but similarly intense, scale than the Aegis-Black Book struggle for power.

Chapter Three

Chapter Three Conception

Overview

This chapter provides all of the details for creating a secret group as an ally, an enemy, or a neutral in the world of Conspiracy X. Designing a secret organization is a three-part process. Part I involves developing the overall conceptual framework of the secret organization, including its goals, motivations, and structure. Part II fleshes out the group in terms of its membership, the territory it spans, and the resources and knowledge at its disposal. If a player group is designing an organization, it is up to the Game Master how much of the second section is shared with the players and how much is kept secret. The first two parts of secret society creation are further broken down into steps. The steps are consecutively numbered for added clarity. Thus, Steps 1-3 are in Part I, and Steps 4-10 are in Part II.

Part III suggests campaign devices for the Game Master that should be unknown to the players at the start of their adventures. These viewpoints indicate how the other members of the secret group view the player characters. They may be revealed slowly over time, or dumped in the characters' laps at an opportune moment.

Part I: Group Description

Determining the society's overall descriptors, its identity, and its goals begins group generation. This loose framework of the group helps to plan out how the group is organized, and at what levels the public may know of the group. In the process of selecting specific characteristics, the organization may develop certain advantages and/or limitations, at which point it may be relevant to refine the group. For this reason, it is strongly encouraged that Game Masters read through this entire chapter prior to engaging in Step 1 to reduce the amount of reworking necessary to obtain an organization which mirrors her expectations. At its heart, creation of a secret organization should be driven by players' and Game Masters' creativity, and if the characteristics and game mechanics herein are not sufficient, the use of alternatives is recommended. Once the overall framework is established and agreed upon by players and the Game Master, the structure is fleshed out in Part II.

Step 1: Planning Your Secret Group

Brainstorm ideas about what the secret group is like. What are some of the group's goals? Does the general public, a section of the population, or only a select few know about these goals? What methods does the group use to obtain its goals? How is the group structured? Does the public know the group's leaders? Who joins the group? How does an individual obtain membership? Is the membership easily recognized as being part of the group? Does the group have a name? By answering these kinds of questions, it becomes much easier to pick and choose characteristics that are well suited to the organization, and that are easily integrated in terms of game mechanics. Once these questions have been answered, it is helpful to read over the remainder of Part I before proceeding on to Step 2.

Directorate X Brief Description

Directorate X was once a division of Project Rasputin dedicated to the eradication of aliens. It was shut down when a non-aggression pact was signed between the Soviet Union and the Greys. With the fall of the Soviet Union, the members spread to the winds but many continue their assault on the alien invaders.

Step 2: Selecting Characteristics

After reading Part I, revisit the brainstormed description of the group. Pick and choose from the Characteristics below those that appear to fit the group.

After selecting a Characteristic, give some thought as to how much of the organization is described by that Characteristic. Some of the Characteristics are Universal, meaning that everyone in the entire organization fits this descriptor. Others may be Territorial, suggesting some subgroups are described by this Characteristic, while others are not. At the smallest level are Individual interpretations, suggesting that a large proportion of individuals in the organization are described by this Characteristic, but they are not well organized into subgroups or Territories. Some organizations may be well defined through the use of only a few Characteristics, while others may need a larger number. It is recommended that no more than seven Characteristics be listed for a group, unless over half of them are Individually interpreted.

Depending on how much detailing a player group wishes to involve themselves in, they may choose to look simply for overall Characteristics (Universal) for an organization of which they are a subgroup. They may also select a Characteristic that is Territorial to their own group, while other, parallel groups may have their own Territorial Characteristics. It is up to the player group and the Game Master how extensive and exhaustive these lists of descriptors become. It is important to note that the breadth of each Characteristic (i.e., Universal, Territorial or Individual) determines the maximum allowable resources and knowledge for the organization (see Steps 7 and 8 in Part II for details). Game Masters are encouraged to disallow conflicting Characteristics (for example, Criminal Syndicate and Enforcers) unless given sufficient reason. It is entirely possible that different branches (as represented by varying Territorial Characteristics) or small subgroups of members (Individual Characteristics) might have conflicting beliefs, which might result in a great deal of conflict, but the rationale must be articulated to the Game Master. Each Characteristic listed below includes a brief description, its associated Sphere(s) of Influence (see Chapter Five: Capacities), and the maximum level of resources and knowledge, depending on the breadth of the Characteristic (these factors are discussed later in the chapter -- simply note them for now).

Characteristic Descriptions

Academic Institutions: Within any given academic institution, there is a collection of societal groups. These groups are most often based on similar interests and acceptance into a larger, preexisting group. Admission into some groups (i.e., fraternities, sororities, and athletic teams) may be performed through hazing or other ritualistic methods employed by the elders of the group. These groups are almost always hierarchical, with the older group members having precedence over the younger members. Other, more loosely organized groups that form in an academic institution are those like student councils, political groups, and volunteer organizations. Academic institutions also host faculty and staff groups, including research teams and "think-tanks."

Sphere of Influence: Civilian

Individual: Decent Resources, Minor Contacts Knowledge

Territorial: Good Resources, Major Contacts Knowledge

Universal: Grand Resources, Deep Infiltration Knowledge

Alien Collaborators: Amongst the people and groups who are aware of the existence of extraterrestrials, there are those who support working with the aliens. More often than not, these groups are based on some kind of mutually beneficial arrangement, although some supporters are just generally open and trusting of alien races. These groups tend to form within preexisting organizations who have made contact with aliens, but some individuals form their own groups based on common interests and backgrounds. Examples of alien collaborators include the Black Book, UFO watchers, and PUPPET.

Sphere of Influence: Paranormal

Individual: Good Resources, Major Contacts Knowledge

Territorial: Grand Resources, Deep Infiltration Knowledge

Universal: Amazing Resources, Control Knowledge

Anarchists: This type of organization sets out to cause disorder, be it against corporations, governments, or some other society group. These groups generally hold some kind of dissatisfaction with the status quo and the current agenda of the population-at-large. Anarchy groups foment rebellion and seek opportunities to create chaos in order to disrupt the current order. Often, anarchy groups have little internal structure, since organization is inherently anathema.

Sphere of Influence: Choose one

Individual: Minimal Resources, Minor Contacts Knowledge

Territorial: Decent Resources, Major Contacts Knowledge

Universal: Good Resources, Deep Infiltration Knowledge

Anti-Paranormal Groups: The antithesis to alien collaborators, magic circles, and psychic networks, these groups are present only when individuals actually have knowledge about purported paranormal activity. When these individuals are confronted with the presence of aliens, alien technology, magic, the supernatural, or psi-powers, they react with hostility and/or attempt to distance themselves as quickly as possible. Very emotional and volatile people, who pursue the eradication of the paranormal with single-mindedness, often join these groups.

Sphere of Influence: Choose Science & Research or Paranormal

Individual: Decent Resources, Minor Contacts Knowledge

Territorial: Good Resources, Major Contacts Knowledge

Universal: Grand Resources, Deep Infiltration Knowledge

Civic Organizations: Throughout the world, there exist a wide variety of organizations that purport to value the enhancement of the communities they inhabit. Often these groups consist of middle-aged men and women who reflect on their accomplishments, and sometimes these groups are irrevocably linked with a Religious Group. For the most part, these groups are very well entrenched in local communities through the form of branches that report to a hierarchical structure. In addition to pursuing civic-minded goals, group members may be given to wearing odd hats and extending complex handshakes. Examples of civic organizations include Kiwanis, Rotary, and Habitat for Humanity.

Sphere of Influence: Civilian

Individual: Good Resources, Major Contacts Knowledge

Territorial: Grand Resources, Deep Infiltration Knowledge

Universal: Amazing Resources, Control Knowledge

Criminal Syndicates: Organized crime is often portrayed in the media as being solely associated with the Mafia, when in fact, the beliefs, tolerances, and expectations in criminal organizations vary widely. The one commonality to the various groups that take part in criminal activities is the belief that the law does not bind them. Being outside the law may be seen as a means to an end, or a reward unto itself. Regardless of the interpretation, at a bare minimum, belonging to an organized crime group means that the characters have entered into an agreement not to snitch on their pals. Punishments are hefty, so be careful whom is trusted. Examples of criminal syndicates include the Sicilian Mafia, the Triads, and the Yakuza.

Sphere of Influence: Criminal

Individual: Good Resources, Major Contacts Knowledge

Territorial: Grand Resources, Deep Infiltration Knowledge

Universal: Amazing Resources, Control Knowledge

Cults: Belonging to a cult usually entails following a single, charismatic leader who sets down his (or her, although female leaders are far more the exception) doctrine for a way of life. Often, cults are formed on the fringes of society and require members to leave behind their former lives to travel to a remote location. Cults differ from religious groups on both theological and psychological grounds. The frame of reference for theological grounds is dependent upon society's generally accepted religions, and it is recommended that this be discussed with the Game Master. Psychologically, cults tend to use brainwashing and dependence on the cult to foster a close-minded attitude that benefits the cult. This close-mindedness usually results in an intolerance of other belief systems and an antagonistic attitude towards members of other faiths. A classic example of a cult is the Branch Davidian Sect.

Sphere of Influence: Choose Paranormal or Civilian

Individual: Decent Resources, Minor Contacts Knowledge

Territorial: Good Resources, Major Contacts Knowledge

Universal: Grand Resources, Deep Infiltration Knowledge

Curiosity Seekers: These are the people who climb the mountain just because it's there. They are the folk who are on the forefront of exploration and always want to be the first to know. They band in groups that espouse a belief in satisfying one's curiosity. As a consequence members are also great risk-takers. People driven with the need to know for knowledge's sake join these groups. College philosophy majors who aim to be perpetual students are prone to joining up. Often, unless one individual rises to a position of solid leadership, these groups break off into multiple directions, following whatever separate leads strike their fancy. Examples of curiosity seekers are the National Geographic Exploration Team, Royal Cryptozoological Society, and Mountain Club.

Sphere of Influence: Choose One

Individual: Minimal Resources, Major Contacts Knowledge

Territorial: Decent Resources, Deep Infiltration Knowledge

Universal: Good Resources, Control Knowledge

Defenders: Groups that defend the weak and the downtrodden tend to be very persistent and very flexible. Regardless of whether they are smuggling refugees or executing vigilante-style justice, they blend into the surroundings and melt away rather than confront opposition in a standoff. They value their continued existence more than they value winning any given battle, and if they have been able to defend those they protect even in a small way, they retreat quickly. These groups tend to draw people who are tolerant of many belief systems, and as a consequence, defenders' organizations consist of a hodgepodge of members with varying styles and individualized interpretations of beliefs. Examples of defenders include Underground Railroads, Vigilantes, and Shelters for Abuse Victims.

Sphere of Influence: Choose Military, Law, or Civilian

Individual: Decent Resources, Major Contacts Knowledge

Territorial: Good Resources, Deep Infiltration Knowledge

Universal: Grand Resources, Control Knowledge

Enforcers: Classic enforcers often wear a uniform, carry a badge, and are well-versed in the legal system. These people honestly believe their lives have value. They see to it that justice is served and in doing so, believe that the population is that much safer. Individuals who belong to groups that defend justice tend to see things in black and white, with little room for gray. They use their extensive knowledge and personal experience to make rapid judgments of their own. These groups tend to fall into some kind of organization rather rapidly upon creation, because the individuals involved have little tolerance for ambiguity. Examples of enforcers include Police Officers, Political Groups, and Gate Keepers.

Sphere of Influence: Choose Military, Law, or Civilian

Individual: Good Resources, Minor Contacts Knowledge

Territorial: Grand Resources, Major Contacts Knowledge

Universal: Amazing Resources, Deep Infiltration Knowledge

Financially Motivated: Organizations that are motivated by financial growth are almost always involved in some kind of trafficking, whether that be drugs, guns, information, technology, or junk bonds. Groups whose goals are purely to accumulate wealth are few and far between, but it is a primary motivation for many organizations. For example, corporations are very often financially motivated, although they may have other important traits as well. Individuals who belong to these groups are often very concerned with their own financial standing, so a certain amount of competitiveness and individualism takes place. This competition is often encouraged in these groups in order to construct a hierarchy of success. The best known example of a financially motivated organization is an average Corporation. Other examples include Mercenaries, Dealers, and Freelance Spies.

Sphere of Influence: Civilian

Individual: Good Resources, Major Contacts Knowledge

Territorial: Grand Resources, Deep Infiltration Knowledge

Universal: Amazing Resources, Control Knowledge

Information Liberation: Groups that focus on the dissemination of information generally claim that not only should information be available to the public, but that no one should have the right to withhold information from the public for any reason. As a result, these groups tend to take whatever information they uncover and find the most efficient way to "give" it to the population-at-large. Currently, that forum is often the Internet, although some groups use alternative methods. Scientific organizations that are on the fringe may also hold beliefs about the right-to-know, and if so, share their information by any method plausible, including speaking at national conferences. Examples of information liberation groups include Hackers and Scientific Circles.

Sphere of Influence: Intelligence

Individual: Good Resources, Major Contacts Knowledge

Territorial: Grand Resources, Deep Infiltration Knowledge

Universal: Amazing Resources, Control Knowledge

Investigation: Like organizations that are Financially Motivated, groups that value investigation almost always have additional traits that determine what their intentions are once they have completed their investigation. This trait is different than Curiosity Seekers in that Investigation groups emphasize piecing together a likely hypothesis or scenario and then collecting data and facts to support or refute the expectation. Individuals drawn to Investigation groups have a natural ability to analyze details and information to form a coherent pattern. As a consequence, within these groups, individuals often take it upon themselves to perform investigations on group members. Naturally, this type of behavior can easily lead to paranoia, hypervigilance and difficulty trusting others. Examples of investigation groups include the FBI and local Police Detectives.

Sphere of Influence: Choose Intelligence or Law

Individual: Decent Resources, Minor Contacts Knowledge

Territorial: Good Resources, Major Contacts Knowledge

Universal: Grand Resources, Deep Infiltration Knowledge

Magic Circles: Practitioners of the magic arts often form some kind of association to exchange information and to provide support. The nature of the association may be long-term or temporary, but the one commonality of this group is respect for magical tomes, scrolls, and learning. When confronted with the opportunity to advance magical knowledge, group members almost always take advantage of the situation, sometimes even in times of grave danger. There is often some kind of hierarchy structured around the level of knowledge acquired by the members. Examples of magic circles include The Montague Club and The Lodge of the World Tree.

Sphere of Influence: Paranormal

Individual: Good Resources, Major Contacts Knowledge

Territorial: Grand Resources, Deep Infiltration Knowledge

Universal: Amazing Resources, Control Knowledge

Outcast: Groups that are withdrawn from society, either through self-selection or through being ostracized, are considered to be outcasts. This type of group often has a separate set of norms and mores from those in mainstream society. It is difficult for members of outcast groups to have connections or contacts, although not unheard of. Some groups may have branches that are separate from society, while other branches operate within society. An example of an outcast group would be a branch of a religious order that isolates itself in an abbey.

Sphere of Influence: Choose one

Individual: Decent Resources, No Knowledge

Territorial: Good Resources, Minor Contacts Knowledge

Universal: Grand Resources, Major Contacts Knowledge

Paramilitary: These groups consist of individuals with some kind of military or physical training, who are drawn together by a common cause. The cause which unites the members is most often represented by another trait, such as financially motivated (classic mercenaries for hire), enforcers (Freedom fighters), and religious groups (Jihad Terrorist groups). More often than not, unless united by a series of shared beliefs, these groups dissolve and the individuals go their separate ways over time. If a paramilitary group is defending its own set of beliefs, it will most likely fight to the death. Otherwise, the members may seek safer ground to hide out and save their skins. Examples of paramilitary groups include guerillas, assassins, and Neo-Nazis.

Sphere of Influence: Choose Military or Law

Individual: Good Resources, Major Contacts Knowledge

Territorial: Grand Resources, Deep Infiltration Knowledge

Universal: Amazing Resources, Control Knowledge

Philosophical Movements: Organizations who style themselves as being philosophically enriched tend to have a stunning array of explanations at their disposal. Whatever their philosophical beliefs, these groups steep themselves in those beliefs to the point that any member can cite examples and give definitions at the drop of a hat. Often, these members are met with strange looks and shrugged shoulders, since many people do not ask questions at the depth these individuals do. Because of the seemingly unavoidable language barrier between those who hold the philosophy and those who do not, members of these groups tend to cluster together for social support as much as anything. Examples of philosophical movements include existentialists and traditionalists.

Sphere of Influence: Civilian

Individual: Decent Resources, Minor Contacts Knowledge

Territorial: Good Resources, Major Contacts Knowledge

Universal: Grand Resources, Deep Infiltration Knowledge

Political Parties: Groups in any governmental structure have their own sets of standards and goals that they parade before the public. Their platforms propose ideas and concepts they wish to make an integral part of the ruling class and/or government. Sometimes these issues are a direct reflection of their genuine intentions, and sometimes they are a gross distortion. As a result, members of political parties often have a difficult time separating reality from what "seems to be." This difficulty with reality-testing means that when they miss the mark, they miss it by a wide margin, and given the public nature of politics, this rarely goes unnoticed in the media. Examples of political parties include the Democrats, Free America, and the religious right.

Sphere of Influence: Civilian

Individual: Good Resources, Major Contacts Knowledge

Territorial: Grand Resources, Deep Infiltration Knowledge

Universal: Amazing Resources, Control Knowledge

Psychic Networks: Loosely defined, these organizations consist of formal as well as informal contacts between psychics. Often, the psychics meet one another in person, although this is not always the case. Frequently, these groups meet in small clusters, and discuss the current state of affairs relating to psychics. If a psychic is in need, she may be able to contact one of these groups for shelter and assistance, at least in the short term. Motivations of group members vary widely, but overall, these individuals agree in the importance of helping one another to survive in a brutal society that doesn't understand them. Examples of psychic networks include the Psychic Underground and Allied Psychics.

Sphere of Influence: Paranormal

Individual: Good Resources, Major Contacts Knowledge

Territorial: Grand Resources, Deep Infiltration Knowledge

Universal: Amazing Resources, Control Knowledge

Religious Groups: Individual churches, as well as entire religious movements, can be characterized with this trait. Groups that adhere to a belief system involving a higher being/power differ in their interpretation of doctrine, and usually differences in doctrine make it difficult for varying religious groups to associate with one another. As a result, groups adhering to different religions tend to make very tentative and brief contact with each other. Religious groups differ from cults both theologically and psychologically (see Cults above). Belief in a higher power (and sometimes an afterlife) frequently empowers group members to take actions they would normally find distressing or too difficult. Examples of religious groups include the Russian Orthodox Church and the Bahai.

Sphere of Influence: Choose Paranormal or Civilian

Individual: Decent Resources, Minor Contacts Knowledge

Territorial: Good Resources, Major Contacts Knowledge

Universal: Grand Resources, Deep Infiltration Knowledge

Research Institutions: These organizations work towards developing an expanding body of research in a specific field. Laboratories and experimental scientist groups are often associated with a research institution of some kind. Individuals drawn to this type of group tend to be compulsive about gathering data and looking at all possible interpretations of the same cluster of information. They may become very focused on the issue at hand and ignore larger ramifications, and in some types of experiments this may become lethal. Since group members tend to be so focused on small pieces of information, they also may completely ignore one another's input and work in isolation, unless pulled together under strong leadership. Examples of research institutions include the National Institutes of Health and Slyed Research Labs.

Sphere of Influence: Science & Research

Individual: Good Resources, Major Contacts Knowledge

Territorial: Grand Resources, Deep Infiltration Knowledge

Universal: Amazing Resources, Control Knowledge

Directorate X Universal Characteristics

Anti-Alien: *Directorate X's primary objective is the liberation of Earth from alien influence.*

Psychic Network: *Psychic members are a part of every team of Directorate X.*

Directorate X Territorial Characteristics

Investigation: *Several of the older holdings of Directorate X have access to KGB files, and use techniques from the intelligence community.*

Criminal Syndicate: *Depending on the team, varying degrees of criminal activity are involved.*

Directorate X Individual Characteristics

Information Liberation: *Some members believe the way to be rid of the aliens is to expose them the public.*

Paramilitary: *Some members are more radical, seeing terror as the "only" option in dealing with the aliens. Others are merely involved in military-style operations.*

Step 3: Designing a Profile

This Step details the extent of the group's public image, how well-known its goals are, and how visible leaders and members are. As in Step 1, it may be beneficial to discuss the kind of profile the organization may have before settling on traits. Depending on the organization's style and methods, it may be important to have a high public profile, perhaps with the leaders very well-known and respected. In other organizations, it may be necessary to keep to the shadows and to inform others about the goals in secretive and subtle ways. Select the categories below that best describe the organization.

Step 3 is subdivided into four sections: Group Identity, Leader Identity, Member Identity and Group Goals. These are listed in a logical order, but may be decided as desired.

Step 3A: Group Identity

The group identity helps to determine how recognizable the organization is. It may also be seen as a measure of how difficult it is for people to identify the group and to understand its place in society.

Public: Organizations with Public identities are well-known, and can be located in any given phone book. Generally, its headquarters are publicized or can be found as a matter of public record. On the whole, both its goals and its preferred methods are also in the public eye. Groups with a Public identity have no fears about being on the front page of the newspaper, and in some instances, they actively cultivate this attention. An example of an organization with a Public identity would be the Branch Davidian Sect.

Normal: A large number of groups have Normal identities. While they may not be well-known, they are capable of being recognized with a modicum of effort. Generally, the goals of this type of group are identifiable, although the details may not be publicized. The methodology may be identified; but, it is subject to interpretation and accounts may not be accurate. In general, its headquarters and location of membership is not known. One example of this type of group would be the IRA.

Covert: The general public knows nothing of the organization. It is possible that other, similar organizations, especially those with similar goals and/or methods, know about the group. It is highly likely that only the organization's overall goals are recognized, and perhaps a modus operandi. Many groups that are conspiracy-rich have Covert identities, including Aegis, the Black Book, and Directorate X.

Shadow: Groups with Shadow identities are virtually unknown to the public or to other, similar organizations. Some people may suspect the group exists because of a collection of similar incidents, but there is deep mystery about what the organization is, who belongs to it, and what its motives are. One example of a Shadow identity group is the Watch, whose existence was hinted at and discovered only after its demise.

Step 3B: Leader Identities

This description reflects on how well-known the group's powerful members are, both outside and within the group itself. There are distinct advantages and disadvantages to different levels of identity, and the impact these have on the overall organization should not be trivialized.

Public: A group with Public leaders is often center stage in the media and in any number of documents. It is fairly easy to identify the leaders by asking a few simple questions, using a reference book, or running a basic search on the Internet with the group's name and the keyword "leaders." The leaders of the Republican Party are considered to be Public.

Normal: In a number of organizations, the topmost series of leaders are readily recognizable through a modest amount of research, but beyond a certain level, secondary leaders are unknown, either because they are intentionally hidden, easily interchangeable, or not deemed important enough to document. Depending on the reason lower-level leaders are not identified, it may be easy or difficult to recognize them. One example of a group with leaders who have a Normal identity is the PLO.

Covert: Groups whose leaders have Covert identities do not have any record of the leaders' identities, and as such, they are almost impossible to find. They may have a series of false identities, may be referred to by code names, or may give their identity only to the upper echelon of the organization. One group with Covert leaders is the Montague Club, wherein a small portion of the leadership knows other leaders, but most of the Board members are unknown to one another.

Shadow: Leaders with Shadow identities simply cannot be found. If they are searched for, it will be determined that no such person exists. All of the leaders have either faked their own deaths, found a way to be removed from or ignored by the system, or developed an ability to live completely outside mainstream society. Each leader uses some kind of false identity, and true names are unknown. Even within the organization itself, most members cannot identify the leaders, and may only know an immediate superior. A prime example of this type of leadership is Directorate X.

Step 3C: Member Identities

Member identities directly impact whether members can fade into the background or use their membership as leverage. As with leader identities, the extent to which members can acknowledge their affiliation with the organization has a strong impact on the way the group is perceived, coordinated, and directed.

Public: When a group's members have Public identities, they are fairly easy to find, and may even proudly display their membership by the use of insignia. Most members will acknowledge their ties openly. Most Labor Unions can be considered to have Public membership.

Normal: Organizations with Normal members usually do not advertise their members' presence, but members are willing to acknowledge and honor their association with the group if queried. In many instances, members will not announce their involvement with the group unless presented with a valid reason. An example of a group with such members is the Red Cross Volunteer Corps.

Covert: Members who have Covert identities will not make reference to any connection to the organization. If directly asked about their association, they will most likely disavow any ties to the group, and they often use false identities when in the field to avoid being tracked back to their group. Members' true identities may or may not be known within the organization. An example of this type of group would be the CIA.

Shadow: Group members with Shadow identities suffer from many of the same problems as leader Shadow identities. They do not exist in any file, because all members have either had their death faked or been "removed" from the system. They live their lives totally in the group. False identities are used by just about everyone, and members will count themselves lucky to know the members they work with, and their immediate superiors. Again, Directorate X is a good example of this type.

Step 3D: Group Goals

In addition to identifying how well the group goals are recognized, it is also important to consider what essential group goals would be agreed upon by the organization. It may be helpful to jot down two or three basic goals prior to determining the level at which these goals may be recognized. It is always possible that secondary goals may arise as the group grows and changes, so do not feel compelled to have an exhaustive list. The recognition of these group goals may be any one of the following.

Public: When an organization has Public goals, the general goals of the group are either well-known facts, or the information is easily obtainable with a minimum of research. When reading over the group's goals, it is fairly easy to understand them and to see where they interconnect with the group's stated purpose. The U.S. Secret Service has a number of recognized Public goals.

Normal: Normal goals take a little more effort to understand and/or to recognize. The group's goals are in the public domain, but, because of contradicting reports, different viewpoints, or contaminated data, it is difficult to say with any certainty what the specific goals are. General motivations are understandable, but the details and the intentions are fuzzy at best. One group with this type of goal structure is the Mafia -- a great deal of information is available about the Mafia, but it is difficult to pinpoint which sources to trust and which to ignore.

Covert: Covert goals may be hinted at, whispered about, and pieced together from information fragments. In all likelihood, only small portions of the goals are recognizable, either because the real goals are too difficult to comprehend or too unbelievable to swallow. Often Covert goals are masked by disinformation, hidden in lies, or cloaked in half-truths. Aegis, of course, is the epitome of a group that pursues Covert goals.

Shadow: Even if the organization is known, no one seems to have any understanding of their goals. These Shadow goals can be very dangerous for the organization itself, since the goals themselves are kept hidden from the members and even possibly many of the leaders. When only a select portion of the group has any idea what its members are working towards, it requires an obscene amount of loyalty and devotion -- or a large amount of leverage. Once again, Directorate X is a group that typifies pursuit of Shadow goals.

Directorate X Profile

Group Identity: Covert. *There are very thin rumors of their existence, but no one knows for sure.*

Leader Identities: Shadow. *No one is sure of the original members of the Directorate. There are psychic meetings, so the "mind" might be known but the identity is not.*

Member Identities: Shadow. *Most members are criminals on the run, have had their deaths faked, or are so unwanted that no one cares.*

Goals: Shadow. *The few outside organizations that realize the group exists are very alarmed because they don't have a clear idea of what this unidentified player is after.*

Chapter Three

Recap

Once Steps 1-3 have been completed, the secret group should consist of a brief written description, a series of characteristics and their degree, and a profile of the group goals and identities. Once this detailed description is completed, structural details from Part II may be added by the players or Game Master. Alternatively, the detailed group description may be deemed sufficient and the construction process halted.

Directorate X Part I Creation

Brief Description: *Directorate X was once a division of Project Rasputin dedicated to the eradication of aliens. It was shut down when a non-aggression pact was signed between the Soviet Union and the Greys. With the fall of the Soviet Union, the members spread to the winds but many continue their assault on the alien invaders.*

Characteristics

Anti-Paranormal: Universal. *Directorate X's primary objective is the liberation of Earth from the alien influence, therefore they have chosen the Paranormal Influence, to fight fire with fire.*

Criminal Syndicate: Territorial. *Team membership determines how much criminal activity is involved.*

Information Liberation: Individual. *Some members believe the way to be rid of the aliens is their exposure to the public. Using both their old contacts and new ones in the intelligence field, they are building a network to release the information to the groups that can use it best, and thus have chosen the Intelligence Influence here.*

Investigation: Territorial. *Several of the older holdings of Directorate X have access to KGB files, and use techniques from the intelligence community, therefore they chose Intelligence Influence here.*

Paramilitary: Individual. *Some members are more radical than others, with terror being the "only" option for dealing with the aliens, while other members are merely involved in military-style maneuvers. All of these groups access the stockpile of munitions that Directorate X took when it left the Soviet Union, therefore the Military Influence was chosen here.*

Psychic Network: Universal. *Psychic members are a part of every team of Directorate X.*

Profile

Group Identity: Covert

Leaders' Identities: Shadow

Members' Identities: Shadow

Goals: Shadow

In truth, the secret society's goals are as follows: Alien eradication (humanity is threatened by the aliens upon this planet and forcing them to flee or killing them are the only options left to save humanity); recruit new members (Directorate X suffers from a lack of membership, and hence, manpower, and therefore is in the process of executing a massive recruitment program); gain resources (through blackmailing, theft, and new members' contributions Directorate X is working on building an infrastructure of support. What little is known about Directorate X seems to imply that it's just an organization of thugs and criminals).

Part II: Organizational Structure

The second part of creating an organization adds details about the group's structure, the territory it covers, how many people join the group (and how loyal they are), as well as the resources and knowledge at the organization's disposal. This stage fleshes out the interior mechanisms that are present in the group, in order for characters to have an environment in which to function. Beyond the simple description of the group lies a complex network that is vital for an effective role-playing campaign. If the secret group will not play a large role in the adventure series, or if the player characters are formulating their own group from scratch, the structure may be omitted.

Step 4: Choosing a Power Structure

The organization's power structure describes how the group is governed, either as a whole or as branches of a larger group. The structure determines the inherent power base that the members have to contend with, as well as an organizational structure that suggests some kind of seniority or hierarchy. As with the section on identities in Step 3, each one of these styles has its advantages and disadvantages, depending on the group's goals and methods.

Universal: With a Universal power structure, one governing group rules over all branches of the organization. Individual branches have some leadership but these leaders are still held accountable to the higher-ups, and are assigned tasks from the governing body. The extent of seniority or hierarchy across branches is fairly fluid; but leaders from one branch may not have authority over other branches, unless this responsibility is specifically designated by the governing group.

Territorial: When each branch of the group governs itself while listening and following the overall directions of an over-arching governing body, it is considered to have a Territorial power structure. This balance of power means that the branch leaders have some autonomy and personal authority, but they also agree to abide by a series of rules or decisions made by not only the governing body, but also the other branch leaders. One example of this type of group is the Catholic Church.

Self-governed: Each branch of a Self-governed organization operates essentially independently. This means that the leaders of the branches are ultimately responsible for giving direction to its members. While any given branch understands that other branches are part of the group, each branch takes directions only from its leaders, and assists others only when it wants to. An example of a Self-governed organization is the fraternity system within academic institutions.

Pyramid: With a Pyramid power structure, a single overarching branch commands those branches directly below it. The secondary branches then command the next tier, and so forth, down to the individual specialist group. Typically, each division of branches know its immediate superiors, and those they govern, but does not know about parallel branches under other leaders. With the relaying of directions through multiple superiors, the original directive can sometimes be garbled. Also, it is difficult for subordinates to take initiative that will be genuinely appreciated. One example of an organization with a Pyramid power structure is Aegis.

Directorate X Power Structure

Self-governed, partially due to the Shadow Leaders' Identity trait. This trait makes it difficult for the overall organization to have a designated group of leaders. Further, with the importance placed on mobility, each branch requires a great deal of independence.

Step 5: Territory Configuration

The configuration of the group is determined by both the type of group (i.e., isolated group or organization with multiple branches) and the extent of the territory it attempts to cover. Single entity groups have the advantage of a small group of leaders to which members directly report, but engaging in activities on a large-scale level is very difficult. Multiple entity groups have a more complex structure, but have sufficient membership in a wide range of branches to allow for activity on a grander scale. (Note that the size of the membership is determined in Step 6, and has an impact on the density of the group presence.) The possible group territory configurations are below.

Single Entity - Localized: The organization is a single group of individuals who operate within a very small radius, such as a town or a single county. Although it is possible for the group to expand over time, at this point they are limited to a very small sphere of influence.

Single Entity - Large Territory: This group operates as a whole, and covers an area the size of a state or a small country. It may be that each member takes responsibility for a section of the territory, but, even so, they continue to report to the same set of leaders. The conspiracy exists as one group with no branches.

Single Entity - Country: Groups of this type operate as one entity and each member pays heed to one central management or person with no separation via branches. The territory covered ranges from a single country to a small group of countries to the size of continent. This type is almost unheard of.

Single Entity - Global: This type of group is in the upper echelons of the world's conspiracies. It operates as a single entity and covers the globe. It is close to impossible to pull off, but when it is done correctly, it is the smoothest running of all conspiracy types. Groups of this type are usually tiny, as the logistics of running hundreds or more members on a global basis would be a nightmare.

Multiple Entity - Localized: As in Single Entity: Localized, the territory covered is limited to a small radius such as a town; however, this group is broken down into branches. Again, the organization may grow over time to encompass a larger territory.

Multiple Entity - Large Territory: With multiple branches, the secret group has a territory that covers something the size of a state or small country. It is important to decide how this configuration works with the power structure selected in Step 4.

Multiple Entity - Country: When covering territories the size of a single country to a small group of countries to the size of a continent, organizations are almost always best operated using multiple entities. This type of configuration allows for a stronger, more flexible and more pro-active infrastructure than a single entity.

Multiple Entity - Global: With the entire globe as its playing field, this group is structured in a fashion similar to many Fortune 500 corporations. Semi-autonomous branches and managers oversee demarcations, track everything, and work to ensure efficiency.

Directorate X Territory Configuration

Multiple Entity: Global. *With the collapse of the Soviet Union, the Directorate disbursed in 1990. Now they work at finding the holds of aliens and building an infrastructure for their organization. Agents were sent to each of the major countries to begin recruitment and to build teams and branches.*

Step 6: Membership Size

Simply put, this factor determines how much manpower the organization has as its disposal. Membership includes not only active members, but also support staff, and members who may be on the inactive list (for one reason or another). By combining Steps 5 and 6, players get a sense of the density of the group. For example, a Single Entity: Localized group which has a Huge membership is likely to be the entire population of a small town, perhaps some kind of commune for a cult. On the other hand, a Multiple Entity: Country group with a Small membership is likely to be spread very thin. Choose the description which best outlines the size of the membership.

Tiny: Less than 20 members

Small: 21 to 100 members

Medium: 101 to 1,000 members

Large: 1,001 to 10,000 members

Huge: 10,000+ members, it is even likely that the leaders of the conspiracy aren't even sure how many members exist in the society.

Directorate X Size of Membership

Medium. Around 200 members fled the collapsing Soviet Union. The Directorate is now nearing the 1,000 person mark.

Step 7: Determining Resources

A group's resources determine what, if any, ability it may have to obtain items within certain Spheres of Influence. Ultimately, this influence results in equipment that the organization may use to further its goals. Once the type of resource is settled, then the amount is determined. This amount represents the extent that members may requisition over a single month. Finally, how the equipment is allocated has an impact on whether certain branches or individuals obtain the equipment they request. Any amount of resources at a Good level or beyond is allowed only if so stated by the group's Characteristics.

Step 7A: Type of Resource

Military Sphere of Influence

Intelligence Sphere of Influence

Science & Research Sphere of Influence

Criminal Sphere of Influence

Law Sphere of Influence

Paranormal Sphere of Influence

Civilian Sphere of Influence

Spheres of Influence are discussed more fully in Chapter Five: Capacities. For the time being, view it as a general area of specialization, assets and contacts.

Step 7B: Amount of Resources

None: The group cannot provide any resources other than knowledge to its members. There is an expectation that members obtain their own equipment and meet their own needs without any assistance from the organization.

Minimal: The group has enough resources to provide each member with the barest of essentials. Each member may requisition 1RP of equipment each month (points may not be pooled). Any equipment needed beyond this point must be procured by the members themselves.

Decent: The organization can obtain a decent amount of equipment for its members. Once a month, each member may requisition up to 2RPs (points may not be pooled). Any additional items have to be paid for or otherwise obtained by the member making the request.

Good: With Good resources, the group has the ability to obtain enough equipment for its members to carry out missions and complete tasks. Up to 3RPs of equipment can be requested by each member once a month (points may not be pooled).

Grand: The group is able to obtain large amounts of equipment for its members. Equipment for routine missions is easily obtained, and the organization may even have more specialized items on hand. Every member can requisition 4RPs of equipment each month (points may not be pooled).

Amazing: With Amazing resources, the organization's ability to obtain equipment for its members is unlike anything seen before. If equipment is lost on a mission, it is replaced with ease. If a piece of equipment is not operating properly, it is possible for group members to simply junk it and get a replacement. Once a month, each member has the option to requisition up to 5RPs of equipment (points may not be pooled).

Step 7C: Distribution of Resources

Full: Each branch or member has the same chance to receive resources as long as a Df1 Influence test is passed. This type of allocation is the most egalitarian.

Limited: Each member is allowed to get resources with a successful Df2 Influence test. The reason for the limitation should be discussed with the Game Master. If resources are Limited in order to provide support for specialists, this may become relevant to gameplay at a later date.

Restricted: Each member is allowed to get resources if he passes a Df3 Influence test. As in Limited, the rationale for the Restricted distribution should be discussed with or understood by the Game Master.

Select: Resources are only handed out to select members of the conspiracy. Any members not in favor with the current administration must make a Df4 Influence test for equipment. The select members actually receive a 2RP bonus per month with no Influence check. The reason for this type of allocation may be due to favoritism or to a specific strategy/goal of administration. At a bare minimum, the Game Master should know the underlying reason.

Directorate X Resources

Minimal - Select

Minimal - Select

None

Good - Restricted

None

Grand - Restricted

None

When it came time to leave the Motherland, the core members absconded with a stockpile of military and espionage equipment large enough to outfit a small third world country. Hidden in caches throughout the world, these resources are available, but because the munitions are limited and restocking them extremely difficult, resources are granted only to the most important missions and select groups. With various teams getting involved in criminal activites to help build support for the organization as a whole, they are able to command Good resources in that Sphere. Directorate X makes a concerted effort to obtain a wide array of Paranormal resources, expending considerable energy to try to keep up with the best the outside world has to offer. Both Paranormal and Criminal resources are available if enough effort is expended to make the appropriate requests.

Step 8: Obtaining Knowledge

An organization's overall knowledge determines the extent to which it can obtain information across a wide variety of areas. The type of information indicates the specific kinds of data, files, plans, and the like available. Once it has been determined what type of knowledge the organization might have, the amount of information it can obtain is decided. This is both the extent of knowledge the group is already aware of, as well as the information each member can find out about. As a final step, the extent of knowledge obtained during any given inquiry is determined by cross-indexing the type of knowledge with the depth. Any amount of knowledge at Major Contacts or beyond is allowed only if so stated by the group's Characteristics.

Step 8A: Type of Knowledge

Military Sphere of Influence

Intelligence Sphere of Influence

Science & Research Sphere of Influence

Criminal Sphere of Influence

Law Sphere of Influence

Paranormal Sphere of Influence

Civilian Sphere of Influence

Spheres of Influence are discussed more fully in Chapter Five: Capacities. For the time being, view it as a general area of specialization, assets and contacts.

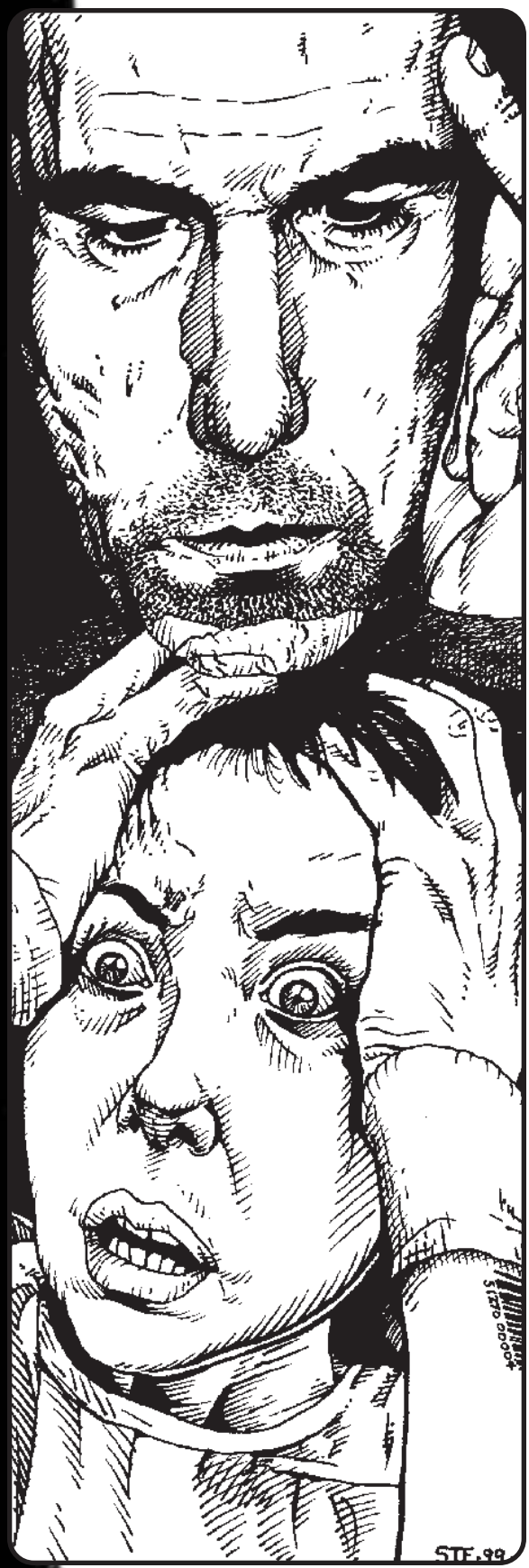
Step 8B: Amount of Knowledge

None: No special knowledge is known about anything other than that this type of knowledge exists somewhere.

Minor Contacts: Contacts in this subject area are in low-level positions (or operate on the fringe of the field) and provide little information. Each branch or subgroup can make one request per month for information.

Major Contacts: Contacts in this subject area are in middle-level positions (middle management/workers, directors, professors, captains, etc.). These contacts can obtain a large amount of information concerning low-level operations without drawing much attention. They can also obtain mid-level information if given enough time to pursue leads carefully. Top secret stuff is almost impossible to come by and if persuaded to look into it, the contacts may terminate their relationship with the group after relaying the information. Two requests can be made per month for information by each subgroup.

Deep Infiltration: These contacts are true spies with a deep loyalty or other reason to remain true to the organization. Information on numerous subjects flows in on a regular basis, and additional, more specialized information about secret items, military maneuvers, missions, and so on can be obtained given time. One informational request per week may be made.



CONTROL: The group has control of some major asset(s), such as various "think-tanks," corporations, squads of the military and so on. This control may be through group sympathizers, blackmail, or something else. It is easy to obtain general information, and details on specific projects can be found quickly. In some instances, contacts may actually volunteer information and/or connections that they think members may find useful. Two informational requests may be made per week.

STEP 8C: OBTAINING INFORMATION

In order to obtain information, a member of the organization contacts his superiors on a specific topic within a Sphere of Influence. The process of obtaining information uses the nearby Using Knowledge Resources Table. Cross index the Sphere of Influence with the Amount of Knowledge. A Target Number is provided. Within any given Sphere of Influence, some information topics are harder to access, and the Target Numbers should be reduced; some are fairly easy to infiltrate, and the Target Numbers would be increased. Such modifications are left to the Game Master's discretion, but should be determined ahead of time, especially if these information topics will be prevalent in a campaign.

Using Knowledge Resources Table

None	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Minor	4t	4t	5t	5t	6t	4t	3t
Major	5t	5t	6t	6t	7t	5t	5t
Deep	6t	6t	7t	7t	8t	6t	8t
Control	7t	7t	8t	8t	9t	7t	10t

The base time for retrieving information is 12 hours. This time may be decreased through the use of an appropriate Influence attribute. The character chooses the Df of this test. Success decreases the time. Failure increases the time. The Time To Obtain Knowledge Table gives details.

Time To Obtain Knowledge Table

Difficulty Level Chosen	Success	Failure
Df2	10 hours	14 hours
Df3	8 hours	16 hours
Df4	6 hours	18 hours
Df5	4 hours	20 hours
Df6	2 hours	24 hours

Directorate X Knowledge

Major Contacts
Major Contacts
None
Deep Infiltration
None
Deep Infiltration
None

Directorate X is very much an old-school intelligence group trying to adapt to a new world. They have kept ties with the intelligence and military powers they used to work with, and maintain Major Contacts in both Spheres. They have teams working closely with criminal organizations around the world, and have Deep Infiltration there. Finally, Directorate X maintains ties with their old comrades, the Project Rasputin paranormal operatives. Although now part of Aegis, many have divided loyalties.

Step 9: Membership Loyalty

Loyalty measures the average extent of respect and commitment the members feel towards the organization. While this loyalty describes the bulk of the membership, there are always exceptions to the rule and individual members may be more or less loyal. It is important to note that for multiple entity groups, loyalty is chosen according to each branch to represent variation dependent upon immediate superiors. Overall, however, most groups demonstrate the same loyalty through all branches, especially if branch leaders are equally effective and recognized. The following loyalty levels exist.

Absolute: Organizations with absolutely loyal members have a group of individuals who express complete willingness to do anything in the name of the cause. These members follow directions with little questioning and gladly contribute money, resources, time, or even their lives if they believe it will further the cause.

Dedicated: Dedicated members are committed to the organization and usually all of its beliefs. Members follow the directives of their immediate superiors, and generally respond favorably to requests for assistance from other members. They dedicate a large amount of their own time and resources to furthering the cause.

Wavering: The members have become disheartened with the organization, and are not certain how much of a commitment they want to make to the group. Perhaps this concern is caused by a recent change in leadership or by a reinterpretation of the organization's current goals and/or methods. Wavering members are not so willing to give their time and resources, and members definitely balk at the suggestion that they give their lives to the cause. This destabilization could lead to abandonment of the group if current policy continues, or perhaps disgruntled members will stage a coup if enough members can gather together to wrest control.

Mixed: There is no type of loyalty that dominates the overall membership. This type of loyalty is most likely to be present in groups that are newly formed, under new leadership, or that have had a new influx of members that have not merged with the old guard.

Directorate X Membership Loyalty

Loyalty: Dedicated. *Although members of Directorate X often do not know their superiors, and hence have no personal loyalty, they are fiercely dedicated to the cause. They do, however, have a healthy respect for their own skins and, as such, cannot be considered to have an Absolute Loyalty.*

Step 10: Pulling Strings

Organizations offer a wide range of support to their members, including not only resources and knowledge, but more obscure types of assistance through the odd connection, the lingering favor, or the forgotten association. Some groups fully inform their members of the pulling strings at their disposal. Other groups only give the knowledge out when a particular member has demonstrated her loyalty or when a mission demands breaching the "need to know" status. The Game Master is not required to make any or all pulling strings known or available to members of the organization. It is recommended that the Game Master have some kind of rationale for the decision regarding who is informed and who is left in the dark. Members may request access to these pulling strings through the use of the appropriate Influence attribute (the Influence attribute is discussed in Chapter Four: Organs). To determine which pulling strings are available to the organization for each Sphere of Influence, cross index the Amount of Resources with the Amount of Knowledge on the nearby Organization Pulling Strings Availability Table. The number given is the number of pulling strings that may be selected from the list in Chapter Five: Capacities.

Organization PS Availability Table

	None	Minor	Major	Deep	Control
None	0	0	0	0	1*
Minimal	0	0	0	1*	1
Decent	0	0	1*	1	2
Good	0	1*	1	2	3
Grand	1*	1	2	3	4
Amazing	1	2	3	4	5

*: pulling strings must be 6CPs or less.

Directorate X Pulling Strings

Sphere	*Resources*	*Knowledge*	*PS*
	Minimal	*Major*	*0*
	Minimal	*Major*	*0*
	None	*None*	*0*
	Good	*Deep*	*2*
	None	*None*	*0*
	Grand	*Deep*	*3*
	None	*None*	*0*

Directorate X has good knowledge in the Military and Intelligence Spheres but its resources are so limited that no pulling strings are provided. The organization's Criminal and Paranormal connections are more substantial and thus it gains two and three pulling strings respectively. Reviewing the list in Chapter Five: Capacities, Accomplices, Criminal Resources, Fringe Culture, Psi-Labs and Psychotrons are the most appropriate. More specifics about these pulling strings as they apply to Directorate X are provided in Chapter Six: Tumors.

Recap

After completing Steps 4-10, the organization should have a power structure, a territory, a membership size and loyalty, and access to resources, knowledge, and pulling strings. The group should have an outline similar to the example. With these elements, it is now possible to have a working group within which to establish membership. After characters have been generated, they should be given a position within the organization that is consistent with its description and its structure. Once characters have been developed and coordinated, Game Masters may wish to continue to Part III of Group Construction to determine prevalent Campaign Elements.

Directorate X Part II Creation

Power Structure: Self-governed. *This is partially due to the Shadow Leader Identity trait, which makes it difficult for the overall organization to have a designated group of leaders. Further, with the importance the group places on mobility, it only makes sense to make each branch autonomous.*

Territory: Multiple Entity: Global. *The Directorate spread throughout the world when the Soviet Union collapsed in 1990. Now they work at finding the holds of aliens and building an infrastructure for their conspiracy. Agents were sent to each of the major countries to begin recruitment and building of teams and branches.*

Membership Size: Medium. *After fleeing with around 200 members, the Directorate is now nearing the 1000 mark.*

Loyalty: Dedicated. *Although members of Directorate X often do not know their superiors, and hence have no personal loyalty, they are fiercely dedicated to the cause. They do, however, have a healthy respect for their own skins and, as such, cannot be considered to have an Absolute Loyalty.*

	Resources	***Knowledge***
	Minimal - Select	*Major Contacts*
	Minima l- Select	*Major Contacts*
	None	*None*
	Good - Restricted	*Deep Infiltration*
	None	*None*
	Grand - Restricted	*Deep Infiltration*
	None	*None*

Directorate X's Military and Intelligence sources theoretically allow each member to request up to 1RP of equipment each month, but only select members' requests will actually be honored. Because resources are limited to the most influential members, however, the select group benefits from a 2RP bonus by denying other members' access. Consequently, select members gain a total of 3RPs when their request is honored. Similarly, while the more criminally-involved teams "raise" resources for the larger group, these resources are insufficient to be distributed to all members, so the 3RPs from Criminal contacts are only open to the teams who need it. Finally, being the psychic masters that they are, developing or gaining equipment of the Paranormal type is easier for the overall group. When individuals are successful in their request, they obtain 4 RPs, but it is difficult to obtain access in the first place. In terms of Knowledge, Directorate X has a number of contacts in the Military and in the Intelligence fields, and Deep Infiltration of both the Criminal world and the Paranormal arena. Finally, given its Amount of Resources and Amount of Knowledge, Directorate X has access to five pulling strings: Accomplices, Criminal Resources, Fringe Culture, Psi-Labs and Psychotrons.

Part III: Campaign/Plot Devices

Campaign devices may be used to enrich the overall plot of a particular series of adventures. Such devices often tie seemingly disparate missions into a coherent whole. These overarching themes are by no means an exhaustive list, but are offered to assist the Game Master in determining a mood or setting for the characters to encounter within their secret organization. These themes are designed to have distinct advantages and drawbacks, with which the group members must contend.

Another Cog in the System: The group sees the player characters as just another asset, and uses them as it sees fit, even if that means sending them on suicide missions without informing them. While this attitude gives the party a fair amount of free rein, it leads to a certain amount of distrust toward others in the organization.

Extensive Archives: Members have access to a huge amount of information; however, this information is difficult to access. This difficulty may be because of restrictions placed on its use, the deteriorating state of the materials, or the simple fact that no one has taken the time to organize the information into any semblance of order.

Good Relations: The organization has a solid relationship with another group, and they may exchange favors from time to time. The nature of the relationship is such that they maintain tenuous contacts: information is shared and joint operations are possible, but closely guarded secrets and extensive help are not volunteered.

Guard My Back: Through some dramatic occasion in the past, the group has a deep, trusting relationship with another group. This group can be trusted implicitly to provide assistance and to give accurate information. Granted, the trusted group may not always be available or have the information requested, but when it does something, the work is reliable and prompt.

Guardian Angel: Unbeknownst to the characters, a member of their own organization has taken an interest in their continued welfare and may arrive once in a while to assist them. While this has an advantage of providing unasked-for help, it may also make players a bit paranoid.

Hidden Agenda: Either the group's leaders or a very strong branch of the group has a secret agenda that they are interested in pursuing, above and beyond the stated goals of the group. It is possible for the players to stumble across this information and use it to their advantage, but in the meantime, it may make it difficult for them to understand some of the orders they receive.

Hunted: The secret group has gone beyond simply being watched by another group; they are actively being hunted down. This means that any actions that may be connected with the organization will almost certainly be noticed and tracked to their source. The reason for being hunted may be fairly benevolent, perhaps even to offer assistance, but the hunted organization has no knowledge of the intentions of the group that is hunting it.

Infiltrated: The organization has been infiltrated by another group, to the extent that a large portion of the members also holds membership in the other organization. The second organization may be another secret organization, such as Aegis or the Black Book. The secondary group has its own agenda, which it will almost certainly begin to carry out within the infiltrated organization if it has not done so already.

Keystone: The agents are considered irreplaceable specialists to the organization, and as such, they will not be sent on just any mission. Their skills are considered highly valuable, and they are given the best resources the organization can muster. Unfortunately, they are also protected like fragile china dolls, and the organization will pull them out of dangerous situations, even if they are a hand-span from gaining vital information or completing a mission.

Machinations: Within the group, there is a complicated game that is played, consisting of name-dropping, elusive references, and facades. Players who are new to the organization find this frustrating and confusing, but once they've found a way to "crack the code," they will be in positions of power relative to other members. Members may approach characters with requests for help, which are often laden with ulterior motives.

Watched: Somehow, the secret organization has drawn the attention of another group, such as the federal government, Aegis, or the Black Book. The group that is watching them is content to simply observe their actions for now, but there is always the fear that they will take things a step further, which would almost certainly be detrimental to the watched organization.

Welcome to the Family: One or more of the characters has family or close friends in the organization. They may not be aware of their affiliate's association with the group, but once they discover the connection, there is a likelihood that this mutual bond will result in an exchange of favors, information, and help. Note that this association is a two-way street; unlike Guardian Angel, the character is also expected to render aid and to offer information.

Summary

This chapter gives the directions for creating organizations that can be used in tandem with other Conspiracy X products or in a stand-alone campaign. The first two parts are generally created with both the players and Game Masters, and the third part is usually reserved for the Game Master to use as she sees fit.

The next two chapters focus on personnel. In Chapter Four: Organs, a range of Professions is discussed. In Chapter Five: Capacities, Influence, traits and pulling strings are presented.

Chapter Four

Chapter Four
Organs

Introduction

Individuals who are active in secret societies have a wide variety of backgrounds, and many are recruited from positions new to the Conspiracy X game system. These new Professions are not necessarily affiliated with the federal government, and have varying types of skills, traits, and pulling strings. Individuals from these new Professions are potential recruits for secret societies in any campaign. Of course, secret societies are not averse to recruiting the tried and true government operatives that are familiar in any Conspiracy X campaign.

This chapter and the next detail a slightly modified character creation process which accounts for the varying choices and personnel involved in secret societies. New Conspiracy X players will find this material covers almost any Profession imaginable. Veteran Conspiracy X players will notice parallels between some of the information in this chapter and that in the Aegis Handbook. The Professions described in the Aegis Handbook are repeated here as modified by the Sub Rosa character creation system (the Aegis Handbook still provides a wealth of background material to flesh out these characters; only some of the game mechanics have changed).

The chapter commences with an overview of the character creation process. An exhaustive list of possible Professions, from Activist to UFOlogist, is then presented. Finally, a list of Infrastructures (formerly Departments) is given. The subjects covered take players through the first two steps of character generation. Chapter Five: Capacities covers the remaining portions of character creation.

Character Creation

The manner and methods of creating Sub Rosa Conspiracy X characters vary as widely as individual tastes and preferences range. There are several basic steps that must be taken, however. A particular order is suggested, but by no means are players required to follow it.

Character Creation Chart

1. Choose a character concept
2. Choose a Profession and Infrastructure
3. Spend Character Points on the following character aspects: Attributes, Luck, Influence, skills, trainings, traits and pulling strings.
4. Fill in details and personal history

Character Concept

This step is discussed in the main rulebook and remains unchanged in Sub Rosa.

Chapter Four

Choose Profession and Infrastructure

One of the main reasons the character is part of a secret organization, beyond his devotion to the cause, is his "day job," or his Profession. A player may choose from a variety of Professions that fit the type of character to be played. Read over the Professions List below, and give some thought to the kind of skills and traits the character is likely to have, and how this would fit in with the secret organization he belongs to. It may be useful to brainstorm answers to questions about what kind of a job the character has, how he feels about his job, and what kind of work environment he has. Also, it is helpful to consider how his job will interact with his membership in the secret society. For example, is his continued employment a key piece to the group? Does he work with other individuals who are also members? How would his employers react if they found out he was a member? Each Profession brings a set of probable skills/traits, a Sphere of Influence, and a few pulling strings. The player may want to consult the details of these pulling strings (see Chapter Five: Capacities) to get a better feel for the Profession.

After choosing a Profession, a player must select an Infrastructure. An Infrastructure is basically a segment of the employment sector. Each Infrastructure provides a character with a Sphere of Influence and some pulling strings that are specific to the field in which the Infrastructure operates. For example, a corporation that specializes in pharmaceutical research would employ a wide range of Professions such as scientists, technicians, administrators, and engineers. The corporation would give these employees access to contacts and resources in the science and research field as well as a few pulling strings specific to the corporation, but the individual employee, for example, an administrator, might have her own series of civilian-related pulling strings. Some Professions are naturally matched with specific Infrastructures, especially those within federal jurisdiction, while others are more flexible. Each Profession lists the possible Infrastructures that may be chosen. The Spheres of Influence and pulling strings provided by the chosen Infrastructure are detailed in the Infrastructure List later in this chapter.

Sphere of Influence

The Sub Rosa character generation system uses the term Sphere of Influence rather than Influence Icon as was used in the Conspiracy X main rulebook and the Aegis Handbook. This change was made because Sphere of Influence better reflects the concept of an area of expertise and networking. Also, an overarching category in which Infrastructures and Professions fit, Sphere was a better descriptor. Seven Spheres of Influence exist: Military, Intelligence, Science and Research, Criminal, Law Enforcement, Paranormal, Civilian. Further information about Spheres of Influence may be found in Chapter Five: Capacities.

Spend Character Points (CPs)

In this step, the player spends 100 Character Points on the attributes, luck, influence, skills, trainings, traits, and pulling strings which all make up who the character is. In many respects, spending CPs is the same when generating a Sub Rosa character as when generating a character from the Conspiracy X main rulebook or the Aegis Handbook. Chapter Five: Capacities provides more detail on how spending CPs differs in this book. Further, a new look at Influence, new skills, new traits and an extensive list of pulling strings are located in that chapter.

Details and Personal History

As discussed briefly in the main rulebook, a character's details include name, age, height, weight, eye/hair/skin color, demeanor, style and speech patterns. These items are crucial to playing the character and his interaction with the story personalities encountered. Some are heavily dependent on attributes or traits. For example, if a character is Size 5, there is little chance he will be under five feet tall. On the other hand, these features could be settled first and the character built around them.

Personal history is your character's life experiences. Details on birth, childhood, schooling, home environment all help define a character and make her more alive. Did the character have a happy home life, was she abused, did her parents die when she was young? Did she go to an elite school, did she drop out when she was 15? Did she have brushes with the law as a youth or was she a model citizen? These questions and more can be sketched out in broad terms now, and settled in detail later. Alternatively, they can be answered as the game progresses, depending on storyline developments.

Professions List

The Professions listed follow the same basic profile.

Profession Name: A short descrption of the Profession.

Trainings (normal, psi, ritual, and alchemy): The trainings the character can purchase at professional cost; other trainings must be purchased at non-professional cost.

Skills: All skills that can start at professional level (level 3) or higher at the beginning of the game are listed here, unless a comment says otherwise.

Sphere of Influence: This is what type of Influence is provided by the Profession. The Sphere of Influence determines what pulling strings can be purchased, what resources can be acquired, how much they will cost, and so on. Characters have access to one or two Spheres of Influence depending on what Profession they choose, and will probably get an additional one from their Infrastructure. If the Spheres of Influence are identical in the Profession and Infrastructure descriptions, the character gains nothing special from the second one.

Pulling Strings (PS): This is a list of starting pulling strings that are granted without CP expenditure by the Profession. Further, most of the Professions include additional CPs that can be spent on pulling strings from a specifically stated Sphere of Influence. These additional CPs allow a player to customize her character, ensuring that those in identical Professions have varied abilities.

Pulling strings are fully explained in Chapter Five: Capacities. For quick reference, pulling strings that have the "perk" tag are more inherently tied to that job and are more easily used and maintained. Pulling strings with the "shaky" tag are less related to the Profession and are harder to use and maintain.

Infrastructure: This is a list of broad societal groups that provide certain Sphere of Influences and pulling strings. Each member of the Profession should chose one of the listed Infrastructures.

Comments: These are special rules for that Profession.

Activist

These individuals speak out against legitimate organizations, including the government, in order to point out what they feel are abuses or inconsistencies. Activists may lobby through official channels, or they may use other techniques to draw the attention of the public to the activities of the organization they are observing. Examples of activists include lobbyists and peaceful demonstrators.

Trainings: Awareness, Investigation, Politics, Savoir Faire

Skills: Breaking & Entering, Computer Programming, Computer Use, Diplomacy, Disguise, Drive, Engineering, Forgery, Humanities, Meditation, Photography, Pilot, Repair/Build, Research, Science, Stealth, Teaching, Video

Sphere of Influence:

Pulling Strings: Fanatical Support (perk), Front Page News, Support (perk), 5CPs of Civilian PS

Infrastructures: Business - Civilian, Independent, Religious Institution, University

United States Air Force (USAF)

The field units of the Air Force are organized into eight major commands, 37 field operating units, three direct reporting units and subordinate elements. The eight major commands are Air Combat, Air Education and Training, Air Force Materiel, Air Force Space, Air Force Special Operations, Air Mobility, Pacific Air Forces and United States Air Forces in Europe. These commands are formed in descending order by numbered air forces, wings, groups, squadrons and flights. The field operating units include such diverse sections as the Air Force Command, Control, Communications and Computer Agency, Air Intelligence Agency, Air Force Medical Operations Agency. The direct reporting units are highly specialized operations like the Air Force Academy. These operations, logistics and support groups supply Aegis with combat and technical personnel.

Air Force Intelligence Officer

Intelligence Officers are responsible for gathering information, both domestic and abroad, relevant to the technological advances, security measures, and personnel assignments within the USAF. The data gathered are used for threat assessment and for mission planning, as well as more mundane issues, such as efficient use of resources and budgeting.

Trainings: Assassination, Awareness, Communications, Investigation, Navigation, Surveillance, Survival

Skills: Athletics, Cartography, Computer Use, Computer Programming, Cryptology, Diplomacy, Engineering, Humanities, Martial Arts, Melee Weapon, Photography, Research, Science, Shadow, Small Arms, Stealth, Tracking, Video

Sphere of Influence:

Pulling Strings: Boot Camp, Cheaper Aircraft, Mobility over World (perk), 10CPs of Intelligence PS

Infrastructures: Department of Defense

Air Force Pilot

Pilots are the backbone of the USAF, and most pilots are proficient with a handful of aircraft. Many pilots choose to specialize, either in terms of mission types or aircraft. They generally keep themselves in top physical condition so they maintain optimal performance under adverse conditions.

Trainings: Awareness, Communication, Navigation, Parachutist, Survival, Vehicle Kill, Zero-Gravity Movement

Skills: Athletics, Autofire, Brawling, Cartography, Computer Use, Engineering, Gunnery, Pilot, Repair/Build, Small Arms: Pistol

Sphere of Influence:

Pulling Strings: Boot Camp, Cheaper Aircraft, Mobility over World (perk), No Trace, 6CPs of Military PS

Infrastructures: Department of Defense

Comment: Access to the SR-71 Blackbird Restricted Resource.

Air Force Scientist/Technician

USAF Technicians perform a wide range of tasks, not only specifically related to aircraft, but also for communications systems, data retrieval and analysis, weapons targeting, and mission specifications. Technicians are almost always enlisted personnel. In a few cases, civilians may be hired to provide specialty expertise.

Trainings: Awareness, Communication, Survival, Vehicle Kill, Zero-Gravity Movement

Skills: Athletics, Brawling, Cartography, Computer Programming, Computer Use, Engineering, First Aid, Forensics, Humanities, Medical, Photography, Repair/Build, Research, Science, Small Arms: Pistol, Teaching, Video

Sphere of Influence:

Pulling Strings: Boot Camp, Cheaper Aircraft, Mobility over World (perk), 10CPs of Science & Research PS

Infrastructures: Department of Defense

Air Force Secretariat Officer

Individuals on the Secretariat staff not only take responsibility for the training and operations of the Air Force, but also for establishing liaison relationships with the President and her staff. Congressional members and other governmental officials also access the Air Force through the Secretariat.

Trainings: Awareness, Communication, Politics, Savoir Faire

Skills: Athletics, Cartography, Computer Use, Cryptology, Diplomacy, Engineering, Humanities, Research, Science, Small Arms: Pistol, Teaching

Sphere of Influence:

Pulling Strings: Boot Camp, Cheaper Aircraft, Mobility over World (perk), 10CPs of Military PS

Infrastructures: Department of Defense

Air Force Staff Officer

The Air Staff is responsible for Air Force preparedness, personnel and support. The Chief of Staff of the Air Force serves on the Joint Chiefs of Staff and advises the President and Congress on military plans and operations. They hold direct influence on Air Force unit organization, planning and supply.

Trainings: Awareness, Communication, Politics

Skills: Athletics, Cartography, Computer Use, Cryptology, Diplomacy, Engineering, Humanities, Research, Small Arms: Pistol, Teaching

Sphere of Influence:

Pulling Strings: Boot Camp, Cheaper Aircraft, Mobility over World (perk), 10CPs of Military PS

Infrastructures: Department of Defense

United States Army (USA)

The Army includes land combat and service forces and such aviation and water transport as provide direct support. It is organized, trained, and equipped primarily for prompt and sustained combat incident to operations on land. It is responsible for the preparation and maintenance of land forces necessary for the effective prosecution of war and, according to integrated joint mobilization plans, for the expansion of the peacetime components of the Army to meet the needs of war. The Army is comprised of both active and reserve forces.

Army Helicopter Pilot

Helicopter pilots are trained to maneuver their aircraft in a number of highly adverse conditions, such as poor visibility, problematic weather patterns, and enemy hostility. Pilots are generally given a specific mission, but are expected to improvise as needed in order to complete their assignment. Helicopter pilots provide support, extraction, and transportation for Army forces.

Trainings: Awareness, Communication, Navigation, Parachutist, Survival, Vehicle Kill

Skills: Athletics, Autofire, Brawling, Computer Use, Gunnery, Heavy Weapons, Pilot, Repair/Build, Small Arms: Pistol

Sphere of Influence:

Pulling Strings: Boot Camp, Cheaper Ground Vehicle, Mobility over World (perk), 10CPs of Military PS

Infrastructures: Department of Defense

Army Ranger

Rangers represent the most elite force the U.S. Army has to offer. They are experts at stealth and maneuvering behind enemy lines. Rangers are trained to survive in all manner of settings, with a minimum of resources. When operating as part of a team, each member has some kind of specialization, as well as a number of cross-trained skills.

Trainings: Assassination, Awareness, Communication, Navigation, Parachutist, Rappelling, Survival, SCUBA Diving

Skills: Athletics, Autofire, Brawling, Demolition, Drive, Escape, First Aid, Gun Fu, Gunnery, Heavy Weapons, Martial Arts, Melee Weapon, Small Arms, Stealth, Tracking

Sphere of Influence:

Pulling Strings: Boot Camp, Cheaper Ground Vehicle, Mobility over World (perk), 10CPs of Military PS

Infrastructures: Department of Defense

Army Technician

Army technicians perform a wide range of tasks, including maintaining communications systems, providing for data retrieval and analysis, improving weapons targeting, and gathering mission specifications. Technicians are almost always enlisted personnel. In a few cases, civilians may be hired to provide specialty expertise.

Trainings: Awareness, Communication, Surveillance, Survival, Vehicle Kill

Skills: Athletics, Brawling, Computer Programming, Computer Use, Engineering, Humanities, Photography, Repair/Build, Research, Small Arms, Teaching, Video

Sphere of Influence:

Pulling Strings: Boot Camp, Cheaper Ground Vehicle, Mobility over World (perk), 10CPs of Science & Research PS

Infrastructures: Department of Defense

Bureau of Alcohol, Tobacco & Firearms (ATF)

The Bureau of Alcohol, Tobacco and Firearms (ATF) enforces the Federal laws and regulations relating to alcohol, tobacco, firearms, explosives and arson by working directly and in cooperation with others. ATF also collects over $13 billion in annual taxes imposed on these items. The ATF executives, located at Bureau Headquarters in Washington, D.C., consist of the Director, Deputy Director, Chief Counsel, Associate Director for the Office of Enforcement, and a number of Assistant Directors. With almost universal power to search and detain suspects and not required to do much explaining to other legal authorities, the ATF has a reputation for over-zealousness and commitment.

ATF Field Agent

These agents are the rank and file of the ATF. They are the people risking their lives going through doors to apprehend gun dealers, drug dealers, and other criminals. Field Agents are generally trained to work very well as part of a team, and it is teamwork that makes it possible for them to execute operations with minimal loss of life.

Trainings: Awareness, Communications, Rappelling, Surveillance, Survival, Vehicle Kill

Skills: Athletics, Autofire, Brawling, Breaking & Entering, Demolitions, Drive, First Aid, Gunnery, Heavy Weapons, Martial Arts, Melee Weapon, Photography, Small Arms, Stealth, Tracking

Sphere of Influence:

Pulling Strings: Arrest Powers, Backup (perk), Search and Seizure (perk), 14CPs of Law Enforcement PS

Infrastructures: Department of Treasury

ATF Investigator

Investigators have the primary responsibility of gathering sufficient information to apprehend individuals who break laws under the ATF jurisdiction. This investigation may consist of searching through preexisting records, speaking with suspects, or doing field work. Once they have a reasonable case, they pave the way for the appropriate warrants so Field Agents can execute an arrest.

Trainings: Awareness, Communications, Investigation, Surveillance

Skills: Athletics, Brawling, Breaking & Entering, Computer Use, Diplomacy, Forensics, Humanities, Photography, Research, Shadow, Small Arms: Pistol, Stealth, Tracking, Video

Sphere of Influence:

Pulling Strings: Arrest Powers, Backup (perk), CEASE-FIRE (perk), 11CPs of Intelligence PS

Infrastructures: Department of Treasury

The Bureau of Diplomatic Security (BDS)

The Bureau of Diplomatic Security is charged with teaching diplomatic personnel how to protect themselves against violent assault. It also handles testing and updating the security of all overseas diplomatic facilities, and provides trained security personnel for those areas. All of this makes the BDS a very powerful organization, and its members take their job very seriously. The Bureau is known as a smaller and more private version of the Secret Service; its agents share a reputation for seriousness and even-tempered, dedicated service to the country.

BDS Advance Agent

Advance agents are those individuals assigned to investigate and assure the security of foreign sites, not only in governmental facilities, but also civilian meeting halls and hotel rooms. Advance Agents do not have duties as glamorous as those of Bodyguards, but their work is vital to the safety of American diplomats and visiting dignitaries.

Trainings: Awareness, Communications, Image Interpretation, Investigation, Surveillance

Skills: Breaking & Entering, Computer Use, Demolitions, Diplomacy, Engineering, Escape, Forensics, Forgery, Photography, Shadow, Small Arms: Pistol, Stealth, Tracking, Video

Sphere of Influence:

Pulling Strings: Boot Camp, Diplomatic Itineraries (perk), Security Protocols (perk), 10CPs of Law Enforcement PS

Infrastructures: State Department

BDS Bodyguard

Bodyguards are assigned to provide safety to persons or facilities important to the State Department mission. These individuals have a higher profile and greater risk than their counterparts, the advance agents, but both work hand-in-hand to ensure the security of diplomats.

Trainings: Assassination, Awareness, Savoir Faire, Surveillance, Survival

Skills: Athletics, Boating, Brawling, Drive, Humanities, Escape, First Aid, Gun Fu, Martial Arts, Pilot, Shadow, Small Arms, Stealth, Tracking

Sphere of Influence:

Pulling Strings: Boot Camp, Diplomatic Itineraries (perk), Security Protocols

Infrastructures: State Department

Comments: BDS Bodyguards are renowned for their perception and therefore start with a Perception of 4, which can not be lowered to gain CPs.

Bureau of Intelligence and Research (BIR)

Where the Bureau of Diplomatic Security is responsible for the physical security of diplomats and their entourage, it is the hard-working agents of the Bureau of Intelligence and Research who make it possible. The name of this bureau is slightly misleading; the only research performed by this group is on the intelligence data that it gathers. The BIR works twenty-four hours a day, seven days a week, in order to determine all possible threats and responses to diplomatic risks all around the world. The BIR runs a computer network that is updated daily, and informs government employees around the world what kinds of threats they can expect while in a certain area. Working closely with all the other American intelligence agencies, as well as with the nation's allies, the BIR is able to track and coordinate action to protect American diplomats and citizens from harm overseas.

BIR Analyst

These desk-bound analysts are in charge of researching information gathered through various resources, and collating that data into useful forms. They are experts at sifting through the overwhelming details of various diplomatic missions to determine which areas need further study and which ones may prove to be risky ventures.

Trainings: Image Interpretation, Investigation, Politics

Skills: Cartography, Computer Use, Cryptology, Humanities, Language, Photography, Research, Science, Teaching, Video

Sphere of Influence:

Pulling Strings: Ears to the Ground (perk), Laboratory (perk), 20CPs of Intelligence PS

Infrastructures: State Department

BIR Field Service Agent

Field service agents actually travel into foreign countries to estimate the conditions there, and to perform on-site research into local problems that might not show up on paper, or by satellite. These agents often rely on their own personal experience to determine the risk factors present in any given setting, and may have some ability to blend in with the locals to get accurate information, rather than just lip service from those in power.

Trainings: Awareness, Communication, Navigation, Politics, Savoir Faire, Surveillance, Survival

Skills: Athletics, Boating, Brawling, Cartography, Computer Use, Diplomacy, Disguise, Drive, First Aid, Language, Photography, Shadow, Stealth, Video

Sphere of Influence:

Pulling Strings: Access Abroad (perk), Ears to the Ground (perk), Border Control (USA, plus 2 other countries), 5CPs of Intelligence PS

Infrastructures: State Department

Center for Advanced Phenomological Studies

CAPS is a premiere parapsychology research organization focusing on everything from psychics to rituals, ghosts to demons, and fairies to Bigfoot. Officially headquartered in Chicago, CAPS has affiliated universities, libraries and private institutions from around the world. These organizations actually make up the bulk of the CAPS hierarchy by sharing information through networks, newsletters and annual publications. Like many organizations of this type, rumors fly around of conspiracies and who "really" controls CAPS. The bulk of the CAPS membership has no idea who the true benefactor is.

CAPS Field Explorer

This individual is, in many ways, a highly specialized field researcher for archeology and anthropology. The field explorer spends equal amounts of time studying in a lab and tracking specimens in the field. As such, she has a smattering of skills to enable her to perform research, and to investigate the validity of the research in the field.

Trainings: Awareness, Investigation, Navigation, Surveillance, Survival, Toxin Knowledge

Skills: Athletics, Boating, Cartography, Computer Use, Cryptology, Cryptozoology, Diplomacy, Drive, First Aid, Forensics, Humanities, Photography, Repair/Build, Research, Science, Shadow, Stealth, Tracking, Video

Sphere of Influence:

Pulling Strings: Grants, Mount Expedition (perk), Translators (perk), 8CPs of Paranormal PS

Infrastructures: Aegis, Business - Paranormal, Business - Science & Research, University

Comments: Access to the Orichalcum and Tome Restricted Resources

CAPS Occultist

The occultist devotes her life to learning the secret of the Seepage and how to manipulate it using powerful rituals. Occultists follow varying beliefs about the nature of the supernatural, but they all have an unfailing curiosity about these phenomena.

Trainings: Awareness

Ritual Trainings: Amnesia, Dispel Magic, Domination, Invisibility, Prophecy, Scrying, Vortex

Skills: Computer Use, Cryptology, Cryptozoology, Diplomacy, Humanities, Hypnosis, Language, Meditation, Occult, Parapsychology, Psychotron, Research, Ritual, Science

Sphere of Influence:

Pulling Strings: Corruption Treatment (perk), Library (perk), 12CPs of Paranormal PS

Infrastructures: Aegis, Business - Paranormal, Business - Science & Research, University

Comment: Access to the Orichalcum and Tome Restricted Resources; ritual trainings are one CP per Df level cheaper; Supernatural Focus trait is only 15CPs

CAPS Parapsychologist

The paranormal scientists and researchers affiliated with CAPS are exposed to everything from supernatural beasts to the subtle power of psychics to the devastating ways of rituals. These individuals examine the supernatural world to gain a greater understanding of how it impacts everyday events. They may have some facility with rituals or psychic ability, or they may not; these attributes vary from individual to individual, often relating to their research abilities/specialization. Note that this Profession replaces the Occult Parapsychologist and Psi Parapsychologist found in other Conspiracy X supplements.

Trainings: Awareness, Surveillance

Psi-Trainings: Dowsing, Trance

Ritual Trainings: Dispel Magic, Basic Blessing, Warding Circle

Alchemy Trainings: One procedure of Df2, one procedure of Df3, and one procedure of Df3, Df4 or Df5 (the GM may choose to assign these)

Skills: Alchemy, Computer Programming, Computer Use, Diplomacy, Engineering, First Aid, Humanities, Hypnosis, Medical, Meditation, Monitor, Occult, Parapsychology, Photography, Repair/Build, Research, Ritual, Science, Teaching

Sphere of Influence:

Pulling Strings: Corruption Treatment, Demon Lore (perk), Choose one (Laboratory (perk), Library (perk), or Psi Lab(perk)), 7CPs of Science & Research PS

Infrastructures: Aegis, Business - Paranormal, Business - Science & Research, University

Comment: Access to the Hemi-Synch Device, Orichalcum, and Tome Restricted Resources

CAPS Psychic

CAPS psychics have abilities above and beyond the comprehension not only of most people, but also other psychics. They are especially adept at understanding and adapting to psi-energy. These abilities make it possible for them to enter others' minds, to read emotional auras, and to gather impressions about distant times and locations.

Trainings: Awareness

Psi-Trainings: Divination, Dowsing, Psychometry, Trance

Skills: Computer Use, Cryptology, Diplomacy, First Aid, Humanities, Hypnosis, Meditation, Occult, Parapsychology, Photography, Repair/Build, Research, Science, Stealth, Teaching, UFOlogy, Video

Sphere of Influence:

Pulling Strings: Choose one (ASPR, Cognitive Training Facilities, CSICOP Training, New Age Movement, Noetic Science Institute, PEAR Labs, SPR Library, or 5CPs of Paranormal PS), Grants (perk), Psi Labs, 7CPs of Paranormal PS.

Infrastructures: Aegis, Business - Paranormal, Business - Science & Research, University

Comment: Access to the Hemi-Synch Device, Orichalcum, and Tome Restricted Resources.

Centers for Disease Control and Prevention

The CDC is responsible for monitoring the spread of disease, engaging in health promotion and disease prevention, providing immunizations, and performing research on viruses and toxins. There are 11 specific programs, each responsible for a specific area of research, public outreach, or health administration. The largest of the centers is located in Atlanta, GA, and the laboratories at this facility are some of the best in the nation, if not the world. There are smaller centers located across the country, which house branches of different programs.

CDC Scientist

A scientist working for the CDC specializes in the investigation of dangerous diseases, and often works with very lethal doses of viruses. As such, this individual makes biohazard control an integral part of her training, unless she wants to become an inadvertent test subject. Often, CDC scientists are called to assist in the field, and in keeping with this need, some scientists learn a modicum of skills to make their stay in the field more effective. In some situations, this may even require the scientist to enter into hostile territory to evacuate patients who suffer from an outbreak. The ability to perform data gathering under such conditions is much appreciated.

Trainings: Awareness, Biohazard Control, Politics, Surveillance, Toxin Knowledge

Skills: Boating, Cartography, Computer Programming, Computer Use, Cryptology, Diplomacy, Drive, First Aid, Forensics, Heavy Weapons, Humanities, Medical, Pilot, Photography, Research, Science, Small Arms: Pistol, Teaching, Video

Sphere of Influence:

Pulling Strings: CDC Labs (perk), Dangerous Virus, Hidden Cures, Quarantine (perk), 5CPs of Science & Research PS

Infrastructures: Department of Health and Human Services

Comment: Access to the Hidden Cures Restricted Resource

Central Intelligence Agency

The CIA is charged with collecting, collating and analyzing foreign intelligence. The Company works closely with the DEA and the FBI on drug law enforcement and counter-terrorism. The CIA also liaisons with, and, on request, provides advice, data and training to the intelligence and security services of friendly governments. The CIA is prohibited by Executive Order from routinely engaging in domestic electronic, mail, or physical surveillance, or unconsented physical search. The Company admits, however, that such intrusion may take place given "extraordinary conditions of concern for the national welfare." The CIA also claims not to maintain files on American citizens. Again, however, it admits that the names of U.S. citizens may appear in various records as a consequence of routine business. These are official stances, targeting Congressional oversight committees or particularly nosy press reporters.

CIA Agent

An agent working for the CIA is trained to use other governmental agencies to retrieve information about foreign countries. Often, obtaining this information requires the agent to engage in a number of risky missions. The CIA works hard to protect its agents, and will generally disavow any knowledge of wrong-doing. As such, agents are sometimes not very popular with their counterparts in other agencies, but they persist in their duties, believing they are working for the general good.

Trainings: Assassination, Awareness, Communication, Investigation, Politics, Savoir Faire, Surveillance, Toxin Knowledge

Skills: Athletics, Autofire, Brawling, Breaking & Entering, Computer Programming, Computer Use, Cryptology, Diplomacy, Disguise, Escape, First Aid, Forgery, Gun Fu, Heavy Weapons, Martial Arts, Melee Weapon, Photography, Shadow, Small Arms, Stealth, Tracking, Video

Sphere of Influence:

Pulling Strings: Access Abroad (perk), CIA Caches, CIA Training Facilities (perk), 5CPs of Intelligence PS

Infrastructures: Director of Central Intelligence

Comment: Access to the Special Weapons Restricted Resource

CIA Analyst/Technician

CIA Analysts are trained to gather information from a variety of sources, which they pass along to agents or superiors for examination. Sometimes this analysis reveals a situation that needs further investigation; sometimes it confirms suspicions about certain activities. Technicians are often brought into the field to obtain first-hand information about the situation, and they are trained to handle themselves well if the situation becomes volatile.

Trainings: Awareness, Communications, Investigation, Politics, Survival, Toxin Knowledge, Vehicle Kill

Skills: Brawling, Computer Programming, Computer Use, Cryptology, Diplomacy, Engineering, First Aid, Forgery, Humanities, Occult, Parapsychology, Photography, Repair/Build, Research, Science, Small Arms, Stealth, UFOlogy, Video

Sphere of Influence:

Pulling Strings: Access Abroad, CIA Training Facilities, Laboratory (perk), Workshop (perk), 5CPs of Science & Research PS

Infrastructures: Director of Central Intelligence

Comment: Access to the Special Weapons Restricted Resource

Corporate Administrator

Individuals who administrate corporation and other non-public sector organizations have the power to make the group run smoothly or to set up pitfalls and obstacles by bogging individuals down in minutia. Corporate administrators are referred to as bean-counters or middle management in some circles. They are the white-collar workers who manage an overwhelming amount of paperwork that guides the companies' resources and manpower. In the best of circumstances, corporate administrators can be benevolent gatekeepers who see to it that the organization's resources are put to optimal use. In the worst cases, administrators can purposefully ignore requests, provide misleading information, or subtly modify superiors' orders. Individuals who own their own businesses are also considered to be an entrepreneurial example of an administrator. Other examples of administrators include accountants, department heads, and directors.

Trainings: Awareness, Politics, Savoir Faire

Skills: Computer Programming, Computer Use, Diplomacy, Drive, Engineering, Forgery, Humanities, Photography, Pilot, Repair/Build, Research, Science, Teaching, Video

Sphere of Influence:

Pulling Strings: Business Connections (perk), Corporate Espionage, 14CPs of Civilian PS

Infrastructures: Business (any), Religious Institution, University

Criminal

Bending, if not breaking, the law is the hallmark trait of a criminal. Within criminals' groups or organizations, however, there are also sets of laws or codes to which they must adhere. Being a criminal does not necessarily mean that a person acts with no regard to laws, but simply that he does not see them as wholly applying to his unique set of circumstances. Because these rules do not apply to them, criminals are able to pursue their goals with one less restriction. Examples of criminals include embezzlers, gangsters, mobsters, and burglars. Some even consider lawyers and junk bond salesmen to fit into this group.

Trainings: Assassination, Awareness, Politics, Savoir Faire, Toxin Knowledge

Skills: Athletics, Brawling, Breaking & Entering, Computer Programming, Computer Use, Cryptology, Demolitions, Disguise, Drive, Engineering, Escape, Forgery, Humanities, Melee Weapon, Repair/Build, Research, Science, Shadow, Small Arms, Stealth

Sphere of Influence:

Pulling Strings: 25CPs of Criminal PS

Infrastructures: Business - Criminal, Independent

United States Customs

The United States Customs Service ensures that all imports and exports comply with U.S. laws and regulations. The Service is responsible for assessing and collecting Customs duties, taxes, and penalties due on imported merchandise. It guards against smuggling and interdicts contraband, including narcotics and illegal drugs. Customs enforces import and export restrictions and prohibitions, including the export of critical technology used to develop weapons of mass destruction, and money laundering. The agency processes persons, baggage, cargo and mail. Customs also protects American business and labor and intellectual property rights by enforcing U.S. laws intended to prevent illegal trade practices and by providing Customs Recordations for copyrights, patents and trademarks.

Customs Special Agent

Special Agents can be broadly defined as protecting the revenue and enforcing a variety of statutes in the United States Code. Criminal violations contained within the Customs Agent's enforcement authority include the investigation of suspected violations of narcotics smuggling, money laundering, child pornography, Customs fraud, Intellectual Property Rights (IPR), and the Arms Export Control Act. Special Agents also have unique border search authority that allows them to search, without warrant, any person, conveyance, or article, having a nexus to the U.S. border.

Trainings: Awareness, Communications, Investigation, Surveillance

Skills: Athletics, Boating, Brawling, Breaking & Entering, Computer Use, Diplomacy, Heavy Weapons, Humanities, Photography, Pilot, Small Arms, Stealth, Video

Sphere of Influence:

Pulling Strings: Asset Forfeiture (perk), Border Control: United States (perk), Customs Analysis, 10CPs of Intelligence PS

Infrastructures: Department of Treasury

Customs Forensic Scientist

Customs Scientists perform numerous analyses to ensure, that merchandise (both exported and imported) has been accurately identified in order to protect revenue and ensure fair trade. Some scientists are hired for their expertise in a specific field, usually medicine or technology, to ascertain whether or not the contents of shipments are accurately represented by the accompanying documentation.

Trainings: Awareness, Investigation

Skills: Computer Use, Cryptology, Diplomacy, Engineering, First Aid, Forensics, Medical, Photography, Research, Science, Small Arms: Pistol, Teaching, Video

Sphere of Influence:

Pulling Strings: Asset Forfeiture, Customs Analysis (perk), Laboratory (perk), 10CPs of Science & Research PS

Infrastructures: Department of Treasury

Project Cygnet

Cygnet is an operation that specializes in remote viewing and psi-warfare. Originally, psychics were recruited from the Stanford Research Institute and Fort Mead; however, once these two research units were terminated, Cygnet was forced to recruit from government services and mainstream parapsychological experiments. This has led to a far more diverse range of backgrounds for recent recruits, and has helped build a stronger base of psychics and researchers. In recent years, non-psychics who showed a strong aptitude have been recruited to develop their powers entirely in-house. Cygnet remote viewers are some of the best in the world, and are usually attached to some kind of government intelligence organization. Greybeard operatives are usually attached to similar intelligence organizations, but are used to wage psi-warfare.

Cygnet Graybeard Operative

Graybeard operatives are usually attached to active government intelligence organizations. Agencies regularly employing Graybeard operatives include the CIA, DEA, Secret Service and the Navy. These individuals specialize in psi-warfare and the gathering of intelligence through psychic methods.

Trainings: Awareness, Communication, Surveillance, Survival

Psi-Trainings: Apportation, Bio-Information Transfer, CRV, Dream Bilocation, Dreamwalking, Micro-PK, Psi-Warfare, Remote Cardiac Manipulation, Remote Influence, Trance

Skills: Athletics, Breaking & Entering, Computer Use, Cryptology, Disguise, Drive, Hypnosis, Lucid Dreaming, Martial Arts, Meditation, Melee Weapons, Shadow, Small Arms: Pistol, Stealth

Sphere of Influence: and

Pulling Strings: Psi-Labs (perk), THOTH Analysis, 7CPs of Intelligence or Paranormal PS

Infrastructures: Aegis, Department of Defense, Department of Justice, Director of Central Intelligence

Comment: Access to the Hemi-Synch Device, MHIC-EDOM, Neural Disrupter, Psychic Amplifier Room, Psychotron - 1st Order, RHIC-EDOM Restricted Resources

Cygnet Remote Viewer

These individuals are generally attached to a government intelligence operation, conducting top secret reconnaissance. They are some of the best in the world, and each person is individually trained and given intensive instruction to insure they are as useful as possible to their assigned operations.

Trainings: Awareness, Image Interpretation, Surveillance

Psi-Trainings: CRV, Channeling, Divination, Dream Bilocation, Dreamwalking, ERV, ORV, Remote Influence, Psychometry, Trance

Skills: Computer Use, Cryptology, Hypnosis, Lucid Dreaming, Meditation, Monitor, Parapsychology, Photography, Research, Science

Sphere of Influence:

Pulling Strings: Psi-Drugs, Psi Labs (perk), THOTH Analysis, 6CPs of Intelligence PS

Infrastructures: Aegis, Department of Defense, Department of Health and Human Services, Department of Justice, Department of Treasury, Director of Central Intelligence, NASA

Comment: Access to the Hemi-Synch Device, MHIC-EDOM, Neural Disrupter, Psychic Amplifier Room, Psychotron - 1st Order, RHIC-EDOM Restricted Resources

Cygnet Scientist/ Parapsychologist

Cygnet parapsychologists and scientists are responsible for training remote viewers and Graybeard operatives. In the case of remote viewers, each scientist/parapsychologist works as a mentor for a single trainee, helping him develop his powers in-house. For Graybeard operatives, these staff provide challenges to be overcome. They also delve into the use of hypnosis and/or interrogation to lower psychic barriers to retrieve information.

Trainings: Awareness

Psi-Trainings: CRV, Dream Bilocation, Dreamwalking, ERV, ORV, Trance

Skills: Computer Programming, Computer Use, Diplomacy: Interrogation, Engineering, First Aid, Humanities, Hypnosis, Lucid Dreaming, Medical, Meditation, Occult, Parapsychology, Repair/Build, Research, Science

Sphere of Influence:

Pulling Strings: Psi Labs, THOTH Analysis (perk), 14CPs of Science & Research PS

Infrastructures: Aegis

Comment: Access to the Hemi-Synch Device, MHIC-EDOM, Neural Disrupter, Psychic Amplifier Room, Psychotron - 1st Order, RHIC-EDOM Restricted Resources

Defense Intelligence Agency

The DIA is a Combat Support Agency of the Department of Defense (DOD) under the direction and control of the Assistant Secretary of Defense (Command, Control, Communications, and Intelligence). The DIA is the nation's primary producer of foreign military intelligence. It functions mostly as an intelligence analyst and coordinator, while secretly searching out alien information.

DIA Field Investigator

This agent gathers information about foreign military activities, either through direct infiltration of a specific country's defense system, immersion in a country's population, or usage of reliable contacts in strategic positions. DIA Field Investigators typically "go to ground" for extended periods of time so as not to compromise their affiliation with the DIA, and as such, they are well trained to survive on their own for months at a time.

Trainings: Awareness, Communications, Investigation, Rappelling, Surveillance, Survival

Skills: Athletics, Autofire, Brawling, Breaking & Entering, Computer Use, Demolitions, Diplomacy, Disguise, Escape, First Aid, Language, Martial Arts, Melee Weapon, Photography, Shadow, Small Arms, Stealth, Video

Sphere of Influence:

Pulling Strings: Closing Investigations (perk), Laboratory, 10CPs of Intelligence PS

Infrastructures: Department of Defense

DIA Intelligence Analyst

Intelligence analysts for the DIA spend most of their time crunching numbers, decoding messages, and looking for predictable patterns. They are responsible for monitoring movements of foreign military forces and noticing trends in hostile activities abroad. These individuals draw from a wide array of subjects to predict and to understand the mobilization of military forces, including psychology, political science, statistics, and engineering.

Trainings: Awareness, Communications, Investigation, Surveillance

Skills: Athletics, Cartography, Computer Use, Computer Programming, Cryptology, Diplomacy, Engineering, Forensics, Humanities, Photography, Research, Science, Small Arms: Pistol, Video

Sphere of Influence:

Pulling Strings: Satellite Surveillance - Intelligence (perk), Satellite Surveillance - Video (perk), Satellite Surveillance - Communications, 6CPs of Intelligence PS

Infrastructures: Department of Defense

Drug Enforcement Agency

The DEA is charged with investigating and apprehending major domestic and international drug criminals, while addressing the growing problem of drugs and violence in communities across the United States. Its methods range from extensive surveillance and undercover work, both in America and abroad, to SWAT team assaults on large drug operations. The DEA is also responsible for engaging foreign drug criminals in their home countries. In this role, the agency conducts paramilitary interdiction and "search and destroy" missions on foreign drug operations. The DEA employs over 7,000 special agents and support staff and maintains offices in all fifty states and over fifty countries.

DEA Field Agent

This individual is responsible for monitoring suspected drug criminals, obtaining information through undercover work, and/or arresting those in violation of the law. Very often, to increase safety of undercover agents and to protect the security of useful contacts, agents take on separate roles in this process, and may specialize in one facet of these duties. Generally, the duties of a DEA Field Agent are fraught with risk to life and limb, and Agents work hard to be in peak condition at all times.

Trainings: Awareness, Communications, Investigation, Rappelling, Surveillance, Survival, Vehicle Kill

Skills: Athletics, Autofire, Brawling, Breaking & Entering, Computer Use, Demolitions, Diplomacy, Drive, Heavy Weapons, Melee Weapon, Photography, Shadow, Small Arms, Stealth, Video

Sphere of Influence:

Pulling Strings: Arrest Powers, Asset Forfeiture, Quantico Training Facility, Wide Berth (perk), 5CPs of Law Enforcement PS

Infrastructures: Department of Justice

DEA Forensic Scientist

Forensic Scientists employed by the DEA use research to determine the exact nature of drugs being smuggled across the border. These individuals may work with consultants to study new kinds of drugs, or they may choose to specialize in a field of research conducive to investigating new organic-based and synthetic drugs.

Trainings: Awareness, Investigation, Toxin Knowledge

Skills: Computer Use, Cryptology, Diplomacy, Engineering, First Aid, Forensics, Medical Photography, Research, Science, Small Arms: Pistol, Teaching, Video

Sphere of Influence:

Pulling Strings: Asset Forfeiture, Laboratory (perk), Quantico Training Facility, 6CPs of Science & Research PS

Infrastructures: Department of Justice

DEA Intelligence Analyst

An analyst is responsible for gathering information about not only criminals, but also suspicious activities in foreign countries, flight logs, ship movement, crop production, and all manner of information that relates to the manufacture and distribution of illegal drugs. This data can be communicated to field agents who will then be prepared to follow up on leads and information.

Trainings: Awareness, Communications, Investigation, Surveillance

Skills: Computer Use, Computer Programming, Cryptology, Diplomacy, Forensics, Humanities, Photography, Research, Small Arms: Pistol, Stealth, Video

Sphere of Influence:

Pulling Strings: Arrest Powers, Asset Forfeiture, Quantico Training Facility, Wide Berth (perk), 7CPs of Intelligence PS

Infrastructures: Department of Justice

Engineer

Before anything can be manufactured, it must be designed to certain specifications, depending on its use. Engineers use their theoretical and practical experience to design buildings, roads, machines, and code to match the needs stated by their clients. Often, engineers have little applied experience with the items they design, but they are the cornerstone to its original development. If a piece of equipment needs to be redesigned to fit changing specifications, an engineer's assistance is necessary. Similarly, if an organization obtains a piece of equipment it needs replicated, reverse-engineering is a valuable skill. Examples of engineers include architects, civil engineers, and software designers.

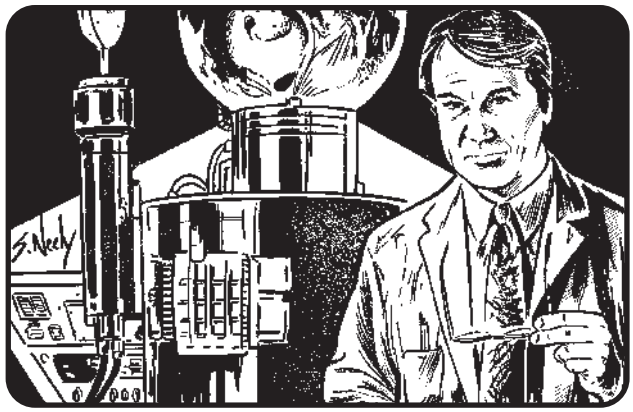
Trainings: Awareness, Communication, Surveillance, Vehicle Kill

Skills: Boating, Computer Programming, Computer Use, Cryptology, Demolitions, Drive, Engineering, Photography, Pilot, Repair/Build, Research, Teaching, Video

Sphere of Influence:

Pulling Strings: Workshop, 22 Additional points of Science & Research PS

Infrastructures: Any



Federal Bureau of Investigation

The FBI is the principal investigative arm of the United States Department of Justice. The FBI has investigative jurisdiction over more than 200 categories of federal crimes. The FBI also conducts background security checks of nominees to sensitive government positions. In addition, the FBI investigates activities jeopardizing the U.S. security. Top priority has been assigned to five areas: counter-terrorism, drugs/organized crime, foreign counterintelligence, violent crime, and financial crime. FBI Headquarters (FBIHQ) in Washington, D.C. provides direction and support services to field offices, satellite offices, specialized field installations, and foreign liaison posts. The foreign liaison offices work abroad with local authorities on criminal matters within FBI jurisdiction.

FBI Field Agent

Field agents are responsible for conducting investigations of federal crimes, and they receive rigorous training in a number of areas to assist with their investigations. Field agents may work independently, as members of a team, or with state/local law enforcement while pursuing their investigations. Generally, they are held to very high standards, in an attempt to ensure that their loyalties are not compromised, and they can perform their duties efficiently and effectively, without any undue influence.

Trainings: Awareness, Communications, Investigation, Rappelling, Surveillance, Survival

Skills: Athletics, Autofire, Brawling, Breaking & Entering, Computer Use, Demolitions, Diplomacy, Heavy Weapons, Melee Weapon, Photography, Shadow, Small Arms, Stealth, Tracking, Video

Sphere of Influence:

Pulling Strings: Arrest Powers (perk), Backup, Quantico Training Facility (perk), 10CPs of Law Enforcement PS

Infrastructures: Department of Justice

FBI Intelligence Analyst

These individuals use a variety of research methods to piece together bits of information that may help both field agents and other DOJ officials in the successful investigation and prosecution of federal crimes. Intelligence analysts decode encrypted files, track behavioral patterns, manipulate photographic or video images, or sift through mounds of documentation.

Trainings: Awareness, Communications, Investigation, Surveillance

Skills: Brawling, Computer Programming, Computer Use, Cryptology, Diplomacy, Humanities, Photography, Research, Small Arms: Pistol, Tracking, Video

Sphere of Influence:

Pulling Strings: Arrest Powers, Quantico Training Facility (perk), Random Surveillance (perk), 7CPs of Intelligence PS

Infrastructures: Department of Justice

FBI Forensic Scientist

These scientists have access to one of the most comprehensive crime laboratories in the world, which allows them to perform a wide range of tests. These tests range from ballistics to medicine to chemistry, and most scientists specialize in a single field, relying on their counterparts for assistance when required. Generally, FBI forensic scientists are the cream of the crop, across the country, and competition is fierce for this type of position.

Trainings: Awareness, Investigation, Toxin Knowledge

Skills: Brawling, Computer Use, Cryptology, Diplomacy, Engineering, First Aid, Forensics, Medical, Photography, Research, Science, Small Arms: Pistol, Teaching, Video

Sphere of Influence:

Pulling Strings: Arrest Powers, FBI Forensic Laboratory Analysis (perk), Laboratory (perk), Quantico Training Facility, 5CPs of Science & Research PS

Infrastructures: Department of Justice

Follower

In order to flesh out any group, it is necessary to fill in the ranks of specialists with individuals who simply carry out orders. They are responsible for doing the majority of the legwork proscribed by specialists and leaders within the greater organization. Receptionists, secretaries, assistants, "go-fers", interns and paralegals are followers. This Profession also provides for individuals who may have jobs that do not give them any unique skill set, such as retail worker, homemaker, or non-professional athlete.

Trainings: Awareness, Communication, Politics, Savoir Faire, Surveillance, Survival

Skills: Athletics, Boating, Brawling, Breaking & Entering, Cartography, Computer Programming, Computer Use, Diplomacy, Drive, Engineering, First Aid, Forensics, Forgery, Humanities, Hypnosis, Martial Arts, Medical, Meditation, Melee Weapon, Occult, Photography, Pilot, Repair/Build, Research, Science, Shadow, Small Arms, Stealth, Teaching, Tracking, Video

Sphere of Influence: Choose one

Pulling Strings: 25CPs of (Sphere of Influence chosen) PS

Infrastructures: Any

Comments: While followers can come from many different backgrounds, they are not that well trained and may not have more then 5 skills at level 3 (and no skill may be at level 4 or 5) during character generation.

Groom Dry Lake Research Facility

The Ranch was established as an Aegis base of operations in 1952 on the Nellis Bombing and Gunnery Range in Nevada. What was little more than a backwater air force facility became a top-notch, state-of-the-art complex. Groom Lake operates like a standard military base. Soldiers, scientists, technicians and politicians with the proper clearances have access to the regular operations, and specially staged portions of the base. Not all personnel on the base are part of the Aegis conspiracy; some are just normal personnel who work on a top secret military base. The Professions listed below focus almost exclusively on the top-secret activity that goes on in the base. Other personnel on the base should be chosen from the U.S. Army or the USAF.

Groom Lake Scientist/Technician

These individuals are charged with creating, manufacturing, repairing, and constantly debugging all the latest state-of-the-art technology that gets developed on the Ranch. They generally have some kind of specialization related to a specific technological field, but a number of scientists also engage in cross-training to expedite research and to formulate cross-divisional hypotheses.

Trainings: Awareness, Biohazard Control, Vehicle Kill

Skills: Computer Programming, Computer Use, Cryptology, Drive, Engineering, First Aid, Forensics, Humanities, Medical, Photography, Repair/Build, Research, Science, Teaching, UFOlogy, Video

Sphere of Influence:

Pulling Strings: Alien Technology, Ranch Analysis (perk), Choose one (Laboratory(perk), Workshop(perk)), 6CPs of Science & Research PS

Infrastructures: Aegis

Comment: Access to the Alien Technology Restricted Resource.

Groom Lake Test Pilot

Nearly every piece of technology constructed and tested on the Ranch has something to do with aeronautics. The test pilots are the hot dogs of the sky, pilots who are crazy enough to fly things that are not traditional aircraft. Without these guys the advances into stealth flight might not have succeeded.

Trainings: Awareness, Communications, Navigation, Parachutist, Survival, Vehicle Kill, Zero-Gravity Movement

Skills: Computer Use, Drive, First Aid, Gunnery, Martial Arts, Pilot, Repair/Build, Small Arms, UFOlogy

Sphere of Influence:

Pulling Strings: Alien Technology, No Trace (perk), Specialized Aircraft (perk), 6CPs of Military PS

Infrastructures: Aegis

Comment: Access to the Alien Technology and Aurora Restricted Resource.

Human Exploration and Development of Space Enterprise

HEDS is a division of NASA dedicated to opening the space frontier and to extending the human experience into the far reaches of space. HEDS is made up of the Office of Space Flight (OFS) and the Office of Life and Microgravity Science and Applications (OLMSA). The OFS's primary role is to provide safe transportation to and from space for people and payloads, and to develop and operate habitable space facilities in order to enhance scientific knowledge, support technology development, and enable commercial activity. The OLMSA leads the nation's efforts in life and microgravity sciences, using the attributes of the space environment to advance knowledge, and to strengthen the foundations for continuing the exploration and utilization of space.

HEDS Administrator

Currently, HEDS administrators are working to inform the public about the viability of space travel, the possibility of habitat construction, and the necessity of space research. With the amount of negative publicity regarding "wasted money" at NASA, they face a difficult task. When they are not involved in public outreach, they are sifting through information from recent shuttle missions and satellite imagery to further space exploration.

Trainings: Awareness, Politics, Savoir Faire

Skills: Computer Programming, Computer Use, Diplomacy, Drive, Engineering, Humanities, Photography, Pilot, Repair/Build, Research, Science, Teaching, Video

Sphere of Influence: and

Pulling Strings: Mission Access (perk), 20CPs of Science & Research PS

Infrastructures: NASA

HEDS Mission Specialist

These specialist astronauts perform scientific experiments aboard space missions. Each individual is trained for a specific role on a single flight, and their expertise is related to the mission. These specialists include not only scientists, but also pilots and other support staff. All individuals receive intensive training in zero gravity, and most individuals hold some type of advanced academic degree.

Trainings: Awareness, Communication, Navigation, Parachutist, Survival, SCUBA Diving, Zero-Gravity Movement

Skills: Athletics, Cartography, Computer Programming, Computer Use, Engineering, First Aid, Medical, Photography, Pilot, Repair/Build, Research, Science, Small Arms: Pistol, UFOlogy, Video

Sphere of Influence:

Pulling Strings: Boot Camp, 20CPs of Science & Research PS

Infrastructures: NASA

Comment: Access to the SR-71 Blackbird Restricted Resource.

HEDS Ground Crew

The HEDS ground crew is responsible for everything revolving around the space shuttle and rockets used for NASA missions. The ground crew has a great deal of access to the base and equipment used for the missions. These individuals range from engineers in charge of assembly of the shuttle to the men who clear the launch pad of debris.

Trainings: Awareness, Biohazard Controls, Communication, Vehicle Kill

Skills: Computer Programming, Computer Use, Engineering, First Aid, Humanities, Medical, Repair/Build, Research, Science, Teaching, UFOlogy, Video

Sphere of Influence:

Pulling Strings: Mission Access (shaky), 16 Additional points of Science & Research PS

Infrastructures: NASA

Idle Rich

A rare few individuals have fortunes available to them when they reach maturity, and others may earn their fortune rapidly and choose to retire from gainful employment. Whatever the reason, some individuals find themselves in the position of having too much money and too much time on their hands. They may become easily bored, and if sought out by a group that they are interested in, they may choose to back this group with their considerable resources. Of course, they may also choose to keep their wealth to themselves, allowing them to gain leverage within the group. Some individuals who are in long-standing wealthy families may also lend an air of credibility to the group. Examples of the idle rich include dilettantes, society girls, and young corporate moguls.

Trainings: Awareness, Politics, Savoir Faire

Skills: Athletics, Diplomacy, Drive, Humanities, Martial Arts, Photography, Small Arms, Teaching

Sphere of Influence:

Pulling Strings: 30CPs of Civilian PS

Infrastructures: Business (any), Independent

Defense Technical Information Center

The DTIC is a major component of the Department of Defense Scientific and Technical Information Program. For Aegis and other governmental agencies with the highest clearances, the DTIC is an easily accessible and continually growing warehouse of scientific and technical information. The scope of DTIC's collection centers on defense-related material, but stretches into nearly every science and discipline, including biology, chemistry, energy, environmental sciences, oceanography, computer sciences, sociology, logistics and human resources. One of the principal DTIC resources is the Information Analysis Center (IAC) program.

IAC Analyst

Analysts collect, analyze, and distributed technical information in very narrow fields of study, some of it unclassified, and some of it at varying levels of classification. These analysts work to be at the forefront of technological developments, and may even come into contact with alien technology from time to time.

Trainings: Awareness, Communications, Investigation, Surveillance

Skills: Computer Programming, Computer Use, Cryptology, Diplomacy, Engineering, Forensics, Humanities, Medical, Photography, Research, Science, Teaching, Video

Sphere of Influence:

Pulling Strings: Classified Database (perk), IAC Analysis (perk), Satellite Surveillance - Intelligence, 9CPs of Intelligence PS

Infrastructures: Department of Defense

IAC Scientist/Technician

IAC personnel keep abreast of the enormous and fast-paced developments in a wide range of scientific and technical fields. They establish and maintain comprehensive knowledge bases that include historical, technical, scientific, and other data and information collected on a worldwide basis. These individuals run experiments and conduct studies to verify the feasibility of a number of technologies, including highly classified ones.

Trainings: Awareness, Biohazard, Surveillance, Vehicle Kill

Skills: Computer Programming, Computer Use, Engineering, First Aid, Forensics, Humanities, Medical, Photography, Repair/Build, Research, Science, Teaching, Video

Sphere of Influence:

Pulling Strings: Classified Database, IAC Analysis (perk), Satellite Surveillance - Standard (shaky), Satellite Surveillance - Intelligence (shaky), Satellite Surveillance - Video (shaky), Satellite Surveillance - Communications (shaky), 6CPs of Science & Research PS

Infrastructures: Department of Defense

Comment: Access to the Special Weapons Restricted Resource.

Immigration and Naturalization Service

The mission of the INS is divided into four major areas of responsibility: facilitating the entry of persons legally admissible to the United States, providing assistance to those seeking permanent resident status or naturalization, preventing unlawful entry, employment, or receipt of benefits by those who are not entitled to them, and apprehending or removing those who enter or remain illegally in the United States and/or whose stay is not in the public interest. The INS also works with other government agencies in the admission and resettlement of refugees.

INS Intelligence Analyst

Intelligence analysts collect, evaluate, analyze, and disseminate information relating to all INS missions. More often than not, intelligence analysts find themselves wading through mounds of documentation and paperwork related to the validity of alien residence in the United States. All agents report to the Headquarters Command Center, which maintains communications between offices 24 hours a day.

Trainings: Awareness, Communications, Investigation, Surveillance

Skills: Computer Use, Computer Programming, Cryptology, Diplomacy, Humanities, Photography, Research, Small Arms: Pistol, Video

Sphere of Influence:

Pulling Strings: Intel Files, Police Cooperation (perk), Population Database (perk), 5CPs of Intelligence PS

Infrastructures: Department of Justice

INS Investigator

An investigator focuses on enforcement of immigration laws within the interior of the United States. Plainclothes special agents investigate violations of immigration law and aliens involved in criminal activities. Agents often participate in multi-agency task forces against narcotics trafficking, violent crime, document fraud, and organized crime. They also try to identify incarcerated aliens who are deportable as a result of their criminal convictions. Agents monitor and inspect places of employment to apprehend unauthorized alien workers and to impose sanctions against employers who knowingly employ them.

Trainings: Awareness, Communications, Investigation, Surveillance

Skills: Athletics, Breaking & Entering, Computer Use, Diplomacy, Forensics, Martial Arts, Photography, Shadow, Small Arms: Pistol, Stealth, Tracking, Video

Sphere of Influence:

Pulling Strings: Backup (perk), Police Cooperation (perk), Population Database, 6CPs of Intelligence

Infrastructures: Department of Justice

Comment: Access to the Range Rovers Restricted Resource.

INS Patrol Officer

The Border Patrol is responsible for maintaining control of U.S. borders. It is a highly mobile force of uniformed agents who spend most of their time patrolling 8,000 miles of international boundaries in vehicles, aircraft, or boats, as well as on horseback or on foot. These agents apprehend more than a million illegal aliens per year.

Trainings: Awareness, Communications, Investigation, Surveillance, Survival

Skills: Athletics, Autofire, Boating, Brawling, Breaking & Entering, Demolitions, Drive, Heavy Weapons, Martial Arts, Melee Weapon, Photography, Pilot, Small Arms, Stealth

Sphere of Influence:

Pulling Strings: Border Control: United States (perk), Police Cooperation, Population Database, Choose one (Aircraft Workshop (perk), Vehicle Workshop(perk), Watercraft Workshop(perk)), 6CPs of Law Enforcement PS

Infrastructures: Department of Justice

Comment: Access to the Range Rovers Restricted Resource.

Investigator

People with a knack for seeking clues and putting together details into a pattern may seek careers in investigative fields. Investigators are not limited to law enforcement, but are involved to other areas in which crimes are unveiled, mysteries are solved, and conspiracies are revealed. Generally, these people are very good at picking up on nuances and unusual connections, as well as narrowing down a field of possibilities. Examples of investigators include private detectives or police force detectives.

Trainings: Awareness, Communication, Investigation, Navigation, Politics, Savoir Faire, Surveillance, Survival

Skills: Athletics, Computer Use, Boating, Brawling, Breaking & Entering, Cartography, Cryptology, Diplomacy, Drive, Forensics, Forgery, Humanities, Martial Arts, Photography, Shadow, Small Arms: Pistol, Stealth, Tracking, Video

Sphere of Influence:

Pulling Strings: 30CPs of Intelligence PS

Infrastructures: Business - Intelligence, Business - Law Enforcement, Business - Paranormal, Department of Health and Human Services, Department of Justice, Department of Transportation, Federal Government, Independent, State Government

Journalist

Individuals who are active in the media are excellent sources of information, and also have the rare opportunity to disseminate information that most people accept without question. Journalists often have a number of sources they turn to, and to whom they provide favors. These individuals are similar to investigators in that they gather information, but journalists do so with a distinct eye to how this information will be best presented to the public, rather than solving a particular mystery. Examples of journalists include reporters, news anchors, and photojournalists.

Trainings: Awareness, Investigation, Savoir Faire

Skills: Breaking & Entering, Computer Use, Cryptology, Cryptozoology, Diplomacy, Disguise, Drive, Forensics, Forgery, Humanities, Occult, Photography, Research, Science, Shadow, Stealth, Teaching, Tracking, Video

Sphere of Influence:

Pulling Strings: Front Page News (perk), News Archive (perk), News Equipment (perk), Press Pass (perk), 6CPs of Civilian PS

Infrastructures: Business - Civilian, Independent, University

Laborer

Hard-core blue-collar workers staff the assembly lines of America and ensure the country's continued manufacturing capability. Construction workers make it possible for new buildings to be connected by well-built roads. Being a laborer requires patience and a high tolerance for repetitive activity. What laborers lack in initiative and autonomy, they make up for in camaraderie and single-mindedness to their portion of the job. Examples of laborers include quality control inspectors, bicycle messengers, welders, and packers.

Trainings: Awareness

Skills: Athletics, Boating, Brawling, Computer Use, Diplomacy, Drive, Humanities, Pilot, Repair/Build, Research

Sphere of Influence:

Pulling Strings: 25CPs of Civilian PS

Infrastructures: Any

Law Officer

Together with investigators, law officers are individuals who uphold the rules and regulations of society. Officers are usually trained to work well with a partner, or as part of a small team. They are called upon to monitor certain segments of the population for illegal activity, and are also sent to situations where illegal activity has been reported. Some law officers are active in the prison system or in other detention facilities (a Law Officer who works in the Federal Bureau of Prisons would have the DOJ Infrastructure, for example). Examples of law officers include patrolmen, federal agents, and security guards.

Trainings: Awareness, Communication, Investigation, Navigation, SCUBA Diving, Surveillance, Survival

Skills: Athletics, Boating, Brawling, Breaking & Entering, Computer Use, Disguise, Drive, Forensics, Gun Fu, Gunnery, Heavy Weapons, Melee Weapon, Photography, Pilot, Research, Science, Shadow, Small Arms, Stealth, Tracking, Video

Sphere of Influence:

Pulling Strings: Arrest Powers, Backup (perk), Police Resources (perk), 15CPs of Law Enforcement PS

Infrastructures: Business - Criminal, Business - Law Enforcement, Department of Justice, Federal Government, State Government

Lawyer

Individuals who choose careers in the law have a wealth of legal knowledge at their disposal, which they use to the advantage of their clients. Lawyers specialize in a specific type of law, which allows them to assist in different kinds of cases. In many societies, lawyers are seen as untrustworthy and back-stabbing, so they are not always treated very well. Ultimately, attorneys can use the legal system both to defend their client and to attack their client's enemies. Examples of lawyers include trial lawyer, public defender, and corporate lawyer.

Trainings: Awareness, Investigation, Politics, Savoir Faire

Skills: Computer Use, Cryptology, Diplomacy, Forgery, Humanities, Photography, Research, Science, Shadow, Stealth, Teaching, Video

Sphere of Influence: and

Pulling Strings: Legal Access (perk), 16CPs of Law Enforcement of Civilian PS

Infrastructures: Any

Magician

While it is extremely rare for individuals to pursue a full-time Profession of magician, it can and does occur in some circles. Magicians are especially adept at understanding and manipulating the supernatural forces in the world. These practitioners follow a wide range of beliefs about the nature of the supernatural, but what sets them apart from the rest of the world is their unswerving devotion to a greater awareness of these phenomena. Magicians differ from occult researchers in their focus on the practical applications of magic; occult researchers focus more on the theoretical elements. The magician often uses theory and knowledge gained by the occult researcher in his development of his magical rites. Examples of magicians include occultists, shamans, and voodoo priestesses.

Trainings: Awareness, Blood Charm, Politics, Saaamaaa Amulet, Savoir Faire, The Protective Circle

Ritual Trainings: Choose two rituals of Df2, two rituals of Df3, one ritual of Df4, one ritual of Df5 or Variable Df (the GM may choose to assign these)

Alchemy Trainings: Choose one procedure of Df2, one procedure of Df3, and one procedure of Df3, Df4 or Df5 (the GM may choose to assign these)

Skills: Alchemy, Cartography, Computer Programming, Computer Use, Cryptology, Cryptozoology, Diplomacy, Disguise, Escape, First Aid, Forgery, Humanities, Hypnosis, Meditation, Occult, Parapsychology, Research, Ritual, Science, Teaching, Tracking

Sphere of Influence:

Pulling Strings: 25CPs of Paranormal PS

Infrastructures: Business - Paranormal, Independent, Religious Institution, University

U.S. Marshals Service

The contemporary duties of the USMS include asset forfeiture, court security, protection of witnesses, and other special operations. Providing personal protection to federal judges, court officials, witnesses, and jurors is another mission. The USMS has primary jurisdiction nationwide in conducting and investigating fugitive matters involving escaped federal prisoners, probation, parole, and bond default violators, and warrants generated by DEA investigations and other related felony cases. The Marshals Service has its operational headquarters in Washington, D.C. Each of the 95 federal districts is appointed its own federal Marshal, who heads Marshals operations in that district. A small number of personnel are administrative, but the majority of the Service's over 3000 employees are field operatives.

Marshal, Deputy

Deputy U.S. Marshals carry out hundreds of special missions yearly that are related to the Service's broad federal law enforcement and judicial security responsibilities. These individuals have a wide-range of duties to perform specialized investigation. Generally, Deputy Marshals are hand-selected for specific tasks, depending upon their abilities and their tenure with the USMS.

Trainings: Awareness, Communications, Investigation, Politics, Savoir Faire, Surveillance

Skills: Athletics, Brawling, Breaking & Entering, Computer Use, Diplomacy, Drive, Forensics, Humanities, Research, Shadow, Small Arms: Pistol, Stealth, Tracking

Sphere of Influence:

Pulling Strings: Arrest Powers (perk), Asset Forfeiture, Backup, WITSEC (perk), 7CPs of Intelligence PS

Infrastructures: Department of Justice

Marshal Special Operations

The Special Operations Group (SOG) is a specially trained and highly disciplined tactical unit. In the Missile Escort Program, these individuals provide security and law enforcement assistance to the Department of Defense and the U.S. Air Force during the movement of Minuteman and cruise missiles between military facilities. In the Judgment Enforcement Teams (JET), select persons receive special financial training and are assigned to the Financial Litigation Units of certain U.S. Attorney Offices to provide an enforcement capability. Generally speaking, the members of the SOG specialize in a single task over an extended period of time, which results in the USMS being willing to fund extensive training.

Trainings: Awareness, Communications, Investigation, Rappelling, Surveillance, Survival

Skills: Athletics, Autofire, Brawling, Breaking & Entering, Demolitions, Heavy Weapons, Martial Arts, Melee Weapon, Photography, Small Arms, Stealth, Tracking

Sphere of Influence:

Pulling Strings: Arrest Powers (perk), Assest Forfeiture, Boot Camp, 13 Additional points of Law Enforcement PS

Infrastructures: Department of Justice

Medical Personnel

Individuals who have had extensive medical training, both in theory and practice, become physicians, nurses, physician's aides and paramedics. Sometimes these people choose to specialize in a particular area, and sometimes they opt to have a broader understanding of the field of medicine. Medical personnel provide health care, both preventative and rehabilitative, and are responsible for understanding how the human body operates under a variety of conditions. Often an emphasis is placed on performing dramatic, lifesaving work, but, many medics provide much more subtle forms of assistance. Examples of medical personnel include internists, flight surgeons, obstetricians, pediatricians, nurses, and EMT personnel.

Trainings: Awareness, Biohazard Controls, Politics, Savoir Faire, Toxin Knowledge

Skills: Athletics, Computer Use, Cryptozoology, Diplomacy, First Aid, Forensics, Humanities, Hypnosis, Medical, Meditation, Photography, Research, Science, Teaching, Video

Sphere of Influence:

Pulling Strings: Medical Advantage (perk), Quarantine, 17CPs of Science & Research PS

Infrastructures: Business - Science & Research, Business - Civilian, Federal Government, Independent, State Government, University

Project MKULTRA

The CIA commenced a secret program entitled Project Bluebird in 1950, and after being renamed and refocused twice it was finally labeled Project MKULTRA in 1952. The purpose of the MKULTRA project was advanced mind control techniques through the use of drugs, hypnotism, electroshock and other questionable therapies. In 1963, Project MKULTRA was officially terminated, though unofficially it was moved into the control of Aegis. Presently all MKULTRA members know they work for a secret conspiracy and are dedicated to the goals of Aegis. While this Credential is listed here, it is unlikely that a member of MKULTRA would be a member of another conspiracy other than Aegis, unless they are a double agent of sorts or a spy. Optionally a GM may allow a character to have been a member of MKULTRA before 1962 and to have left when it was 'officially' disbanded.

MKULTRA Operative

These agents have training in both spycraft and psychics, which means they are quite crafty and deadly. They usually are given a wide berth, due to their level of intensity and the frenzy with which they pursue their role. Almost all operatives have some history of psi-drugs, usually resulting in a fierce addiction. MKULTRA operatives live on the edge and are usually monitored by their superiors.

Trainings: Awareness, Mind Control, Surveillance, Savoir Faire, Toxin Knowledge

Psi-Trainings: Dowsing, Micro-PK, Psychometry, Trance

Skills: Athletics, Breaking & Entering, Computer Use, Drive, Escape, Forgery, Hypnosis, MHIC-EDOM, Photography, Pilot, Martial Arts, Shadow, Small Arms, Stealth

Sphere of Influence:

Pulling Strings: MHIC-EDOM (perk), Mind Control Drugs (perk), Psi-Drugs, Psi Lab, 6CPs of Intelligence PS

Infrastructures: Aegis, Independent

Comments: The operative must take a Drug Addict trait of some sort (no CPs gained) or spend 5CPs to avoid it; access to the Batch 7, DZ, Hemi-Synch Device, Hemi-Synch Implant, Hidden Emitters, Knock-out, L2, MHIC-EDOM, Mind Control Drugs, Neural Disrupter, Neurophone Implant, Np-7, Prophylogical Implant, Psi-Enhancer, RHIC-EDOM, Smart Drugs, Stimoceiver Implant, The Zone, Tracking Implant Restricted Resources

MKULTRA Psychic

The standard individual in MKULTRA is a psychic, specifically trained to retrieve information using less orthodox means. These psychics often employ devices and drugs to make their tasks easier, and some individuals become reliant on these resources to function. Psychics are also constantly undergoing new types of training in an attempt to develop new psychic talents.

Trainings: Awareness, Toxin Knowledge

Psi-Trainings: Bilocation, Divination, Dowsing, Micro-PK, Psychometry, Telehypnotism, Trance

Skills: Computer Use, Cryptology, Diplomacy, First Aid, Forensics, Hypnosis, Martial Arts, Medical, Meditation, MHIC-EDOM, Occult, Parapsychology, Photography, Small Arms: Pistol, Stealth, Video

Sphere of Influence:

Pulling Strings: MHIC-EDOM (perk), Mind Control Drugs, Psi-Drugs (perk), Psi Lab, 6CPs of Paranormal PS

Infrastructures: Aegis, Independent

Comments: The psychic must take a Drug Addict trait of some sort (no CPs gained) or spend 5CPs to avoid taking it; access to the Batch 7, DZ, Hemi-Synch Device, Hemi-Synch Implant, Hidden Emitters, Knock-out, L2, MHIC-EDOM, Mind Control Drugs, Neural Disrupter, Neurophone Implant, Np-7, Prophylogical Implant, Psi-Enhancer, RHIC-EDOM, Smart Drugs, Stimoceiver Implant, The Zone, Tracking Implant Restricted Resources

MKULTRA Scientist/ Parapsychologist

These individuals are responsible for training the psychics and operatives of MKULTRA, and they work on the development and refinement of new psychic talents. They are also responsible for monitoring MKULTRA agents' talents and abilities and selecting individuals for specialized training and/or treatment.

Trainings: Awareness, Biohazard Control, Toxin Knowledge

Psi-Trainings: Bilocation, Divination, Dowsing, Micro-PK, Psychometry, Telehypnotism, Trance

Skills: Computer Programming, Computer Use, Cryptology, Diplomacy: Interrogation, Engineering, First Aid, Forensics, Humanities, Hypnosis, Implant Technology, Medical, MHIC-EDOM, Occult, Parapsychology, Repair/Build, Research, Science, Teaching, UFOlogy, Video

Sphere of Influence:

Pulling Strings: MHIC-EDOM, Mind Control Drugs, Psi-Drugs, Psi Lab (perk), 11CPs of Science & Research PS

Infrastructures: Aegis, Independent

Comment: Access to the Batch 7, DZ, Hemi-Synch Device, Hemi-Synch Implant, Hidden Emitters, Knock-out, L2, MHIC-EDOM, Mind Control Drugs, Neural Disrupter, Neurophone Implant, Np-7, Prophylogical Implant, Psi-Enhancer, RHIC-EDOM, Smart Drugs, Stimoceiver Implant, The Zone, Tracking Implant Restricted Resources

Project Moondust

Responding to the public outcry over the Roswell incident, the Air Force established an investigative project in 1947. As it is with most government projects, the program held a variety names until it stuck with Bluebook in 1952. A secondary project was created to screen all incoming reports of "alien" activity, titled Project Moondust. Moondust has always been under the control of Aegis, and from its inception separated out the real reports and sent fake ones to Bluebook. The final Condon Report in 1969 (named after the physicist heading the study group) not surprisingly revealed that no conclusive evidence supported the existence of alien life. Bluebook was shut down, but Moondust continues to this day and has become the first response team entrusted with recovery of downed UFOs, alien technology and alien subjects. The remaining legitimate, overt portion of Project Moondust is called Project Blue Fly. Blue Fly's official duty is the retrieval of crashed foreign spacecraft, satellites, or missiles. For most of its existence, Blue Fly was directed at fighting the Warsaw Pact, but of late it has evolved into more of a space-oriented search and rescue operation. When secret organizations other than Aegis recruit from Moondust, it is likely that the members would come from Blue Fly or National Air Intelligence Center (NAIC) personnel. A large contingent of Moondust personnel is situated at a complex several miles from the Ranch on the Nellis Range. A series of smaller teams, however, are scattered about the country and at foreign bases to allow for the quickest response time on downed space vehicles. A large portion of NAIC personnel is similarly located at the Moondust complex, but again small research facilities have been planted around the county. It is from these smaller facilities and bases that agents would be recruited to other secret organizations.

Moondust Blue Fly Pilot

Blue Fly pilots specialize in transport, quick response, and stealth insertion and extraction. They are prepared at a moment's notice, and are able to contribute to the overall mission by being as unobtrusive as possible, both in the air and on the ground. Many Blue Fly pilots also fly missions related to their stated purpose, retrieval of foreign craft.

Trainings: Awareness, Communication, Navigation, Parachutist, Survival, Vehicle Kill, Zero-Gravity Movement

Skills: Athletics, Autofire, Boating, Computer Use, Drive, Gunnery, Martial Arts, Photography, Pilot, Repair/Build, Small Arms, UFOlogy, Video

Sphere of Influence:

Pulling Strings: Alien Technology, Blue Fly Transport (perk), No Trace (perk), 7CPs of Military PS

Infrastructures: Aegis

Comment: Access to Alien Technology Restricted Resource

Moondust Linguist

Most Moondust missions contain a linguist, who is responsible for surmounting any language or cryptological obstacles that the team may encounter. This individual is usually trained in a number of languages and has some ability at breaking codes, and is expected to be able to make basic interpretations of novel communications. The linguist, if adept, can be crucial to deciphering the meaning of different types of equipment and documentation which expedites the mission or will enable mission staff to retrieve the most important elements if their situation is on the verge of being compromised.

Trainings: Awareness, Communication, Parachutist, Savoir Faire, Survival, SCUBA Diving

Skills: Athletics, Boating, Cartography, Cryptology, Diplomacy, Escape, First Aid, Humanities, Martial Arts, Photography, Pilot, Research, Small Arms: Pistol, Stealth, UFOlogy

Sphere of Influence:

Pulling Strings: Alien Technology, Blue Fly Transport (perk), Translator (perk), 7CPs of Science & Research PS

Infrastructures: Aegis

Comment: Access to Alien Technology Restricted Resource

Moondust Ops Specialist

On Moondust missions, the ops specialist insures that the team operates safely and effectively to, from and at the crash site. The specialist is responsible for planning insertion and extraction, and for overseeing the efficient retrieval of alien craft. She is also ultimately responsible for deciding when to abort the mission or to call in for assistance from HQ.

Trainings: Assassination, Awareness, Biohazard Control, Communication, Navigation, Parachutist, Survival, SCUBA Diving

Skills: Autofire, Athletics, Brawling, Demolitions, Drive, Escape, First Aid, Gun Fu, Gunnery, Heavy Weapons, Martial Arts, Melee Weapon, Small Arms, Stealth, Tracking

Sphere of Influence:

Pulling Strings: Alien Technology, Blue Fly Transport (perk), Ears to the Ground (perk), 5CPs of Military PS

Infrastructures: Aegis

Comment: Access to Alien Technology Restricted Resource

Moondust Technician/ Engineer (NAIC)

The National Air Intelligence Center (NAIC) is a scientific study group that researches and exploits any data or wreckage retrieved by the Moondust/Blue Fly teams. The NAIC is a legitimate, broad-based agency entrusted with a great deal of weapons development and analysis, and is responsible for USAF computer security. The NAIC Engineer seizes whatever information can be provided by the extraction team and uses it to reverse engineer and modify the technology retrieved.

Trainings: Awareness, Biohazard Control, Communication, Zero-Gravity Movement

Skills: Autofire, Boating, Computer Programming, Computer Use, Cryptology, Demolitions, Drive, Engineering, Heavy Weapons, Gunnery, Photography, Pilot, Repair/Build, Research, UFOlogy, Video

Sphere of Influence:

Pulling Strings: Alien Technology, Blue Fly Transport (perk), Laboratory (perk), Workshop (perk), 5CPs of Science & Research PS

Infrastructures: Aegis

Comment: Access to Alien Technology Restricted Resource

Moondust Tech Specialist

Tech specialists are trained to concentrate on gathering data, material and photographs at the site, and to "clean" the site for any possible public attention. The specialist's attention to detail is what makes the retrieval so valuable and so seamless. By gathering information about the crash site, conditions of the craft, etc., it is possible to use this information to reverse-engineer some of the craft's less operational systems, thus saving researchers valuable time.

Trainings: Awareness, Communication, Investigation, Parachutist, Survival, SCUBA Diving, Vehicle Kill

Skills: Athletics, Breaking & Entering, Cartography, Computer Programming, Computer Use, Engineering, Escape, Forensics, Martial Arts, Photography, Repair/Build, Small Arms: Pistol, Stealth, UFOlogy, Video

Sphere of Influence:

Pulling Strings: Alien Technology, Blue Fly Transport, 12 Additional points of Intelligence PS

Infrastructures: Aegis

Comment: Access to Alien Technology Restricted Resource

United States Navy

The U.S. Naval operating forces include the fleet, the Marines and the shore establishment. The fleet provides naval forces and commanders to the Unified and Specified Commands. Within the Commands, naval resources are organized by type: aircraft carriers, naval aircraft and air stations are administered by the appropriate Commander Naval Air Force, submarines are administered by the Commander Submarine Force, and all other ships are operated by the Commander Naval Surface Force. The Marines are lead by the Marine Commandant and form their own service within the Department of the Navy. The shore establishment provides support to the operating forces in the form of facilities for the repair of machinery and electronics, communications centers, training areas and simulators, ship and aircraft repair, intelligence and meteorological support, storage areas for repair parts, fuel, and munitions, medical and dental facilities, and air bases.

Navy Aviator

It takes a careful combination of skills to be able to take off and land on a runway the length of a seagoing vessel, but naval aviators are adept at doing just that. Their ability to launch from an aircraft carrier makes them one of the most mobile, if short range, forces in the world.

Trainings: Awareness, Communication, Navigation, Parachutist, Survival, Vehicle Kill

Skills: Athletics, Autofire, Brawling, Computer Use, Engineering, Gunnery, Heavy Weapons, Pilot, Repair/Build, Small Arms: Pistol

Sphere of Influence:

Pulling Strings: Boot Camp, Cheaper Watercraft, Mobility over World (perk), 10CPs of Military PS

Infrastructures: Department of Defense

Navy Sailor

Sailors comprise the backbone of naval military forces, and make it possible to man great destroyers, battleships, and submarines. All sailors receive basic training before proceeding into a specialty. Most sailors become proficient at serving on a specific type of ship, and some become specialists in communications, weapons systems, and navigation.

Trainings: Awareness, Communication, Navigation, SCUBA Diving, Survival, Vehicle Kill

Skills: Athletics, Autofire, Boating, Brawling, Computer Use, Engineering, Gunnery, Heavy Weapons, Pilot, Repair/Build, Small Arms

Sphere of Influence:

Pulling Strings: Boot Camp, Cheaper Watercraft, Mobility over World (perk), 10CPs of Military PS

Infrastructures: Department of Defense

Navy SEAL

Often considered the most elite classification of Navy personnel, SEAL teams are dispatched to operate under the cover of darkness and silence as they make their way through the deep waters to arrive on distant shores or to wreak havoc with enemy vessels. These individuals develop expertise with a variety of physical skills, but are also entrusted to make split-second decisions and to find ways of surviving on their own, so they must possess substantial intellect as well.

Trainings: Assassination, Awareness, Communication, Navigation, Rappelling, SCUBA Diving, Survival, Vehicle Kill

Skills: Athletics, Autofire, Boating, Brawling, Demolition, Engineering, Escape, First Aid, Gun Fu, Gunnery, Heavy Weapons, Martial Arts, Melee Weapon, Small Arms, Stealth, Tracking

Sphere of Influence:

Pulling Strings: Boot Camp, Cheaper Watercraft, Mobility over World (perk), 10CPs of Military PS

Infrastructures: Department of Defense

Navy Technician

Technicians are responsible for the maintenance and upgrading of systems on naval vessels. These systems may include computer, power systems, propulsion, SONAR, weapons systems, life support, or communications. Some of the maintenance and upgrading occurs in dry-dock, but more often than not, these tasks are ongoing and are completed while the vessel is under sail.

Trainings: Awareness, Communication, Surveillance, Survival, Vehicle Kill

Skills: Athletics, Brawling, Computer Programming, Computer Use, Engineering, Humanities, Photography, Repair/Build, Research, Small Arms, Teaching, Video

Sphere of Influence:

Pulling Strings: Boot Camp, Cheaper Watercraft, Mobility over World, 10CPs of Science & Research PS

Infrastructures: Department of Defense

National Security Agency

The NSA was established by Presidential directive in 1952 as a separately organized agency within the Department of Defense (DOD). The NSA serves as the lead agency for the signals intelligence (SIGINT) and communications security activities of the government, and covers information systems security for national security systems and operations security training. The NSA also comprises a Combat Support Agency of the DOD. A high technology organization, NSA is on the very frontiers of communications and data processing. In addition, NSA is one of the most important centers of foreign language analysis and research within the government.

NSA Computer Scientist

This country's premier codemakers and codebreakers, NSA Computer Scientists are trained to be on the very frontier of communications and data processing. These agents design cipher systems that will protect the integrity of U.S. information systems, while searching for weaknesses in adversaries' codes.

Trainings: Awareness, Communications

Skills: Breaking & Entering, Computer Programming, Computer Use, Cryptology, Engineering, Forgery, Humanities, Photography, Repair/Build, Research, Science, Teaching, Video

Sphere of Influence:

Pulling Strings: "Codebreaker" Supercomputer (perk), Computer Security Database (perk), 12CPs of Science & Research PS

Infrastructures: Department of Defense

Comment: Access to Magic Van Restricted Resource

NSA Intelligence Analyst

These agents are the field hands of the NSA, with whom they reach out and monitor and control the nation around them. Intelligence analysts provide information on individuals' and groups' backgrounds to support or refute the computer scientists' conclusions, and often they provide ancillary support for the agency.

Trainings: Awareness, Communication, Investigation

Skills: Athletics, Computer Programming, Computer Use, Cryptology, Forensics, Humanities, Martial Arts, Photography, Research, Science, Small Arms: Pistol, Video

Sphere of Influence:

Pulling Strings: Blanket Wiretaps (perk), No Questions Asked (perk), 12CPs of Intelligence PS

Infrastructures: Department of Defense

Comment: Access to Magic Van Restricted Resource

Office of Aeronautics and Space Transportation Technology

The OASTT, also known as the Aeronautics Enterprise, is one of the four NASA Strategic Enterprises. Each Strategic Enterprise has a unique set of strategic goals, objectives, and concerns, with a unique set of external "customers." OASTT's work in science and technology is aimed at sustaining U.S. leadership in civil aeronautics and space transportation. With emphasis on customer involvement in the planning and conduct of its programs, this enterprise has established a set of long-range goals covering a spectrum of challenges, revolving around "Global Civil Aviation," "Revolutionary Technology Leaps," and "Access to Space."

OASTT Engineer

These individuals create schematics for space-travel resources, especially in liaison with corporations which plan to take advantage of space exploration, either for leisure travel, cargo shipment, or communications operations. Engineers work at adapting current technology for more space-worthy ventures, and often use remote sources of information, such as alien technology (knowingly or unknowingly), to further their research.

Trainings: Awareness, Biohazard Controls, Communication

Skills: Computer Programming, Computer Use, Cryptology, Diplomacy, Engineering, First Aid, Humanities, Photography, Repair/Build, Research, Science, Teaching, UFOlogy, Video

Sphere of Influence:

Pulling Strings: Alien Technology, Choose one (Laboratory(perk), Workshop(perk)), 17CPs of Science & Research PS

Infrastructures: NASA

Comment: Access to Alien Technology Restricted Resource

OASTT Technician

Technicians work with OASTT engineers to jury-rig components and to create workable prototypes to influence corporations into investing in space exploration and travel. They often find themselves with access to odd pieces of technology, and may use them in an attempt to tinker with pre-existing technology to improve upon it.

Trainings: Awareness, Biohazard Controls, Communication

Skills: Computer Programming, Computer Use, Cryptology, Diplomacy, Engineering, First Aid, Humanities, Photography, Repair/Build, Research, Science, Teaching, UFOlogy, Video

Sphere of Influence:

Pulling Strings: Satellite Alexis, Secret SDI Gun Stars (perk), 18CPs of Science & Research PS

Infrastructures: NASA

Comment: Access to Alien Technology Restricted Resource

Occult Researcher

These individuals examine the supernatural world to gain a greater understanding of how it impacts everyday events. Occult researchers often employ magic to peel away answers from the Seepage, and this can be a very painstaking and grueling process. Unlike their scientist counterparts, they use a variety of methods at which most scientific disciplines would scoff. Occult researchers may also study issues related to the distortions in man and beast caused by Corruption. The occult researcher often uses the outcomes of magicians' rites to expand their knowledge base. Examples of occult researchers are usually found in independent agencies or freelance circles.

Trainings: Awareness, Blood Charm, Saaamaaa Amulet, The Protective Circle

Ritual Trainings: Choose two rituals of Df2, one ritual of Df3, one ritual of Df4, Df5 or Variable Df (the GM may choose to assign these)

Alchemy Trainings: Choose one procedure of Df2, and one procedure of Df3, Df4 or Df5 (the GM may choose to assign these)

Skills: Alchemy, Cartography, Computer Use, Cryptology, Cryptozoology, Diplomacy, Forgery, Humanities, Meditation, Occult, Parapsychology, Photography, Research, Ritual, Science, Teaching, UFOlogy, Video

Sphere of Influence:

Pulling Strings: 30CPs of Paranormal PS

Infrastructures: Business - Paranormal, Independent, Religious Institution, University

Office of Energy Research (OER)

The Office of Energy Research funds basic research, stretching the spectrum of scientific knowledge, including materials and chemical sciences, engineering and geosciences, energy biosciences, magnetic fusion energy, health research, high energy and nuclear physics, and mathematical and computational sciences.

OER Scientist/Technician

OER staff are constantly experimenting with alternate energy sources and with finding ways to make current energy resources more efficient. They are also responsible for tracking energy usage and projecting a timeline until current natural resources are exhausted. They also complete research in related fields, such as organic chemistry, in attempts to understand how forces of nature access and exhaust resources.

Trainings: Awareness, Biohazard Control, Politics, Vehicle Kill

Skills: Autofire, Boating, Cartography, Computer Programming, Computer Use, Cryptology, Drive, Engineering, First Aid, Forensics, Gunnery, Heavy Weapons, Humanities, Medical, Pilot, Repair/Build, Research, Science, Teaching

Sphere of Influence:

Pulling Strings: Experimental Energy (perk), Laboratory (perk), Species Identification, 10CPs of Intelligence PS

Infrastructures: Department of Energy

Parapsychologist

Similar to occult researchers, parapsychologists examine the world beyond the five senses. Parapsychologists do not employ the use of magic, however, and often disbelieve supernatural activity, focusing instead on psychic energies. These individuals profess a belief in psychic powers, and invest themselves in proving the existence and limits of this kind of power. They tend to be on the fringe of scientific circles, since they may use scientific techniques, but the content of their research usually earns them scornful looks from their mainstream scientific counterparts. Parapsychologists often examine the powers manifested by psychics, but may not possess those powers themselves. Examples of parapsychologists are often found in small facilities, loosely associated with an academic institution, although some work as freelancers.

Trainings: Awareness, Savoir Faire

Ritual Trainings: Choose two rituals of Df2, one ritual of Df3, Df4, Df5 or Variable Df (the GM may assign these)

Psi-Trainings: Choose three trainings in one discipline

Skills: Computer Use, Cryptology, Cryptozoology, Diplomacy, Dreaming, Humanities, Hypnosis, Kirlian Photography, Meditation, Monitor, Occult, Parapsychology, Photography, Psychotron, Research, Science, Shadow, Stealth, Teaching, UFOlogy, Video, Visualization

Sphere of Influence:

Pulling Strings: Choose one of the following (ASPR, Cognitive Training Facilities, CSICOP Training, New Age Movement, Noetic Science Institute, PEAR Labs, SPR Library, or 5CPs of Paranormal PS), 20CPs of Paranormal PS

Infrastructures: Business - Paranormal, Independent, Religious Institution, University

Pilot

Pilots make their living by flying aircraft, either for a commercial carrier, for the military, or as an independent. These individuals' skills vary widely, depending on the amount of training they have had, the number of flight hours they've logged, and the types of aircraft they have learned to fly. Because of the amount of time pilots spend airborne, they are in a unique position to see odd occurrences of other objects in flight. They are also a valuable resource to any group that has aircraft at its disposal. Examples of pilots include commercial airline pilots, helicopter pilots, and stunt flyers.

Trainings: Awareness, Communication, Navigation, Parachutist, Surveillance, Survival, Vehicle Kill

Skills: Athletics, Cartography, Computer Use, Cryptology, Diplomacy, Engineering, Humanities, Pilot, Repair/Build, Research, Science, Teaching, UFOlogy

Sphere of Influence:

Pulling Strings: Aircraft Workshops (perk), Doctored Flight Books (perk), Cheaper Aircraft, 15CPs of Civilian PS

Infrastructures: Business - Civilian, Federal Government, Independent, State Government

Politician

Politicians are elected or appointed governmental officials who fill some kind of office at a local, state, or federal level. They tend to have a keen understanding of their constituency and an ability to use that knowledge to be reelected to office. These individuals also develop a sense of how government operates, and with that knowledge comes the ability to change policy, to restructure budgets, and to manipulate public opinion. Politicians tend to live in the spotlight whether they like it or not, and as such, a single misstep can be a disaster. Examples of politicians include assemblymen, mayors, and senators.

Trainings: Awareness, Investigation, Politics, Savoir Faire

Skills: Diplomacy, Disguise, Forgery, Humanities, Photography, Research, Science, Shadow, Stealth, Teaching, Video

Sphere of Influence:

Pulling Strings: Attorney, Government Access (perk), Litigation Pressure (perk), Stopping Investigation (shaky), 15CPs of Civilian PS

Infrastructures: Federal Government, State Government

Political Administrator

Individuals who serve in the administration of any public agency have the power to make the group run smoothly or to set up pitfalls and obstacles by bogging individuals down in minutia. Political administrators are also referred to as bureaucrats in some circles, and indeed, they are responsible for a large amount of red tape. This "red tape" often results from attempts to manage an overwhelming amount of paperwork that guides the government's resources and manpower. In the best of circumstances, administrators can be benevolent gatekeepers who see to it that the organization's resources are put to optimal use. In the worst cases, administrators can purposefully ignore requests, provide misleading information, or subtly modify superiors' orders. Political administrators include those appointed politicians and their staff who serve in the upper levels of the Federal, State or local governments (Congressional staff, Under Secretaries, State Commissioners, Mayoral staff, County Board staff, etc.). These folk do not have to stand for election but are political animals nonetheless.

Trainings: Awareness, Politics, Savoir Faire

Skills: Computer Programming, Computer Use, Diplomacy, Drive, Engineering, Forgery, Humanities, Photography, Pilot, Repair/Build, Research, Science, Teaching, Video

Sphere of Influence:

Pulling Strings: Attorney, Government Access (perk), Litigation Pressure (perk), Stopping Investigation (shaky), 15CPs of Civilian PS

Infrastructures: Department of Defense, Department of Energy, Department of Health and Human Services, Department of Justice, Department of Transportation, Director of Central Intelligence, Federal Government, NASA, State Department, State Government

Federal Bureau of Prisons

The mission of the Bureau of Prisons is to protect society by confining offenders in prisons and community-based facilities that are safe, humane, and secure, and that provide work and other self-improvement opportunities to assist offenders in becoming law-abiding citizens. Many secret organizations are interested in recruiting wardens or other members and inmates of the Federal Bureau of Prisons. This allows for potential members (criminals) inside to "escape," be "lost" in the system, or get out on early parole. Criminals who are loaned to other organizations vary from loyal to downright untrustworthy; many do the work asked because they know a manhunt would ensue if they betrayed their new masters.

Prison Warden

As the head of a prison, the warden is empowered to contain inmates using reasonable means. He also has access to a number of subordinates and to all the files on present and past criminals. Depending on his motivations, this power may be used in a variety of ways, perhaps to construct a power base or to rise in the ranks of the prison system. Immersed in the criminal element and making contacts with other wardens, the warden becomes privy to much in the Criminal Sphere of Influence, despite the fact that he is employed by the law.

Trainings: Awareness, Investigation, Politics, Savoir Faire, Survival

Skills: Brawling, Breaking & Entering, Computer Use, Diplomacy, Escape, Forgery, Humanities, Shadow, Stealth, Teaching

Sphere of Influence:

Pulling Strings: Accomplices, Legal Access (perk), Lost in the System (perk), 12CPs of Criminal or Law Enforcement PS

Infrastructures: Department of Justice, Federal Government, State Government

Prison Criminal, Non-Violent

Individuals who have been convicted of "white collar" crimes as well as crimes without physical harm to person or property are considered to be non-violent criminals. These individuals tend to specialize in some kind of burglary, impersonation, forgery, or theft. Non-violent criminals tend to rely on their intelligence and creative thinking rather than on their physical strength. Unlike the criminal Profession, prison criminals have been incarcerated in Federal or State prisons, and are "sprung" to serve a particular purpose for a secret society. For that reason, their masters might give them access to certain pulling strings, such as those within the Department of Justice, which no street criminal (no matter how powerful) would have.

Trainings: Awareness, Politics, Savoir Faire, Surveillance

Skills: Brawling, Breaking & Entering, Computer Programming, Computer Use, Cryptology, Drive, Disguise, Engineering, Escape, Forgery, Humanities, Repair/Build, Research, Science, Shadow, Stealth

Sphere of Influence:

Pulling Strings: Safe House (perk), 23CPs of Criminal PS

Infrastructures: Business - Civilian, Business - Criminal, Department of Justice, Independent

Prison Criminal, Violent

Individuals who have been imprisoned for violent offenses, such as murder, rape, assault, or battery are considered to be violent criminals. These individuals tend to rely on their sheer physical strength or stamina rather than their intelligence, but many violent criminals are also highly intelligent as well. These criminals usually have some skill with a weapon or some ability with brawling or martial arts. Unlike the criminal Profession, prison criminals have been incarcerated in Federal or State prisons, and are "sprung" to serve a particular purpose for a secret society. For that reason, their masters might give them access to certain pulling strings, such as those within the Department of Justice, which no street criminal (no matter how powerful) would have.

Trainings: Assassination, Awareness, Communications, Surveillance, Survival, Toxin Knowledge

Skills: Athletics, Autofire, Brawling, Drive, Escape, Heavy Weapons, Martial Arts, Melee Weapon, Shadow, Small Arms, Stealth

Sphere of Influence:

Pulling Strings: Accomplices (perk), 21CPs of Criminal PS

Infrastructures: Business - Criminal, Department of Justice, Independent

Psychic

As with magicians, it is somewhat rare for an individual to pursue a full-time career as a psychic. On the other hand, when one is well-known as a trusted resource in the psychic field, he may well be able to sustain himself financially. Trained Psychics have abilities above and beyond the comprehension of most people, and are adept at attuning themselves to the psi-energies. This attunement and understanding enables them to delve into others' minds, to obtain instant impressions of emotional states, and to gain insight into past occurrences. Some psychics may consult with parapsychologists to understand the theoretical underpinnings of psychic energies. Examples of psychics include mediums, reiki healers, and tarot specialists.

Trainings: Awareness

Psi-Trainings: Choose 3 trainings to one discipline and 2 trainings to one discipline

Skills: Cerebro-Stimulator, Computer Use, Cryptology, Diplomacy, Dreaming, Drive, First Aid, Humanities, Hypnosis, Kirlian Photography, Martial Arts, Meditation, MHIC-EDOM, Monitor, Parapsychology, Photography, Research, Science, Teaching, Video, Visualization

Sphere of Influence:

Pulling Strings: Choose one of the following (ASPR, Cognitive Training Facilities, CSICOP Training, New Age Movement, Noetic Science Institute, PEAR Labs, SPR Library, or 5CPs of Paranormal PS), 20CPs of Paranormal PS

Infrastructures: Business - Paranormal, Independent, University

Project Rasputin

As early as 1939, Stalin authorized and funded a highly secretive group of psychic and occult researchers headed by a celebrated Russian psychic, Wolf Gregorievich Messing. This group greatly aided Russia's war effort and unknowingly worked with the Watch against the Nazi occultists. The paranormal group was later reformulated and refocused toward psychic research. In 1954, administrator Dr. Sergei Markova died and was succeeded by his daughter Tatyana. Tatyana later disappeared mysteriously in 1977 after launching satellite Alexis. Rasputin continued operations as a Soviet program until 1991. In 1991, with the dissolution of the Soviet Union and the general breakdown of Russian government and society, Project Rasputin found itself unfunded and friendless. Aegis tracked down and approached all but one of Rasputin's major participants. Those few that refused Aegis' offer of unlimited research opportunities, and a high standard of living in the U.S., were shot. Today, Rasputin operates in a number of facilities across the U.S., particularly at a research complex several miles from the Ranch on the Nellis Range. Not all members of Project Rasputin are aware of Aegis, and those in research complexes outside of the Ranch may be recruited into other organizations. GMs may suggest these characters take the Watched trait (earning CPs for it as normal) as Aegis tracks all Rasputin personnel.

Rasputin Psychic Agent

This individual is trained in psychic abilities, with an emphasis on psychotron use. A number of these agents were recruited in 1991 with the dissolution of the Soviet Union, and it is not uncommon for Rasputin agents to have connections in Eastern Europe.

Trainings: Awareness, Communication, Investigation, Parachutist, Savoir Faire, SCUBA Diving, Zero-Gravity Movement

Psi-Trainings: Bilocation, Bio-information Transfer, Bioenergetics, Dermo-Optics, Dowsing, Micro-PK, Psi-Interception, Psi-Warfare, Remote Cardiac Manipulation, Telehypnotism, Trance

Skills: Athletics, Computer Use, Diplomacy, Cryptology, Engineering, First Aid, Forensics, Hypnosis, Martial Arts, Meditation, Melee Weapons, Parapsychology, Photography, Psychotron, Repair/Build, Science, Small Arms: Pistol, Stealth, Video, Visualization

Sphere of Influence:

Pulling Strings: Psi Labs, Psychotrons (perk), Satellite Alexis (perk), 7CPs of Intelligence PS

Infrastructures: Aegis, Business - Paranormal

Comment: Access to the Cerebro-stimulator, Electro-anagram, Energy Alarm, Hemi-Synch Device, Lida, MHIC-EDOM, Mind Control Drugs, Neural Disrupter, Psychic Amplifier Room, Psychotron - 1st Order, Psychotron - 2nd Order, Psychotron - 3rd Order Restricted Resources

Rasputin Scientist/ Parapsychologist

These individuals train the psychics and operatives of Project Rasputin, work on the development and refinement of psychic talents, and are responsible for engineering Psychotrons. These researchers help to bridge the gap between science and psionics, but their discoveries are a closely guarded secret, kept from the mainstream research publications at all costs.

Trainings: Awareness, Biohazard Control

Psi-Trainings: Bio-Information Transfer, Bioenergetics, Dermo-Optics, Dowsing, Micro-PK, Psi-Interception, Trance

Skills: Computer Use, Cryptology, Drive, Engineering, First Aid, Forensics, Humanities, Medical, Photography, Psychotron, Repair/Build, Research, Science, Teaching, UFOlogy, Video

Sphere of Influence:

Pulling Strings: Psi Labs (perk), Psychotrons (perk), Satellite Alexis, 9CPs of Paranormal PS

Infrastructures: Aegis, Business - Paranormal

Comments: Can purchase Psychotron: Engineering during character creation, but still must follow all the other restrictions and penalties listed under the skill; access to the Cerebro-stimulator, Electro-anagram, Energy Alarm, Hemi-Synch Device, Lida, MHIC-EDOM, Mind Control Drugs, Neural Disrupter, Psychic Amplifier Room, Psychotron - 1st Order, Psychotron - 2nd Order, Psychotron - 3rd Order Restricted Resources

Researcher/Scientist

In the interest of expanding a field, numerous individuals undertake research projects in order to advance theoretical knowledge. Researchers may conduct experiments, gather survey information, or observe natural processes in order to have a greater understanding of a scientific discipline. Researchers are most often affiliated with an academic institution, corporation, or other funding source, as undertaking research is typically quite expensive, and impossible without very good facilities and funding. Examples of researchers include social scientists, actuarial historians, and theoretical mathematicians.

Trainings: Awareness, Biohazard Controls, Investigation, Politics, Toxin Knowledge

Skills: Cartography, Computer Programming, Computer Use, Cryptology, Diplomacy, Drive, Engineering, First Aid, Forensics, Forgery, Humanities, Hypnosis, Medical, Meditation, Occult, Photography, Pilot, Repair/Build, Research, Science, Teaching, Video

Sphere of Influence:

Pulling Strings: Choose one (Laboratory (perk), Workshop (perk)), 22CPs of Science & Research PS

Infrastructures: Any

Sailor

Individuals who earn a salary by piloting a boat are considered sailors. They may sail in order to transport cargo, to provide a means of transportation for the public, or to provide leisure cruises to vacationers. Sailors' abilities vary, depending on the amount of training they have, as well as the type of craft they can operate, as well as the conditions of the water. For example, a sailor adept in speedboating along a river may not be as capable handling a speedboat in the open seas. Examples of sailors include sea captains, barge pilots, and riverboat captains.

Trainings: Awareness, Communication, Navigation, SCUBA Diving, Surveillance, Survival, Vehicle Kill

Skills: Athletics, Boating, Brawling, Cartography, Computer Use, Demolitions, Engineering, Melee Weapon, Repair/Build, Research

Sphere of Influence:

Pulling Strings: Travel Connections, Watercraft Workshop, 16 Additional points of Civilian PS

Infrastructures: Business - Civilian, Department of Transportation, Federal Government, Independent, State Government

U.S. Secret Service

The Secret Service is charged with protecting the life of the President and Vice President of the United States and other important government officials and their immediate families. The Secret Service also provides security at a number of government buildings, including the White House complex, the Treasury Building and Treasury Annex. The Secret Service is further charged with the detection and arrest of any person committing any offense relating to coins, currency, stamps, Government bonds, checks, credit/debit card fraud, computer fraud, and false identification.

Secret Service Agent

These agents are charged with monitoring counterfeiting, money laundering, and other crimes related to the Department of Treasury. They are granted access to move freely about federal buildings, using hidden passageways to facilitate easy movement, and are granted high levels of security clearance.

Trainings: Awareness, Communication, Investigation, Surveillance

Skills: Brawling, Breaking & Entering, Computer Programming, Computer Use, Cryptology, Engineering, Humanities, Photography, Research, Repair/Build, Small Arms: Pistol, Video

Sphere of Influence:

Pulling Strings: Unrestricted Access (perk), 14CPs of Intelligence PS

Infrastructures: Department of Treasury

Secret Service Security Specialist

These agents are the ones who surround the President and other important personnel in the U.S. government. They also are responsible for providing security for most major federal buildings, and are aware of the movements and agendas of almost all major governmental officials. For the most part, these individuals receive physical training similar to those received by enlisted soldiers.

Trainings: Assassination, Awareness, Communication, Surveillance

Skills: Athletics, Autofire, Boating, Brawling, Diplomacy, Drive, Escape, First Aid, Forensics, Forgery, Gun Fu, Humanities, Pilot, Shadow, Small Arms, Stealth

Sphere of Influence:

Pulling Strings: Boot Camp, Official Agendas (perk), Sending Presidential Orders, Unrestricted Access (perk)

Infrastructures: Department of Treasury

Social Servant

Within society, any number of individuals choose to invest their lives in helping their fellow human beings. These social servants often take low-paying jobs that put them in the trenches with the world's needy. Their altruism is stoked by a frustration that the people in the world are sad, lonely, and desperate, and social servants do what they can to alleviate that suffering. Because of their concern for humanity, these individuals often become involved with a large number of nonprofit and self-help groups. Examples of social servants include social workers, volunteers, and Red Cross workers.

Trainings: Awareness, Investigation, Politics, Savoir Faire

Skills: Boating, Computer Use, Diplomacy, Drive, First Aid, Forensics, Humanities, Medical, Meditation, Photography, Pilot, Repair/Build, Research, Science, Teaching, Tracking, Video

Sphere of Influence:

Pulling Strings: 30 Additional Points of Civilian PS

Infrastructures: Business - Civilian, Department of Health and Human Services, Federal Government, Independent, Religious Institution, State Government, University

Comments: When choosing PS, the Social Servant can not choose any PS that costs 8 or more

Soldier

Whether trained by a standing military force, an elite independent organization or simply a product of revolutionary fervor, soldiers are trained in weaponry, tactics, and teamwork. Soldiers learn to subvert their own individuality in order to be part of an effective fighting force. Soldiers may specialize in skills to be part of a special unit, or they may be more broadly trained. Overall, these individuals are trained to be precise and forceful in their execution of orders, and efficiency of thought as well as action is highly prized. Examples of soldiers include freedom fighters, National Guard, and underground resistance agitators.

Trainings: Assassination, Awareness, Communication, Navigation, Parachutist, Rappelling, SCUBA Diving, Surveillance, Survival, Toxin Knowledge, Vehicle Kill

Skills: Athletics, Autofire, Boating, Brawling, Cartography, Demolitions, Diplomacy, Drive, Escape, First Aid, Gunnery, Heavy Weapons, Martial Arts, Melee Weapon, Pilot, Repair/Build, Shadow, Small Arms, Stealth, Tracking

Sphere of Influence:

Pulling Strings: Boot Camp, Fellow Survivalists (perk), Safe House, 7CPs of Military PS

Infrastructures: Business - Military, Independent, State Government

Office of Space Science

Space Science is the NASA Enterprise designated to solving mysteries of the universe, exploring the solar system, discovering planets around other stars, searching for life beyond Earth from origins to destiny, charting the evolution of the universe and understanding its galaxies, stars, planets, and life. NASA's Space Science Enterprise is making headlines and answering some of humanity's oldest and deepest questions. Responsible for all of NASA's research from the middle levels of Earth's atmosphere to the edge of the Universe, their quest is to understand humanity's cosmic origins and destiny.

Space Science Engineer

These engineers are responsible for the development of space technologies, including many that will benefit non-space science programs. One of the biggest advances has been the Telerobotics program, which was responsible for the development of the Mars Pathfinder Sojourner rover, and is working on robots for future missions.

Trainings: Awareness, Biohazard Controls, Communication

Skills: Computer Programming, Computer Use, Cryptology, Diplomacy, Engineering, First Aid, Humanities, Photography, Repair/Build, Research, Science, Teaching, UFOlogy, Video

Sphere of Influence:

Pulling Strings: Alien Technology, Workshop (perk), 17CPs of Science & Research PS

Infrastructures: NASA

Space Science Technician

Space Science technicians carry out the schematics provided by engineers and make modifications depending on the outcome of a number of testing runs. They then provide feedback to engineers who may need to redesign systems with alternative materials. Their practical expertise and creativity usually inform them about viable options, which they often brainstorm in group sessions.

Trainings: Awareness, Biohazard Controls, Communication

Skills: Computer Programming, Computer Use, Cryptology, Diplomacy, Engineering, First Aid, Humanities, Photography, Repair/Build, Research, Science, Teaching, UFOlogy, Video

Sphere of Influence:

Pulling Strings: 16CPs of Science & Research PS

Infrastructures: NASA

Comments: All satellite PS from the NASA Infrastructure become perks.

Spiritual Leader

In every type of religion, an individual or a small group of individuals assume positions of leadership. They may be chosen by the preexisting leaders or members, or may be "called" by their divine entity to service. As spiritual leaders, they interpret doctrine, conduct religious services/rites, and see to the spiritual needs of those they lead. Typically, these individuals are treated with respect and admiration. They are also held to more exacting standards than the rest of the populace. Examples of spiritual leaders include rabbis, priests, and chaplains for the armed services and government agencies like Congress.

Trainings: Awareness, Politics, Savoir Faire

Skills: Cryptology, Diplomacy, First Aid, Humanities, Occult, Parapsychology, Research, Teaching

Sphere of Influence:

Pulling Strings: Deprogrammers, Fanatical Support (perk), 24CPs of Paranormal PS

Infrastructures: Department of Defense, Federal Government, Independent, Religious Institutions, State Government, University

Student

With the stated priority of learning and development, students are often found in institutions of higher learning, although some students are taught in more nontraditional environments. Students are typically poor, having invested their finances in offsetting their tuition costs. Many students have part time jobs in their own community. Examples of students include apprentices, college students, and professional students.

Trainings: Assassination, Awareness, Biohazard Controls, Blood Charm, Communication, Investigation, Navigation, Parachutist, Politics, Rappelling, Saaamaaa Amulet, Savoir Faire, SCUBA Diving, Surveillance, Survival, Swim, The Protective Circle, Toxin Knowledge, Vehicle Kill, Zero-Gravity Movement

Ritual Trainings: Choose four rituals of Df2 (the GM may assign these)

Alchemy Trainings: Choose one procedure of Df2 (the GM may assign these)

Skills: Alchemy, Athletics, Autofire, Boating, Brawling, Breaking & Entering, Cartography, Cerebro-Stimulator, Computer Programming, Computer Use, Cryptology, Cryptozoology, Demolitions, Diplomacy, Disguise, Dreaming, Drive, Engineering, Escape, First Aid, Forensics, Forgery, Gun Fu, Gunnery, Heavy Weapons, Humanities, Hypnosis, Kirlian Photography, Martial Arts, Medical, Meditation, Melee Weapon, MHIC-EDOM, Monitor, Occult, Parapsychology, Photography, Pilot, Psychotron, Repair/Build, Research, Ritual, Science, Shadow, Small Arms, Stealth, Teaching, Tracking, UFOlogy, Video, Visualization

Sphere of Influence: Choose one Sphere of Influence, specifically related to the student's field of study

Pulling Strings: 20CPs of PS in chosen Sphere of Influence

Infrastructures: University, Independent

Comments: Every student is on a career path of some sort that should defined. This helps determine what skills can be taken at Professional level and what trainings are available. While students can learn any skills, they are only allowed 3 skills at Professional level during character generation, and no skill may be level 4 or 5 at that time. These skills should all revolve around their career path (such as Humanities, Science, Computer Use for an academic path, or Ritual, Occult, Meditation for an aspiring magician) and be related to the Sphere of Influence chosen. Trainings are only considered Professional if they are related to their career path.

Technician

Once an engineer has designed an object and a manufacturer has created it, it is up to the technician to fine-tune its use and to insure its maintenance. Technicians are needed to assist in setting up complicated equipment and may train others in that equipment's operation. Because equipment arrives in a variety of usable conditions, technicians learn a range of skills from tweaking an item to operate a little bit better to jury-rigging a contraption in the absence of useable equipment. Examples of technicians include computer installers, mechanics, and repairmen.

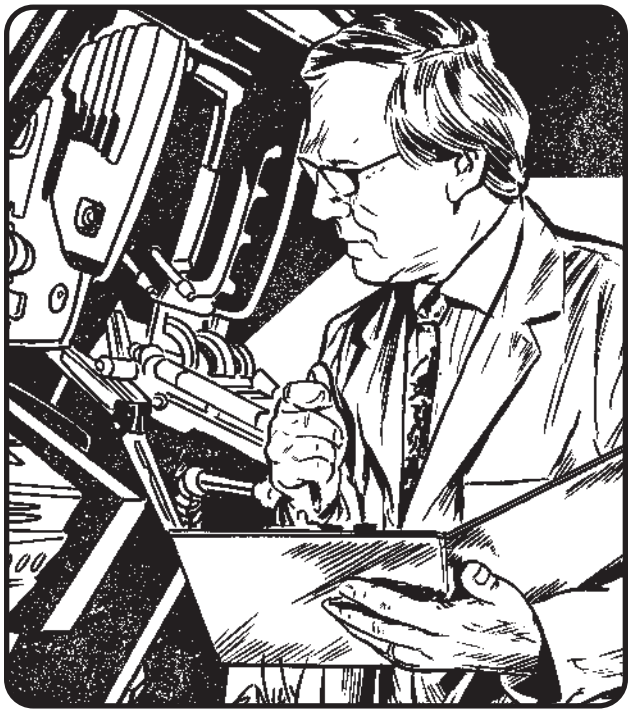
Trainings: Awareness, Communication, Surveillance, Vehicle Kill

Skills: Athletics, Boating, Computer Programming, Computer Use, Drive, Engineering, Humanities, Photography, Pilot, Repair/Build, Research, Science, Teaching, Video

Sphere of Influence:

Pulling Strings: Workshop (perk), 23CPs of Science & Research PS

Infrastructures: Any



Trucker

Individuals in the trucking industry are masters at getting goods from place to place. They may be part of a very small operation, with minimal resources, or they may be part of a worldwide operation. Generally, regardless of their connections in the industry, while they are in the process of transporting, they work alone or with the assistance of a few select individuals. Truckers have a detailed understanding of the routes they traverse, and are able to make quick decisions about the most efficient path to take.

Trainings: Awareness, Navigation, Vehicle Kill

Skills: Athletics, Brawling, Breaking & Entering, Cartography, Diplomacy, Drive, Engineering, Forgery, Repair/Build, Small Arms

Sphere of Influence:

Pulling Strings: Cheaper Ground Vehicles, Travel Connections (perk), Vehicle Workshop (perk), 12CPs of Civilian PS

Infrastructures: Business (any), Federal Government, Independent, State Government

UFOlogist

As with occult researcher and parapsychologist, these individuals are on the fringe of the scientific community. They use scientific methodology to prove the existence of Unidentified Flying Objects, and point out how certain objects do not conform to any known aircraft or natural phenomena. Because these individuals tend to be somewhat paranoid (perhaps rightfully so, given the vigilance of certain secret societies to silence them) and vocal about their beliefs, they are the cause of much embarrassment to their peers. Sometimes UFOlogists are employed by agencies. More often than not, however, they fund their own research and need to find some way to survive financially.

Trainings: Awareness, Communication, Investigation, Navigation, Surveillance

Skills: Breaking & Entering, Computer Programming, Computer Use, Cryptology, Diplomacy, Disguise, Escape, Forensics, Forgery, Humanities, Hypnosis, Occult, Parapsychology, Photography, Research, Stealth, Tracking, UFOlogy, Video

Sphere of Influence:

Pulling Strings: Area 15, UFO Spotting (perk), 15CPs of Paranormal PS

Infrastructures: Business - Paranormal, Business - Science & Research, Independent, University

Infrastructure List

The following information presents the various Infrastructures in more detail. Each includes a brief description, a Sphere of Influence provided and a set of pulling strings. After choosing an Infrastructure from those available in his character's Profession, the player adds the Sphere of Influence (if different) and the pulling strings to the character sheet. As with Professions, Infrastructures allow customization by providing a varying amount of CPs to spend on a specific Sphere of Influence's pulling strings.

Aegis Controlled

Credentials that fall under the immediate control of the Aegis conspiracy do not necessarily have readily apparent connections to Aegis itself. For the most part, many individuals are completely unaware that they work for Aegis. It is through these Credentials that Aegis exerts most of its power. There are a number of committees and organizations that report directly to Aegis, often recognized as having some connection to the US government, but also a few "independent" groups have ties to Aegis as well.

Sphere of Influence:

Pulling Strings: Funding - Excellent, Immediate Access, Increased Resources, 8CPs of Intelligence PS

Business - Military

Numerous businesses provide equipment, specialized training, and consultation to branches of the military. Due to the necessity of top-secret classification, many employees of these businesses are granted clearance to certain sources of information, as well as access to secure military installations. Often, these companies operate in close geographic proximity to military bases or acquire means for secure transport of goods and information.

Sphere of Influence:

Pulling Strings: Base Clearance, Classified Database, Funding (level should be decided by GM based on specifics of the Business), 7CPs of Military PS

Business - Intelligence

A handful of corporations have positioned themselves on the cutting edge of intelligence gathering. Sometimes they work side-by-side with governmental agencies, and sometimes they work independently, but they usually have some kind of relationship with local intelligence agents. From the use of high-tech equipment, to the tried-and-true method of shadowing a target, these companies make it their business to gather information, for a price.

Sphere of Influence:

Pulling Strings: Funding (level should be decided by GM based on specifics of the Business), Satellite Surveillance - Intelligence, 12CPs of Intelligence PS

Business - Science & Research

Several businesses make scientific research and development their mainstay, whether as part of their manufacturing process or as a sub-contractor on a large research project. A large portion of the Fortune 500 companies are directly related to scientific endeavors, and as such, they hold a tremendous amount of clout within the larger infrastructure of corporate America. These businesses also spend a fair amount of time trying to keep tabs on each other's latest developments.

Sphere of Influence:

Pulling Strings: Funding (level should be decided by GM based on specifics of the Business), Discreet Staff, 15CPs of Science & Research PS

Business - Criminal

Within the business world, there are a number of ventures that are either used by criminal syndicates as fronts or have tight connections to the criminal underworld. Often, these enterprises play fast and loose with the law, and have to find very creative ways of dealing with people who become too interested in their activities. Often, individuals associated with these businesses also hold membership in a crime family or street gang, although this may not be readily apparent by a cursory investigation.

Sphere of Influence:

Pulling Strings: Accomplices, Funding (level should be decided by GM based on specifics of the Business), Safe House, 9CPs of Criminal PS

Business - Law Enforcement

Numerous businesses provide support to law enforcement agencies, as well as to the individual citizen. Often, the businesses take the form of private security forces or some kind of bodyguard organization, but law firms and legal researchers also fall into this category. These businesses are well versed in current city, county, state, and federal laws and ordinances, and provide assistance and consultation to individuals, businesses, and organizations.

Sphere of Influence:

Pulling Strings: Attorney, Funding (level should be decided by GM based on specifics of the Business), 14CPs of Law Enforcement PS

Business - Paranormal

With the recent surge in New Age philosophy adding to long-standing beliefs in the supernatural and in psychic ability, several enterprising individuals have begun to capitalize on the public's demand for crystals, herbs, potions, and training sessions. These businesses usually have some kind of connection to a bona fide paranormal arena, but it may take a little bit of work to uncover the genuine article underneath the glitter of gold.

Sphere of Influence:

Pulling Strings: Fringe Culture, Funding (level should be decided by GM based on specifics of the Business), 14CPs of Paranormal PS

Business - Civilian

Enterprises that are primarily established within general commerce, such as banking, insurance, and retail, are found in every community across the country. These companies generally perform transactions directly with the consumer, and make every effort to be aware of the needs of the general public. These companies cater to providing the "common man" with his food, clothing, shelter, and transportation.

Sphere of Influence:

Pulling Strings: Funding (level should be decided by GM based on specifics of the Business), Increased Resources, 12CPs of Civilian PS

Department of Defense (DOD)

The Department of Defense (DOD) is the federal executive department charged with coordinating and supervising all activities relating to the national security. The Department is administrated by the Secretary of Defense, who reports directly to the President as Commander in Chief. As currently constituted, the DOD includes the Office of the Secretary of Defense, the Chairman of the Joint Chiefs of Staff and the Joint Staff, three Military Departments, nine Unified Combatant Commands, the DOD Inspector General, fifteen Defense Agencies, and nine DOD Field Activities. The Department of Defense is by far the largest federal department. DOD personnel perform a bewildering array of tasks and hold a vast range of specializations.

Sphere of Influence:

Pulling Strings: Base Clearance, Funding - Excellent, 13CPs of Military PS

Department of Energy (DOE)

The Department of Energy is responsible for providing scientific, educational and institutional leadership in the promotion of efficient energy use, diversity in energy sources, and a secure national defense. For the most part, the divisions of the Department of Energy are administrative and regulatory. The Department of Energy also has important national security responsibilities. The Department maintains the safety, security and reliability of the U.S. nuclear weapons stockpile.

Sphere of Influence:

Pulling Strings: Discreet Staff, Energy Blackout, Expedited Research, Funding - Basic, 5CPs of Science & Research PS

Department of Health and Human Services (HHS)

The Department of Health and Human Services (HHS) includes more than 300 programs covering a wide spectrum of activities. Some highlights include: medical and social science research, food and drug safety oversight, Medicare (health insurance for elderly and disabled Americans) and Medicaid (health insurance for low-income people), financial assistance for low-income families (AFDC), child support enforcement, Head Start (preschool education and services), preventing child abuse and domestic violence, and substance abuse treatment and prevention. HHS has a central office in Washington, D.C., where the Office of the Secretary and supporting financial, personnel, planning and management offices are located. Numerous branch offices exist throughout the nation.

Sphere of Influence:

Pulling Strings: Dangerous Toxins, Funding - Basic, Medical Advantage, 6CPs of Science & Research PS

Department of Justice (DOJ)

Through thousands of lawyers, investigators, and agents, the Department of Justice protects U.S. citizens against criminals and subversion, insures healthy competition between businesses, safeguards the consumer, and enforces drug, immigration, and naturalization laws. The Department also expends a significant effort promoting effective law enforcement, crime prevention, crime detection, and prosecution and rehabilitation of offenders. As counsel to the U.S. government, the Department of Justice (DOJ) is the largest law firm in the nation. It represents the Government in legal matters generally, rendering legal advice and opinions, upon request, to the President and to the heads of the executive departments. The Attorney General supervises and directs these activities, as well as those of the U.S. Attorneys and U.S. Marshals in the various judicial districts around the country.

Sphere of Influence:

Pulling Strings: CEASEFIRE, DNA Database, Finger Printing, Funding - Basic, 6CPs of Law Enforcement PS

Department of Transportation (DOT)

The Department of Transportation is responsible for the construction, maintenance, and upgrading of countless roads, and also works with state governments to plan more efficient transportation systems that are not based on single-user automobiles. The DOT is staffed by numerous engineers, as well as by individuals who compare and contrast costs of different projects. Several branches of the DOT also work at developing better road surfaces, cleaner burning fuels, and more efficient modes of transportation.

Sphere of Influence:

Pulling Strings: Cheaper Ground Vehicles, Funding - Limited, Vehicle Workshop, 10CPs of Science & Research PS

Department of the Treasury (Treasury)

The Department of the Treasury conducts accounting, revenue collection, money production and economic policy formulation for the entire federal government. Treasury also performs such diverse government functions as providing security protection, striking commemorative medals, monitoring the sale of guns and explosives, and training law enforcement personnel from over 60 federal organizations.

Sphere of Influence:

Pulling Strings: Agency Control, Documents Lab, Funding - Excellent, Laundered Funds

Director of Central Intelligence (DCI)

The DCI is the principal intelligence adviser to the President, directs and coordinates foreign intelligence collection activities and is the head of the CIA. He has direct authority over the CIA, the National Intelligence Council (NIC) and the Community Management Staff (CMS). The NIC is responsible for preparing national intelligence estimates (NIE) and the CMS assists the DCI in preparing the national foreign intelligence budget (NFIB), evaluating the performance of intelligence community members, developing long-term plans and coordinating intelligence programs in the community. The CMS is also tasked with coordinating all open source intelligence gathered by the various intelligence agencies and ensures that effort is not spent collecting information that could be gathered through open sources. Operatives who work in the senior management level of the intelligence community may not have great opportunities for operational activities, but will have access to a great deal of information and the ability to task different agencies with particular missions. While the DCI Staff do not hold glamorous positions, they are particularly useful for gathering data on any intelligence operation currently going on. This is the role of the classic puppet master who controls events from behind the scenes. The DCI and Intelligence Community staff is housed in a nondescript six-story brown brick building at 1724 F Street NW in Washington, D.C. It lacks any identifying features and is surrounded by the Federal Deposit Insurance Corporation and seems just a normal run-down building. It once housed about 300 personnel, but in 1992 the majority of the staff moved to CIA headquarters in Langley.

Sphere of Influence:

Pulling Strings: Funding - Excellent, Intelligence Agency Control, Project Oversight, Task Force Creation

Federal Government

The Federal Government is made of different departments, branches, special task forces and so on. With such groups as FEMA, Post Office, SEC, House of Representatives and Congress, the government covers a large spectrum of organizations. This infrastructure is the catch-all for any other Federal Government branch that is not detailed elsewhere.

Sphere of Influence:

Pulling Strings: Funding (level should be decided by GM based on specifics of the agency), Governmental Access, Increased Resources, 5CPs of Civilian PS

Independent

This category covers Professions who do not work under the structure of any group. It includes those Professions where people work solely on their own, and do not belong to any larger organizations. Note that entrepreneurs are considered to be affiliated with one of the Businesses above. This Infrastructure should be selected only with prior GM approval, as it can be extremely limiting.

Sphere of Influence: None

Pulling Strings: 10CPs of PS indicated by the Profession's Sphere of Influence

Comments: If the character chooses he can spend the 10CPs and obtain Funding - Scarce.

National Aeronautics and Space Administration (NASA)

The National Aeronautics and Space Administration is responsible for the coordination and advancement of civilian space exploration and study. Under this broad ranging mandate, NASA conducts technological and life science research and development that pushes the envelope of world scientific knowledge. NASA includes a Headquarters Office located in Washington, D.C., and a number of research centers scattered about the county. Officially, no U.S. government entity researches UFOs. The USAF and NASA have had intermittent, independent investigations of the possibility of UFOs. None of these inquiries has officially produced evidence that intelligent life exists on other planets, or that UFOs are related to alien activity.

Sphere of Influence:

Pulling Strings: Funding - Basic, Satellite Surveillance - Standard, Satellite Surveillance - Intelligence, Satellite Surveillance - Video, Satellite Surveillance - Communications

Religious Institution

Most religions have some form of community gathering, and within this grouping, individuals have varying degrees of involvement with the religious hierarchy. Those individuals who hold membership in the religion are often not privy to its secrets, and may have a very different perspective of the belief system demonstrated by the religion. Many individuals who are within the hierarchy of the religion are more immersed in the glorious mystical experience brought on by their faith. Some religions are beginning to investigate supernatural forces, as well, which gives them an opportunity to comprehend individuals' experiences with the paranormal.

Sphere of Influence:

Pulling Strings: Fanatical Support, Funding - Limited, 12CPs of Paranormal PS

State Department

The Department of State is the Federal agency tasked with organizing and controlling the United States' foreign policy. It advises the President on the formulation and execution of foreign policy in both enemy and allied nations. The State Department promotes the long-range security and well-being of the country by producing intelligence assets, and establishing diplomatic missions in other countries. Personnel inside State (as its employees call it) are responsible for analyzing facts and theories involving foreign policy and international events. Recommendations on international policy are made to the President and the rest of the Cabinet, and the various agencies inside the State Department are then given authority to carry out these policies as they see fit. By continuously consulting both public figures and other government agencies, the State Department is able to provide a coherent, centralized, and sensible international policy.

Sphere of Influence:

Pulling Strings: Consular Affairs, Departmental Precedence, Foreign Service Institute, Funding - Basic

State Government

Each state within the union has its own government that consists of legal, executive, and judicial branches. These branches are responsible for providing education, maintaining roads, enforcing laws, and so forth. Employees of state government range from low-level administrators up through state's attorneys and, at the height, governors. State governments have access to a very broad spectrum of information about individuals as well as corporations. The State Government Infrastructure also subsumes all local governmental positions from Sheriff to Town Supervisor to County Clerk to dogcatcher.

Sphere of Influence:

Pulling Strings: City Hall Archives, Funding - Basic, Governmental Access, 7CPs of Civilian PS

University

Across the country, universities and colleges provide higher education to numerous students. As such, these institutions are home to not only numerous professors, but also a wide range of support staff and a plethora of students. In attempts to develop a greater understanding of the sciences and humanities, professors and student groups undertake extensive studies in a wide range of areas, but almost always within more traditional and conservative bounds. These institutions are also home to a number of professional schools, such as medical, dental, and law schools.

Sphere of Influence:

Pulling Strings: Funding - Limited, Grants, Student Think Tank, 6CPs of Civilian PS

Chapter Five

Chapter Five
Capacities

Introduction

This chapter supplements the material in Chapter Four: Organs and completes the character generation process. This material discusses spending Character Points (CPs), a new look at Influence, new and modified skills and traits, and an extensive list of pulling strings. A series of charts at the end of the chapter list all the skills, trainings and traits that have been published for the Conspiracy X game to date, as well as page references to books that describe those aspects. There are also text and tables reviewing the resources available to characters, and providing Resource Point (RPs) costs per Sphere of Influence. This material gathers all the character generation features in one place for ease of reference without repeating all the background material already published (which would swell this book beyond reason and substantially increase its cost).

Character Points

In the third step of the Sub Rosa character creation process, players spend 100 CPs on attributes, skills, trainings and other traits. Such expenditure generally follows the same rules as in the main rulebook. Attributes have a similar scale and cost -- skills too. For the most part, trainings and traits cost the same.

Influence

The Sub Rosa system directly affects the Influence attribute. Influence is now defined as the current standing a character has in a Profession or with a select group of individuals. Low Influence may be due to the fact that a character has recently started a job, or that she's done something colossally stupid. High Influence may be due to a stunning finding, a well-placed relative, years of dedicated service, or just being at the right place at the right time.

Those who work hold a degree of Influence in their Profession that allows them to perform their daily job. Typically, one's Influence starts off low and rises steadily as long as one performs well. A character's Influence at her "day job" cannot be equated to that among a group of shadowy conspirators, an overt activist group or even a social club. She may have had a different tenure between the two, differing dedication and varying responsibilities.

For this reason, Influence has been separated into two or more aspects. Overt Influence (O-Inf) is that wielded at an open employer or organization. It is displayed for all to see. Overt Influence is the amount of pull a particular character has in his Profession. Covert Influence (C-Inf) describes the character's pull within his more secret life and activities. It is the amount of presence an individual has within a secret organization. In both cases, Covert and Overt Influence determine what kinds of resources a character can obtain and what kind of knowledge he can access.

Melody Garland is an administrator in the Tiger Engineering firm, and she is also a member of PUPPET. She works hard at her job, but her company does not give her very much credit. Her O-Inf (Tiger Engineering) is a 1. On the other hand, she is highly sought after within regional PUPPET circles for her expertise. Her C-Inf (PUPPET) is a 3.

A character is not limited in the number of Influence attributes; she could split her loyalties by being affiliated with more than one organization. Each character has an Overt Influence for each public organization to which she is tied, and a Covert Influence for each secret organization to which she belongs. For example, a character could be an FBI agent (O-Inf: FBI 1) assigned to a local police task force on drugs (O-Inf: Local Police 2).

Chapter Five

Beginning and Raising Influence

Each character begins with a level 1 rating in each Overt Influence attribute he possesses. O-Inf may be raised during character generation at a cost of 10CPs per point above 1. The maximum starting O-Inf attribute is 5. After character creation, O-Inf is raised according to the Downtime rules in the Conspiracy X main rulebook (see Conspiracy X, Chapter Four: Tradecraft, Downtime).

Covert Influence begins at level 1 for each secret society that the character belongs to; the Infiltrator and Veteran trait offer ways to raise that Influence during character creation. After character creation, C-Inf is raised at the GM's discretion. It is increased in increments of 1 and is awarded during game play. Raises in C-Inf represent that the character has made substantial contributions to the secret organization, was instrumental in several operations, or has shown dedication over a very extended period of time.

Elise Rice is a CAPS Field Explorer who is aware that she works for Aegis. She is attempting to infiltrate the PUPPET organization to find out what they have learned. Her starting Influence attributes would be O-Inf (CAPS): 1; C-Inf (Aegis): 1; C-Inf (PUPPET): 1

Spheres of Influence

Each type of Influence, Overt and Covert, is wielded within a certain sphere of contacts, resources and assets. These Spheres of Influence include Military, Intelligence, Science & Research, Criminal, Law (formerly "the Police Influence Icon"), Paranormal, and Civilian. For example, as a result of his Profession, a Journalist would have Overt Influence in the Civilian Sphere. If that same individual joined some kind of underground Magic Circle, he would have Covert Influence in the Paranormal Sphere.

Spheres of Influence and Costs

Spheres of Influence are important when determining the CP cost of pulling strings, and the RP cost of items. Toward the end of this chapter, extensive lists of pulling strings and resources are provided. For each asset listed, the Sphere of Influence shows either a cost, a "--" mark (if unavailable to that Sphere), or an "A" mark (if available only to certain groups).

Paranormal Sphere of Influence

The new Paranormal Sphere of Influence includes all supernatural, psychic, and extraterrestrial areas of knowledge, resources, and connections. This Sphere was added to reflect the game's emphasis in these fields, which are separate and distinct from the Science & Research Sphere. The methodology used and the groups involved are very different in these two Spheres. Indeed, they might be considered antagonistic. A quick review of the resource charts (see the end of this chapter) indicates the way the Paranormal Sphere is separate from the Science & Research Sphere. In general, psychic equipment, psi-drugs, magical tomes, ritual components, alien spacecraft parts, and alien technology all fall under the rubric of the Paranormal Sphere. Likewise, connections to magical groups and psychic organizations are in the Paranormal Sphere.

Civilian Sphere of Influence

The new Civilian Sphere covers those assets available to anyone with enough money and skill. It encompasses items that characters can buy with the money they earn in their day job, above and beyond the purchase of basic necessities. It is very important to understand that items purchased using the Civilian Sphere can be traced to the character directly (through interviewing sales clerks, studying credit card records, etc.) and thus it may be relevant to keep track of where a cell phone or a gun has been obtained. Only items available on the open market appear on the Civilian Resource list. In terms of contacts and organizations, the Civilian Sphere covers corporations, financial institutions, small businesses, and general governmental offices. An investment banker or a self-employed entrepreneur would be considered to have a Civilian Overt Influence. Given enough cash, a person can buy almost any kind of equipment or to pressure any sort of contacts, but it will almost always be more expensive as well as easier to trace.

Skills

After an introductory discussion presenting some new skill rules, this section presents a series of skills descriptions covering those skills that are new, or have been changed to reflect new rules presented in this book. A complete list of skills published to date is included at the end of the chapter.

Default Skills

All characters are considered to have certain basic skills. These are learned as the character goes through school, or survives through adulthood. All characters are considered to have the following skill levels (at no CP cost), and may purchase them to a higher skill level. Where appropriate, sample sources of the information have been given. Zero level skills may be used to attempt Df1 tests (with a Target Number of 4, plus any applicable modifiers). Any skills not on the following list cannot be attempted without a Luck test, or by using a suitable sub-skill of a meta-skill (as detailed below).

Skill Defaults

Athletics (any) 0 (basic high school gym classes)
Autofire 1
Brawling 1
Computer Use 0
Diplomacy (any) 0 (general socialization)
Drive: Auto 1
Humanities (any) 0 (basic high school classes)
Language (native language) 3
Photography 0
Research 0
Science (any) 0 (basic high school classes)
Small Arms: Pistol 0
Small Arms: Rifle 0
Throw 0

Skill Categories

Skills are organized into three groups: General, Meta and Specific.

General Skills: General skills follow the usual Conspiracy X skill system. The skill is an isolated one that provides no benefits or aid in attempting other skills. Cartography, Disguise, Hypnosis, Psychotron and Tracking are examples of General skills.

Meta-skills: Meta-skills require characters to choose a particular sub-skill concentration (and even a specialization under certain circumstances). Under the main rulebook rules, such characters may test any related sub-skills at a +1Df penalty. This rule theorizes that any character who has enough training in a specific sub-skill had to learn a bit about everything in the overarching subject.

Under these new skill categories, meta-skills do not provide so great a benefit. When a character attempts a skill that she does not possess, the GM has to decide whether that skill is related in any way to one of the character's meta-skills. If the relation is close, the meta-skill is lowered by one, and applied in the new skill test. If the relation is only "in the ballpark", the meta-skill is lowered by two, and applied to the new skill test.

Finally, no meta-skill may be applied outside its concentration at a level higher than two.

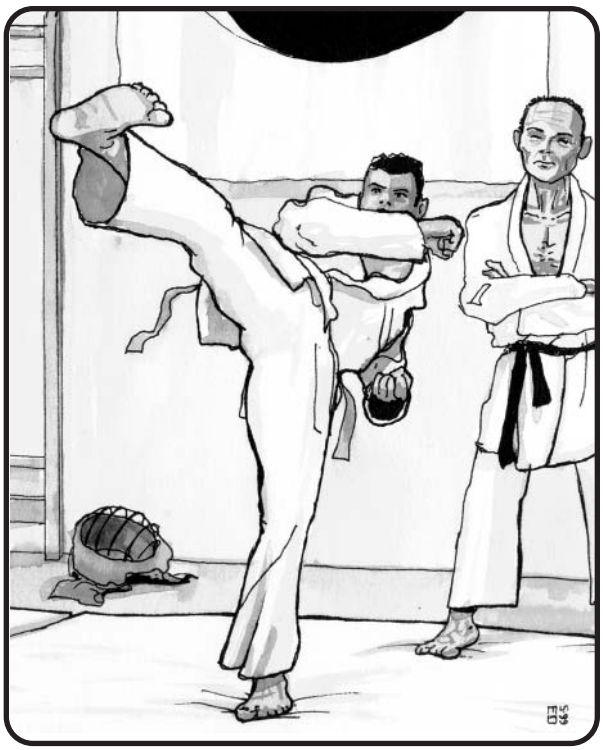
Specific Skills: Specific skills require a character to choose a sub-skill to be trained in, but it has no relation to any other sub-skills. Sub-skills in this category are related under a common topic but have little actual relation to each other.

Improving Skills

The rules for improving general and specific skills remain the same as those presented in the main rulebook. Raising meta-skills is also the same for the specific concentration taken. When raising a closely or somewhat related sub-skill (at GM's discretion), the character's treats his default skill as the base skill.

Jim has Humanities: Business 3 and wants to have Humanities: Economics 3. The GM decides that Humanities: Economics is a closely related skill to Humanities: Business. Thus, Jim is considered to have Humanities: Economics 2. Jim needs 8CPs to improve his default Humanities: Economics 2 to level 3.

If Jim wanted to improve his Humanities: Theology skill, and he only possessed Humanities: Business 3, he would start at a lower level. As Humanities: Theology is only somewhat related, he would have to raise it to level 2 (for 4CPs) first since his Humanities: Theology is only considered level 1.



New or Revised Skill Descriptions

Breaking and Entering (Agl): This meta-skill represents the ability to bypass various security systems encountered in field work. The types are Mechanical (for mechanical locks and safes, etc.), Electronic (for motion detectors, door/window sensors, etc.) and High-Tech (for retinal scanners, voice recognition systems, etc.). Often multiple tests of these skills are required to completely infiltrate a target. The Game Master determines which skill types are used for which types of security devices. This skill replaces the Lockpicking skill.

Judy Blackwell, a Federal Criminal, Nonviolent, attempts to break into a car. The GM rules that she needs B&E: Electronic to bypass the car's security system, and B&E: Mechanical to unlock the doors. Later, she infiltrates a high security installation. She must succeed at a B&E: Electronic test to bypass the motion detectors and other sensors, a B&E: Mechanical test to unlock the doors inside the facility, and a B&E: High-Tech test to get past the fingerprint scanner on the director's office door.

It should be noted that without careful preparation and the proper equipment, B&E jobs can be very difficult. Lockpicks help with locks, sensitive microphones help with safes, and voltmeters and wires help bypass window/door sensors and code locks. High-tech security systems, on the other hand, require specific knowledge ahead of time to bypass. Getting an impression of a user's fingerprints, a recording of their voice and code phrases, or image of their retinal pattern all might be necessary for successful infiltration of the more secure facilities. When attempting to bypass security systems without the proper equipment, the operative suffers at least a +1Df penalty (if the GM rules that it is possible at all). B&E kits have the required equipment for bypassing mechanical and electronic systems, but bypassing high-tech systems requires additional resources. Due to the common use of a combination of mechanical and electronic systems, B&E: Mechanical may be substituted for a B&E: Electronic skill check (at the normal +1Df penality), and vice-versa. B&E: High-Tech has no replacement skill.

While GMs can make the process of breaking and entering as complex and believable as they wish, it should be noted that the intricate details of bypassing security systems can be glossed over for the sake of drama. Assign Difficulty Levels for getting past the aspects of a site's security assets, and only roleplay unique encounters or high-tech systems. The size of a site also can affect the number of tests made.

Gunnery (Ref): This meta-skill governs the use of all types of vehicle weapons. Characters choose from Energy (electric, laser, plasma), Flamethrower, Force, Indirect Projectile (battleship guns), Missile (missiles, rockets), and Projectile (cannons) sub-skills. Like other meta-skills, using a related category imposes a +1Df. Attempting to use alien technology incurs a further +1Df until enough time is spent becoming familiar with the weapon system. Human characters without access to Energy or Force weapons may not start with these sub-skills.

Sample Difficulty Levels for Breaking and Entering Tests

The following skill types and Dfs may be used for bypassing certain security devices.

Car lock: B&E: Mech Df1
Car alarm: B&E: Elec Df1
Home locks: B&E: Mech Df1
Home security system: B&E: Elec Df2
Office building locks: B&E: Mech Df2
Office building security systems: B&E: Elec Df3
Office building's secret lab: B&E: High-Tech Df3

The following requirements may be used for accessing a number of common security sites.

Car: Mech Df1x1, Elec Df1x1
Home: Mech Df1x1, Elec Df2x1
Office building: Mech Df2x3, Elec Df3x2
Office building with secret lab: Mech Df2x3, Elec Df3x3, High-Tech Df3x1

Heavy Weapons (Agl): This meta-skill governs the use of all types of heavy weapons. Characters choose from Energy (electric, laser, plasma), Flamethrower, Force, Indirect Projectile (grenade launcher, mortar), Missile (missiles, rockets), and Projectile (heavy machine-gun, minigun, railgun) sub-skills. Like other meta-skills, using a related category imposes a +1Df. Attempting to use alien technology incurs a further +1Df until enough time is spent becoming familiar with the weapon system. Human characters without access to Energy or Force weapons may not start with these sub-skills.

Small Arms (Agl): This meta-skill governs the use of all types of hand-held weapons. Characters choose from Energy (electric, laser, plasma), Force, Pistol, and Rifle sub-skills. Like other meta-skills, using a related category imposes a +1Df. Attempting to use alien technology incurs a further +1Df until enough time is spent becoming familiar with the weapon system. Human characters without access to Energy or Force weapons may not start with these sub-skills.

Traits

The following traits have been modified for better game play, or to account for the changes presented in this book. A list of all traits published to date, with page references to the volume that contains their description, is included at the end of the chapter.

New or Revised Trait Descriptions

Ally: A character that has been assigned to work closely with another organization is considered an ally. She gains the benefit of being able to pull some strings from the organization she is allied with. A character chooses one original Profession and one allied Profession. She gains an Influence of 1 for both groups, and any appropriate Spheres of Influence. The Influence attributes can be increased by purchasing levels separately. Pulling strings are chosen normally from the original Profession and corresponding Infrastructure. In consultation with the Game Master, pulling strings should be chosen for the allied Profession (but not an allied Infrastructure). These latter pulling strings are all considered shaky (even ones that were perks). Shaky pulling strings from the allied Profession are unavailable to the character.

Pamela Norton is an FBI Intelligence Analyst who has been assigned to a task force on reducing crime in Tampa Bay, Florida. She works closely with Political Administrators of the city. She normally has the following capacities:

O-Inf: FBI 3

Sphere of Influence: Intelligence (from Profession)

Sphere of Influence: Law Enforcement (from Department of Justice Infrastructure)

Pulling Strings: Arrest Powers, Intel Files, Quantico Training Facility (perk), Random Surveillance (perk) (from Profession)

Pulling Strings: CEASEFIRE, Counterintelligence Files, DNA Database, Finger Printing, Funding-Basic (from Department of Justice Infrastructure)

With the ally trait, she gains the following capacities:

O-Inf: Tampa Political Scene 1

Sphere of Influence: Civilian (from both Profession and Infrastructure)

Pulling Strings: Attorney (shaky), Government Access (shaky), Litigation Pressure (shaky), Press Pass (shaky) Satellite Surveillance-Video (shaky) (from the Political Administrator Profession)

Notice that all allied Profession pulling strings have become shaky, including Government Access and Litigation Pressure which are normally perks for the Political Administrator. Also, Stopping Investigation does not appear on the list of PS because it is normally a shaky pulling string for the Political Administrator and therefore is lost to the allied character.

Civilian Contact: The character knows someone in a civilian organization that can get him information. The player should choose one Profession that carries the Civilian Sphere of Influence. The character may extend his influence to the Profession for information and procurement purposes only. He gains access to the Civilian Sphere of Influence for the purpose of spending Resource Points during Cell creation and Downtime. When picking the civilian contact trait, the informant's knowledge reaches throughout a small or large city (player designates area). Knowledge about additional cities may be purchased for 1CP per city.

Connection: The character knows someone in another organization that she can count on for help, and who can count on her for help. When the connection trait is taken, the player must choose a Profession. The connection will have attributes (except Influence), skills and trainings as set by the GM. The connection's starting Influence attribute is 2. This can be raised by 1 per additional 5CPs spent on this trait (to a maximum of 5 for 30CPs) . The connection's pulling strings are decided by the GM and the player (the player is essentially "buying" a connection with certain pulling strings and should have some input into the choice of that person's abilities).

The connection can be called on to pull a string on the character's behalf twice a month. More frequent requests gain a +1Df to the Influence checks, and some additional time penalty, or may not be available at all in the GM's discretion. A connection does not grant the Sphere of Influence (see various contact traits), although he might be convinced to help with insider information, skills, trainings, or some other capacity beyond the pulling strings.

When a character's connection calls on one of his pulling strings, the connection's Influence attribute is used for all tests. Further, if the connection is calling on a shaky pulling string for the character, there is the same chance that the connection may get in trouble and/or lose the pulling string. Finally, GMs are encouraged to have the connection call on the character's help about as often as the character calls on the connection. This trait creates a two-way street, and this factor decreases the CP cost of the trait.

Criminal Contact: The character knows someone in a criminal organization that can get him information. The player should choose one Profession that carries the Criminal Sphere of Influence. The character may extend his influence to the Profession for information and procurement purposes only. He gains access to the Criminal Sphere of Influence for the purpose of spending Resource Points during Cell creation and Downtime. When picking the Criminal Contact trait, the informant's knowledge reaches throughout a small or large city (player designates area). Knowledge about additional cities may be purchased for 1CP per city.

Disgraced: Reputation can be everything in a group, and the character has made an unforgivable mistake that has ruined his standing. Being responsible for the death of a colleague, abandoning a partner in the field, or even having a history of failure on missions are sample reasons. Generally, this failure only affects Influence tests in the group directly affected (–2t penalty). Further, those who know about the character's failure will react poorly to him.

Grace Smithson is an FBI character with an O-Inf: FBI 2, but secretly supports the Church of Coatl (C-Inf: Coatl 3). During a terrorist situation, Grace lost her head. Her actions resulted in the deaths of four hostages, and disgraced her among her peers. Grace suffers a –2t to any use of her Overt Influence attribute (gained through her FBI Profession and DOJ Infrastructure), but her Covert Influence is not affected (unless the GM feels that her calumny was so significant that her secret society hears about it and holds it against her).

Double Agent: This trait has been superseded by the Infiltrator trait (see below).

Favor: Someone in another organization owes the character a favor. The individual may not care much for the character but feels bound to honor a single request. This allows the character to extend her influence to the other person's organization for any purpose, one time. If the character plays her cards right and returns the favor, the other person might be willing to help her again. This can be used for Profession pulling strings (FBI Forensic Scientist, Navy Seal, or Corporate Administrator for example), Infrastructure pulling strings (Department of Defense, Business - Criminal, or University for example), or secret society pulling strings (Church of Coatl, Hand of Maloch, or RCS for example). The GM has final say on whether a certain organization's pulling strings can be chosen for the favor trait. The favor will have attributes (except Influence), skills and trainings as set by the GM. The favor's starting Influence attribute is 3. This can be raised by 1 per additional 1CP spent on this trait. The favor's pulling strings are decided by the GM and the player (the player is essentially "buying" a favor with certain pulling strings and should have some input into the choice of that person's abilities).

Hacker Contact: The character has a friend or associate who has a knack of hacking into anything and everything associated with computers and online services. The hacker will attempt a hacking session for the character once a month for the mere challenge of it, as long as it is nothing more secure than a National Online Service. If the character wants the hacker to make more than one attempt per month, or to attempt something more risky, the character must succeed at a Willpower test with a Df equal to the hacker's Willpower. A success at this test means that the character has convinced the hacker to "go for it." A sum of money might convince the hacker to be more open to the character's suggestions and may create a -1Df bonus (in GM's discretion). The hacker's skills are Computer Use and Computer Programming 3.

Hacker Contact - Expert: Same as hacker contact, except the hacker is more confident of his skills and will attempt three normal sessions a month, or one higher risk hack without needing a bribe. The expert hacker's skills are Computer Use and Computer Programming 4.

Infiltrator: It is the nature of conspiracies that characters will infiltrate other organizations as spies or double agents. While these types of infiltrators define a character's purpose, his actual actions within the infiltrated organization depend on a number of factors and vary over time. Infiltrators will be asked to perform simple tasks, like passing on secret knowledge and membership names, and much harder things, like helping others infiltrate, sabotaging the target organization, and even becoming a martyr for the cause. No one character can know exactly what he will be called upon to do, it all depends on how influential he becomes in the target organization and what the needs of his core organization are at that time. Each character should choose an organization he is "loyal" to and one he is infiltrating. He should also decide on a type of infiltration as detailed below.

Infiltrator - Spy: The character chooses one organization to be a member of; this is the group that he is loyal to and will not betray (loyal organization). He also chooses another organization that he is not loyal to (infiltrated organization). The exact circumstances of the espionage vary widely. The spy may have started working in the loyal organization and then insinuated himself in the infiltrated organization. He is assumed to have gained the "trust" of the infiltrated organization. Alternatively, the spy could have always worked for the same group, but has sold it out to another group. He reports to the loyal organization with information on his current employer. Again, the spy is assumed to be above suspicion in the infiltrated organization (although this could change).

Regardless of the exact situation, the character has access to the pulling strings of either group, but calling on the pulling strings of the loyal organization could endanger his cover (GM's discretion). Thus, those pulling strings may only be accessed in the most dire of circumstances. The character begins with the normal O-Inf or C-Inf of 1 in each group he is a part of. To make himself more useful to the loyal organization, he can raise any O-Inf normally, or can raise C-Inf to level 2 (at a separate cost of 8CPs per organization) or to level 3 (for 13 CPs per organization) during character generation. Note that the character's Influence attributes can start at different levels.

Infiltrator - Double Agent: Some conspirators are loyal to none but themselves. Each organization believes the character is loyal to it, but it is mistaken. In the double agent's case, all groups know that the individual works for others (otherwise, she is classified as an infiltrator - spy and follows the specifics of that trait). To both sides, she explains it as luring the other organization into a false sense of security and feeding it bad information. The double agent plays a dangerous and tense game, keeping both sides guessing about her value. Given the security risks, as soon as the double agent loses her value, her life is almost always forfeit.

Double agents choose two organizations, either overt or covert. She can pick more but these additions do not add any more value to the trait; they increase the number of pulling strings available and magnify the chance of getting caught. The double agent has access to the pulling strings of all organizations to which she belongs. The character begins with the normal O-Inf or C-Inf of 1 in each group. Double agents can raise O-Inf normally, or can raise C-Inf to level 2 (at a separate cost of 8CPs per organization) or to level 3 (for 13 CPs per organization) during character generation. Note that the character's Influence attributes can start at different levels. After character creation, it is difficult to get either group to trust the double agent, so Influence attribute increases for any group cost double.

Inside Contact: The character knows enough people in the right places that she can be more secure using her pulling strings. A pulling string that was once shaky for the character is now considered a normal pulling string and no longer needs to be tested each time it is used. This trait must be bought separately for each shaky trait.

Intelligence Contact: The character knows someone in an intelligence organization that can get him information. The player should choose one Profession that carries the Intelligence Sphere of Influence. The character may extend his influence to the Profession for information and procurement purposes only. He gains access to the Intelligence Sphere of Influence for the purpose of spending Resource Points during Cell creation and Downtime. When picking the Intelligence Contact trait, the informant's knowledge reaches throughout a small or large city (player designates area). Knowledge about additional cities may be purchased for 1CP per city.

Law Contact: The character knows someone in a law enforcement organization that can get him information. The player should choose one Profession that carries the Law Sphere of Influence. The character may extend his influence to the Profession for information and procurement purposes only. He gains access to the Law Sphere of Influence for the purpose of spending Resource Points during Cell creation and Downtime. When picking the Law Contact trait, the informant's knowledge reaches throughout a small or large city (player designates area). Knowledge about additional cities may be purchased for 1CP per city.

Military Contact: The character knows someone in a military organization that can get him information. The player should choose one Profession that carries the Military Sphere of Influence. The character may extend his influence to the Profession for information and procurement purposes only. He gains access to the Military Sphere of Influence for the purpose of spending Resource Points during Cell creation and Downtime. When picking the Military Contact trait, the informant's knowledge reaches throughout a small or large city (player designates area). Knowledge about additional cities may be purchased for 1CP per city.

New Member: The character is a brand new, unproven member of her Profession. The character may not start with greater than level 1 Overt Influence, and receives a -1t penalty to all attempts to use her Influence for purposes of Profession or Infrastructure pulling strings. After each mission that the character successfully completes, she may attempt to raise her Overt Influence during Downtime. Once the character has reached Influence 3, this disadvantage disappears.

Paranormal Contact: The character knows someone in a paranormal organization that can get him information. The player should choose one Profession that carries the Paranormal Sphere of Influence. The character may extend his influence to the Profession for information and procurement purposes only. He gains access to the Paranormal Sphere of Influence for the purpose of spending Resource Points during Cell creation and Downtime. When picking the Paranormal Contact trait, the informant's knowledge reaches throughout a small or large city (player designates area). Knowledge about additional cities may be purchased for 1CP per city.

Perk: The character routinely requests a particular pulling string, and her superiors have grown so accustomed to the request that no one questions its use anymore. Choose one previously owned normal pulling string when purchasing this trait. The pulling string is upgraded to a perk. This trait must be purchased separately for each pulling string that is to have the term perk added to it. Shaky pulling strings must be upgraded to normal via the Inside Contact trait before they may be upgraded further using this trait.

Probationary Status: The character has done something to upset the organization, be it regular job or secret society. When this trait is taken, choose one organization the character is a member of. The character is placed on probationary status with that organization. Because of this, tests using the appropriate Influence attribute are penalized +1Df. All of the character's activities related to the organization are being monitored by others, and his private time may be as well. Until he improves "relations" with his superiors the penalty remains in effect.

Science & Research Contact: The character knows someone in a science organization that can get him information. The player should choose one Profession that carries the Science & Research Sphere of Influence. The character may extend his influence to the Profession for information and procurement purposes only. He gains access to the Science & Research Sphere of Influence for the purpose of spending Resource Points during Cell creation and Downtime. When picking the Science & Research Contact trait, the informant's knowledge reaches throughout a small or large city (player designates area). Knowledge about additional cities may be purchased for 1CP per city.

Severed Ties: The character is no longer an active member of any Infrastructure or Profession other than her secret society. She may only exert influence through contacts, favors, or pulling strings that are bought separately. Characters who have Aegis as their Infrastructure cannot take this trait -- ties cannot be severed with Aegis.

Supplier: The character knows someone who specializes in obtaining rare, illegal or expensive items. The contact provides the character with 1RP of resources in a specific category each month. The RPs can be pooled from month to month to purchase more expensive items. When this trait is purchased, one Sphere of Influence must be chosen. The supplier can procure all items accessible by the Sphere of Influence at the cost given (see tables at the end of this chapter). The supplier can not only get a hold of all normal items, but also restricted resources if they fall under his Sphere of Influence.

Unbreakable Ties: The character has become one of the unexpendables, those persons who, for good or ill, are never really out of their organization. Maybe they know too much, or maybe they have some kind of hold on the leaders of the group, or maybe they have talents that the group wants too badly to let them go. The character cannot ever leave the service of that group, and, if it needs his talents, he must respond. The character does receive a +1t bonus to all attempts to pull strings in that group. A person with unbreakable ties cannot take any traits that impose pulling strings penalties or force him out of the group. This trait can be tied to the character's Profession or a secret organization. Further, it can be taken more than once for each organization the character is a member of.

Veteran: Characters who have been part of a secret organization for a while often pick up skills and training that would not be available to others in their Profession. The type of knowledge that the organization has access to determines the skills and trainings that are added to the character's starting profile which can begin at professional level or higher. Cross reference each level of knowledge the group has for each Sphere of Influence on the nearby Veteran Traits Table. The character gets those skills and trainings listed up to and including that level. Veterans also gain –1Df to all Fear tests. When choosing Veteran, the character must decide which organization (if he is a member of more than one) the trait applies to. He may raise the starting Influence with that organization to level 2 (for an additional 5CPs) or to level 3 (for an additional 15CPs).

Members of Aegis gain the following traits when they take the Veteran trait: Breaking & Entering, Communication, Computer Use, Diplomacy, First Aid, Occult, Research, Small Arms: Pistol, Stealth, UFOlogy

Wealthy: Characters with this trait are personally rich. Such characters generate 5RPs per month that can be spent on Civilian Sphere of Influence resources. Only 2RPs can be pooled from month to month for purchases of larger items, however.

Veteran Traits Table

Knowledge	Additional Professional Traits
Minor	Communication
Major	Athletics, Small Arms
Deep	Demolitions, Surveillance
Control	Autofire, Heavy Weapons
Minor	Stealth
Major	Computer Use, Disguise
Deep	Investigation, Cryptology
Control	Small Arms, Assassination
Minor	Computer Use
Major	Research, Science
Deep	Engineering, Repair/Build
Control	Biohazard Control, Toxin Knowledge
Minor	Breaking & Entering
Major	Escape, Melee Weapons
Deep	Forgery, Stealth
Control	Computer Use, Prestidigitation
Minor	First Aid
Major	Forensics, Melee Weapons
Deep	Investigation, Small Arms
Control	Drive, Shadow
Minor	UFOlogy
Major	Occult, Research
Deep	Cryptozoology, Parapsychology
Control	Orichalcum: Consuming, Ritual
Minor	Diplomacy
Major	Humanities, Teaching
Deep	Computer Use, Politics
Control	Computer Programming, Savoir Faire

Susanne has been a member of the Directorate X for many years and has helped them infiltrate New York State's higher educational facilities. She chooses the Veteran trait for Directorate X. Directorate X has Major Contacts in Military and Intelligence, and Deep Influence in Criminal and Paranormal. Therefore, Susanne can add to her profile Communication (training), Athletics, Demolitions, Stealth, Computer Use, Disguise, Breaking & Entering, Escape, Melee Weapons, Forgery, Steath (repeat), UFOlogy, Occult, Research, Parapsychology and Cryptozooology.

Pulling Strings

A "pulling string" generally is a capacity available to a character that requires special authorization, unique contacts, or restricted resources. Pulling strings are available to characters either because of their employment in an Infrastructure, their chosen Profession, their secret society membership, or their personal background. Generally speaking, pulling strings that can be easily incorporated into the character's history are appropriate choices. The GM has the final call on whether a character will be granted access to a certain pulling string. It is important to remember that pulling strings are specifically tied to an employment sector, a job, a secret group, or a personal history -- if a person loses her job, is shunned by colleagues, or "disappears" from society, some pulling strings will no longer be available. After all, if a character used to get Cheaper Ground Vehicles because Uncle Bob's "friends" cut her a deal, after Uncle Bob gets back from that character's funeral, it is going to be mighty hard to convince those "friends" to help out again.

Some pulling strings are an inherent part of one's job and easy to access; others are more remote. These various types of pulling strings are discussed below.

A complete list of pulling strings is included at the end of the chapter. Their CP cost depends on the character's Sphere(s) of Influence. Some pulling strings are not available to those within certain Spheres of Influence.

Perk Pulling Strings

"Perks" are pulling strings that are central features of a Profession, Infrastructure or secret group. Without these abilities, a character simply would not be able to complete his normal tasks. Because they are so routine, perks are pulled at -1Df where applicable.

Normal Pulling Strings

Normal pulling strings have no bonus or penalty toward their use.

Shaky Pulling Strings

"Shaky" pulling strings represent capacities that are not closely tied to a character's regular tasks, or that are outside her Sphere of Influence. They could also represent a lack of complete trust on the part of her superiors.

When a character attempts to use a shaky pulling string, the player first tests Luck. On a Good Luck result, the contact is treated appropriately, the filing occurs in an expedited manner or some other good fortune befalls the character. Any applicable Influence test gains a -1Df. On a Normal Luck result, nothing special happens and the pulling string remains shaky. On a Bad Luck result, something goes wrong. The character must roll 2D on the nearby Shaky Pulling String Bad Luck Table before proceeding further in using the pulling string.

Shaky Pulling String Bad Luck Table

2	Whatever the source of the pulling string, it is lost and cannot be used by the character again. If this pulling string is later developed in the character's life, it starts off shaky.
3	The pulling string is on the verge of being lost permanently. Unless the character spends three weeks of Downtime "strengthening" relations with the powers that be, and soothing ruffled feathers, the pulling string is lost. The soothing process must be started within a month. Until it is finished, the pulling string cannot be used.
4	The pulling string is unavailable at this time. Another Luck Test may be attempted in 1D hours, 1D days, or 2D days at GM's discretion.
5	The pulling string is unavailable at this time. Another Luck Test may be attempted in 1D x 10 minutes, 1D hours, or 1D days at GM's discretion.
6	The intended results of the pulling string are delayed by 1D x 10 minutes, 1D hours, or 1D days at the GM's discretion. Further, a -2t penalty is applied to any Influence test required.
7	The intended results of the pulling string are delayed by 1D x 10 minutes, 1D hours, or 1D days at GM's discretion.
8	The intended results of the pulling string are delayed by 1D hours, 1D days or 2D days at GM's discretion.
9	A +1Df penalty is applied to any Influence test required in using the pulling string.
10	The pulling string is unavailable at this time. Another Luck Test may be attempted in 1D x 10 minutes, 1D hours, or 1D days at GM's discretion.
11	The pulling string is on the verge of being lost permanently. Unless the character spends two weeks of Downtime "strengthening" relations with the powers that be, and soothing ruffled feathers, the pulling string is lost. The soothing process must be started within a month. Until it is finished, the pulling string cannot be used.
12	Whatever the source of the pulling string, it is lost and cannot be used by the character again. If this pulling string is later developed in the character's life, it starts off shaky.

Changing Pulling String Types

There are several methods to adjust a pulling string's type. The Inside Contact trait converts one shaky pulling string into a normal one. The Perk trait converts one normal pulling string into a perk.

Otherwise, a GM may allow an individual to roleplay her attempts to ingratiate herself with the powers that be -- either in her Profession, Infrastructure, secret group or special contacts. After a certain period of time, the GM should determine if the efforts have been successful, and a pulling string has been upgraded to normal or a perk.

Pulling strings have been restructured slightly to account for the broader range of Professions, Infrastructures and secret societies presented in this book. This restructuring may result in some difficulty translating characters created using prior books. In nearly every case, however, the number of starting pulling strings and point costs for additional pulling strings should allow characters to choose more pulling strings and better define who they are.

Using Covert Pulling Strings

A character's secret organization may exert some influence on the world, and grant its members access to certain pulling strings. Characters can attempt to use these pulling strings by testing their C-Inf specific to the secret organization of whom they are making the request. For example, an operative from Directorate X may use her C-Inf: Directorate X to request access to a Psychotron. If the test is successful, she can use the pulling string. Otherwise, she is denied.

Obtaining New Pulling Strings

A character can choose to work on improving his contacts in his organization, getting to know more people, or increasing his "pull" in various ways throughout society. The goal of this is to build enough confidence and trust that he gains access to new pulling strings. The first step is choosing which PS the character wishes to gain (and GM approval of that goal). The CP cost is listed under the Sphere of Influence possessed by the character. If none of the character's Spheres of Influence list a CP cost, the highest cost listed for any Sphere of Influence is used. If an "A" is listed, the GM should decide whether to allow the choice and what cost to assign. If no cost or "A" is listed, the pulling string should be awarded in only the most remarkable circumstances and only after severe hardship (assuming the GM allows it).

Each week of Downtime spent promoting this goal gives the character 2CPs that may be used to purchase the pulling string (any excess points are lost). If the character abandons the attempt, or goes three weeks of Downtime without spending at least one of them on the pulling string, all CPs accrued to that point are lost. Additionally, when a character successfully completes an Extending Influence research project, she gets a bonus number of CPs equal to her new Influence towards any new pulling strings that she is cultivating. All pulling strings purchased in this manner begin as shaky.

Improving Pulling Strings

Any shaky pulling string can be improved during a character's Downtime. The cost of the improvement is the same as securing the pulling string in the first place (see Obtaining New Pulling Strings above). The character earns 2CPs each week of Downtime towards improving a pulling string that is specified before the Downtime begins. If the character abandons trying to improve the pulling string, or goes three weeks of Downtime without spending at least one of them working on the pulling string, all CPs accrued to that point are lost. Once CPs equal to the cost have been gained, the pulling string loses its shaky designation, and becomes a normal one. Pulling strings cannot be improved to perks in this way.

Pulling String Descriptions

Access Abroad: Using special travel connections, the character can get anywhere in the world. With a successful Df3 Influence test, he can move his team and equipment anywhere in the world. Travel takes 2D days (Df4 test = 1D days; Df5 test = 24 hours). The Game Master may impose further delays depending upon the situation.

Accomplices: With a few calls to the right people, the character can obtain help of the less-than-reputable kind. A Df3 Influence test enables the character to call on the skills of a criminal specialist in one area such as safecracker, cat burglar, art forger, etc. The specialist arrives within 1D days and works on a single job. If the services are needed in a rush, the time can be shortened to 1D hours at +1Df. Less skilled accomplices who can hold guns or look menacing require a Df2 Influence test. Five unskilled thugs arrive in 1D hours, and work for one day. Asking these "gentlemen" to arrive in 20 + 1D x 10 minutes incurs a +1Df penalty. Criminals are open to bribes and offering 1D x $1,000 for the specialist or 1D x $100 for the thugs improves all tests by -1Df. Doubling this bribe gains a -2Df benefit, and quadrupling it provides a -3Df bonus. Each accomplice that is caught or killed in the last month results in a +1Df penalty to any subsequent test. Keeping the specialist for an additional job or the thugs for an additional day adds +1Df, tested at the end of the first job (specialist) or day (thug). Each additional job/day accumulates an additional +1Df penalty. For example, at the end of the second job, a +2Df penalty is applied to keep the specialist on for a third job.

Agency Control: Some groups have the ability to stymie the investigations of other law enforcement agencies, since their mandate is wide-ranging. A character may divert or cancel any local investigation with a successful Df3 Influence test and any federal investigation with a Df4 test. In the GM's discretion, a +1Df penalty may be imposed if the character cannot come up with some plausible cover that involves national policy, national intelligence or security, or some law enforcement mandates.

Aircraft Workshop: Pilots, as well as aircraft maintenance personnel, keep tabs on where they might be able to obtain repairs or complete small modifications on aircraft. As a consequence, they often network with friends to obtain access to a workshop. To use an aircraft workshop to work relatively undisturbed is a Df2 Influence test. The modifiers for the workshop quality are -1Df for Poor, +1Df for Good, +2Df for Excellent, and +3Df for Superb. To gain access to a private hangar to store aircraft is a Df3 test, and it can be used for 1D days. To gain access to a private runway, so takeoffs and landings can be held in secret, is a Df4 test.

Alien Technology: Various overt and covert organizations have, over the years, gained access to pieces of alien technology. Either through an alliance, the capture of an alien, recovered wreckage, or some alien "feeding" technology from the shadows, the organization has a small stockpile of specialized items. Requesting items depends on what is available from the organization, and only one request can be made per week. The item is loaned for a "mission" or a period of testing depending on the reason for the request. If another request is made while an item is still on loan, the requisite Influence test suffers a +1Df for each item the character has out already. An item's worth determines the base Df for getting the item. Items with an RP cost of 1-9 require a Df1 test; those with an RP of 10-14 have a Df2 test; those 15-19 are Df3; 20-24 are Df4; 25 and above are Df5. Those with no RP cost require a Df6 test. Delivery time depends on how far from the headquarters or item storage place the character is at the time of request. If the character is in the same town or city, the item is delivered or dropped off in an hour. Delivery within the same country is 24 hours (or less if the GM feels it could get there quicker). Transport to another country penalizes the Influence test by +1Df, and the time is 2 days. Damaged, destroyed, lost, or absconded devices result in a visit by the organization's enforcers. They will ask some pointed questions regarding the device. Unless they are completely satisfied with the character's answer, the character suffers a permanent reduction of Influence by one half (round up) of the base Df of the item requested.

> The Resource Point cost for alien items can be found in Bodyguard of Lies: Psi-Wars, or assigned at a GM's discretion. GMs should determine what items a specific organization has access to, and which are available to the character. A small organization might have up to five items. Aegis might have a few hundred items, but many will be in use by various Cells and will not be available when requested.

Area 15: Named as a self-mocking parody of "Area 51," Area 15s are a series of facilities maintained and run by PUPPET. There are numerous facilities spread throughout the country, and each one consists of a runway, a hidden hanger, at least two aircraft workshops, and a lab (Good quality). Besides being connected to PUPPET, these facilities are "loaned" out to any alien-supporter who makes a request through the right channels. The facilities are usually used to study the odd bits of alien technology that have been recovered over the years. To book one week's time here requires a successful Df3 Influence test, and D6 hours notice. An additional week after the first requires another test at Df4, and the third week is Df5. These areas are intended to be short-term bolt-holes or command centers until a more permanent location or solution can be obtained.

Arrest Powers: The character has the ability to detain almost any person. While flimsy or trumped-up charges will be dismissed in due course, the character can hold a person for at least 4D hours. This time may extend much longer if there is some evidence that the person is guilty of the charges he is brought in on. In order to bring someone in, the character must succeed at an Influence test with a Df equal to the highest Overt Influence attribute of the target. Some have pulling strings or very good lawyers that can get the charges dropped quickly, but even these individuals must still spend a minimum of 4 hours in custody while the necessary paperwork is completed.

ASPR Seminars: For those individuals who are members of the American Society for Psychical Research, it is easy to attend one of these seminars throughout the United States or other spots around the world. The ASPR training programs focus on clairvoyance, and all with this pulling string gain CRV, ERV and ORV as professional psi-training, and can purchase the Clairvoyance discipline for 5CPs less than normal. If researching this disciplines or one of these trainings during game play, they can be learned for one less breakthrough.

Asset Forfeiture: Financial and asset forfeiture activity is an integral part of law enforcement. Many different agencies confiscate materials that are determined to be a tool for, or the proceeds of, illegal activities such as drug trafficking, organized crime, and money laundering. Either through their own organization or an auction house, many of these items are sold back to the community, although some do "disappear" before ever making it to the auction block or evidence lockers. With this pulling string, characters may gain access to items that require the Criminal Sphere of Influence. All items' costs are modified by -1RP, down to a minimum of 1RP. Any items that already cost 1RP are doubled in quantity instead.

Attorney: In the course of their missions, characters are sometimes called upon to perform actions of questionable legality. A few of these operatives have the misfortune of getting caught. Being able to call upon a good attorney is key to minimizing the repercussions of these breaches of law. With access to top-notch lawyers, judges sympathetic to the "needs" of the group, or the right amount of bribes and blackmail, getting through these tough times becomes easier. A successful Df1 Influence test supplies the character with a good lawyer for any matter that does not involve significant threats to security of the secret organization. For more serious cases, a Df3 test must be passed, and the lawyer assigned to the case will be excellent and sympathetic to views of the secret organization. If the character has really "screwed the pooch," a Df5 test may get the case assigned to a "friendly" judge and dismissed for one or more technical reasons in 2D months. In the meantime, the character will be on parole and advised to tread cautiously. Any organization is very reluctant to use its judicial resources in this manner. It is left up to the GM's discretion as to the availability of federal judges even if a Df5 test is made. If the "friendly" judge is used, it is likely the organization will be unable to use this ability again for some time, and as a consequence, the character's Influence in that organization is reduced by one permanently.

Backup: The police are already on patrol all over the city, so one phone call can bring them running. Knowing the codes the police use can assure that at least two squad cars arrive within 1D + 10 minutes. If the individual making the call is part of a federal law enforcement agency, this request will be seen as standard procedure, as long as there is sufficient evidence to demonstrate the call was warranted. Individuals who are on the local police department won't have to answer any questions from their back-up. Non-federal law officers from out-of-town will probably be questioned on their jurisdiction and what they are doing in town. All other individuals with this connection will have to have some kind of ready answer as to what they are doing, why they are there and so on.

Base Clearance: Military-related personnel (such as most DOD Professions) gain access to military facilities much easier than civilians do. Success at a Df1 Influence test grants access to the non-public areas of a recruiting office or a Reserves base. A successful Df2 test is required to enter any base with normal security, Df3 for high security bases and weapons testing sites, and Df4 for most other areas. A successful Df5 test is necessary to get inside the Pentagon or other areas of high security, including secret bases.

"Blanket" Wiretaps: Since the NSA is exempt from the federal law prohibiting unauthorized domestic wiretaps, the agency generally maintains a huge number of active taps. These taps are generally related to national defense, but with a few oversights, they can range pretty far afield. With a successful Df3 Influence test, the character with this pulling string can call on the NSA to monitor a group of phone lines for specific information and pass the data on to the character. For example, all phones in a particular town or metropolitan neighborhood could be monitored for a particular person's voice, or all calls into or out of a specific company's offices (throughout the country) could be watched for mention of "Flight 453". 2D hours will be necessary for the blanket wiretap to be set up and the taps can be left in place for up to one week. This pulling string can only be purchased by NSA professions or professions with the DOD Infrastructure.

Blue Fly Transport: Moondust/Blue Fly specializes in stealth insertion and extraction. A character with this pulling string may attempt any number of communication protocols to secure such services anywhere in the world. A Df1 test will get a Blue Fly transport to the caller's location in 6 hours. Each Df higher halves the response time (Df2 = 3 hours; Df3 = 90 minutes; Df4 = 45 minutes; Df5 = 23 minutes). Insertion is via parachute drop and pickup is by stealth helicopter, so don't expect to see them coming or going.

Boot Camp: Whether the United States Armed Services, the State Department or some other organization that prides itself on its superior training and academies, boot camp is a rigorous training regime. Members who have gone through "boot camp" gain an additional 15CPs to be spent on trainings or skills.

Border Control (choose a country): Most countries are very serious about monitoring their borders. The need to prevent illegal aliens, terrorists, and drug smugglers from entering has grown exponentially in the past decade. With the right contacts in a specific country, getting in and out is as simple as finding the location of patrols or scheduling them to "forget" to patrol a specific location at a designated time. To find where the border patrols will be in a set 24-hour period in the next week is a Df2 test. To actually get the patrol not to cover a certain area for a 4 hour period is a Df3 test. Countries with high security require a +1Df to all tests; examples are Italy, Germany, Algeria, South Africa, China, and most countries in the Middle East.

Business Connections: Close ties with a company through one's status as a stockholder, a former or current employee, a family relation, or someone in possession of blackmail material (to mention a few) allow the character to call upon some needed equipment. The corporation is a huge entity, and it is often fairly simple to arrange for it to lose something when operatives desperately need it. During adventures, a character tests her Influence, adding +1Df per 5RP needed. The only equipment that can be selected is that obtainable using the Civilian Sphere of Influence. The equipment must be returned undamaged at the end of the mission, or the character loses Influence equal to the test Df-1. It will take (1D x RP cost) hours to deliver these assets to the designated location.

CDC Labs: The Center for Disease Control laboratory and medical facilities in Atlanta are on-call 24 hours a day, seven days a week. If a successful Df1 Influence test is made, samples sent from field operatives receive skill level 3 biological, medical, toxicological, and virological testing and analysis, and the results are returned within a week. Each increase in the Df of the Influence test halves the testing time (Df2 = 84 hours, Df3 = 42 hours, Df4 = 21 hours, Df5 = 10 hours). If the substance or item under analysis is alien, supernatural or "unknown", the answer is received in 6 weeks, and may not be conclusive. Again, increases in the Df tested decrease testing time (Df2 = 3 weeks, Df3 = 10 days, Df4 = 5 days, Df5 = 56 hours). All analysis time may be halved again if the characters can devise a convincing explanation that reflects upon the CDC mission, such as an outbreak has begun or is suspected.

CEASEFIRE: The CEASEFIRE program provides local police with the ability to link shooting incidents, and to match projectiles and shell casings recovered in seemingly unrelated occurrences. As an element of this program, the ATF utilizes a unique ballistic comparison system known as the Integrated Ballistic Identification System (IBIS). This system enables firearms technicians to digitize and automatically sort bullet and shell casing markings. A successful Df2 Influence test grants the character access to this system. If the gun has been used since 1995 in a crime where a bullet was left behind, the character makes a Luck test with a +2 bonus to the roll (+4 for a major city, -2 for a small rural town) to see if it is in the system. If it is in the system, the character will be able to retrieve where, when, how and who used the gun in the incident on record.

Cheaper Aircraft: Pilots of all sorts, both in and out of the military, can find aircraft more readily than others. Being one of these pilots or knowing one who can do the "shopping" for the character reduces the cost of all aircraft by 2RPs. Characters can only buy the aircraft available through their Sphere of Influence.

Cheaper Ground Vehicles: Vehicle operators of all sorts, in and out of the military, can find ground vehicles more readily than others. Being one of these operators or knowing one who can do the "shopping" for the character reduces the cost of all ground vehicles by 2RPs. Characters can only buy the ground vehicles available through their Sphere of Influence.

Cheaper Watercraft: Boaters of all sorts, in and out of the military, can find watercraft more readily than others. Being one of these boaters or knowing one who can do the "shopping" for the character reduces the cost of all watercraft by 2RPs. Characters can only buy the watercraft available through their Sphere of Influence.

Chemical Stores: Either by working in a hospital or pharmacy or having a contact in one of those places, the character can obtain drugs with only a slight degree of risk. A successful Df1 Influence task secures any over-the-counter drug, a Df2 task obtains any prescription drug, a Df3 test obtains any illegal drug that has medical uses, and a Df4 test obtains any other illegal drug. Psi-drugs cannot be obtained. One vial of the drug is secured (or some volume about that size). If more than a single vial is needed, add +1Df for each additional vial requested. Drugs will be available in 3D hours, or 1D hours at +1Df. If this pulling string is used more than once a month, each additional use causes +1Df.

Chop Shops: Give the character a day, and just about any vehicle, commercial or private, can be acquired and modified to taste. Cabs, ambulances, delivery vehicles, armored cars, police cruisers, boats and planes are all possible. Any type of vehicle that can be purchased through the Criminal Sphere of Influence can be had at 3 less RPs, to a minimum of 1RP.

CIA Caches: There were over two thousand secret equipment caches reportedly set up by CIA overseas between 1950 and 1978, and though many of these have been recovered, some still exist. The character can attempt a Df3 Influence test to unearth information leading to the location of an arms cache with 1D RP of military gear or surveillance gear. This cache will be nearby, but well hidden, and will take 2D hours to open up. The equipment will be well stored, and, while old, will be workable. On a Df4 Influence test, the character can gain information leading to a facility of up to 3D RP, which can then be cleaned up and used as a base for up to a month before the local authorities begin to ask questions. The GM may optionally require a Luck test, with a result of Bad Luck meaning the cache has already been cleared out.

CIA Training Facilities: The CIA runs a number of training centers in Virginia. At "Blue-U" in Arlington, tradecraft skills such as breaking & entering, disguise, photography and certain cryptographic sciences are provided. The Warrenton Training Center teaches communications and signals intelligence training, as well as being the home to the CIA's secure communication network. Camp Peary or "The Farm" is where paramilitary techniques are taught. Demolitions, heavy weapons and jungle warfare training is provided at a base in North Carolina. The CIA also runs paramilitary training bases out of Guatemala for underwater demolitions skills and in other nations throughout the world for other clandestine skills. A successful Df2 Influence test (+1Df per person if more than one character attempts to get training from the Academy at the same time) must be made for the characters to receive instruction in any one of the following trainings or skills:

Trainings: Awareness, Communication, Investigation, Navigation, Parachutist, SCUBA Diving, Surveillance, Survival.

Skills: Athletics, Autofire, Boating, Brawling, Breaking & Entering, Computer Use, Demolitions, Diplomacy, Disguise, Escape, First Aid, Forgery, Gambling, Gun Fu, Heavy Weapons, Hypnosis, Language, Martial Arts, Melee Weapon, Navigation, Photography, Pilot, Shadow, Small Arms: Pistol, Small Arms: Rifle, Stealth, Tracking, Video.

City Hall Archives: In musty storerooms and old offices of city and town government buildings, plans and blueprints may be found. These documents show detailed floorplans as well as electrical, plumbing, heating/cooling, and ventilation systems. Some municipality records are kept in better shape than others, and some officials are more helpful than others. Also, the older the building is the less likely that records exist for it. While certain buildings like correctional facilities are exempt from public disclosure, buildings such as banks and stores are not. In all circumstances, the local government in the area where the building is located must be contacted.

To get ahold of the records is a Df2 Influence test regardless of the age of the building. For buildings constructed since 1980 federal and state laws guarantee that the records exist. Buildings constructed from 1960-1979 are less extensively recorded. The existence and condition of blueprints depends on when the appropriate city instituted fire safety laws regarding building plans. Test Luck; Bad Luck means no records exist, Neutral Luck means the records are there but in bad condition, and Good Luck means the records are well preserved. If the building was constructed from 1920-1959, records exist only if Good Luck is rolled, and the records will not be in the best of condition. Before 1920, records would exist in municipality offices only if the building is historical or important (GM's discretion). Such records may have been stored in another location, such as a museum or a private collection. Regardless of the age of the building, the municipal clerk may call the building owner to ask permission to release blueprints. To avoid this "courtesy call", add +1Df for public buildings, or +2Df for private buildings. Finally, high security buildings, such as correctional facilities, may be unavailable (GM's discretion) or at least incur a +2Df modifier to the Influence test.

Classified Database: Access to the extensive information sources accumulated by DTIC analysts increases the Target Number of any Science, Engineering and Build/Repair test by two. As the Humanities collections are not as extensive, those tests gain only a +1t benefit. Such access requires a successful Df2 Influence test, Df3 if the information sought is highly classified (such as creating a nerve toxin), and a Df4 for tasks involving alien technology (for example, repairing a Saurian space probe). This pulling string can only be purchased by Professions within the DOD Infrastructure.

Cleansing Retreats: Occult researchers have started to understand the basic dangers of corruption, and they organize cleansing retreats in order to battle it. A successful Df3 Influence test gets someone a space on a cleansing retreat. For every three months that a person is there, she may make a Hard Willpower test to remove one stage of corruption. This can continue until all stages are removed. The treatment will not remove the Corrupted by Supernatural trait, however. Further, the cure is not perfect. If the person ever again fails a corruption roll, all of the previous corruption stages return, and a new level is gained. Decreasing the time between tests to one month is possible, but that intensive level of retreat is likely to leave its mark. The player must select a negative psych trait worth at least 10CPs, although the character does not gain any CPs for doing so.

Closing Investigations: The DIA has authority over all investigations that implicate the national security. This responsibility allows it to step in and shut down any investigation that infringes on its area of expertise. The character can use this power to close any local investigation with a successful Df1 Influence test. A legal federal investigation requires a Df2 test to cease. A Df3 task sidetracks any outside investigation except high-profile media cases or Presidential/Congressional level review. Even these latter two can be encouraged to stop with a successful Df4 Influence test. Note that, unless a credible case can be made (GM's discretion) that the investigation seriously compromises military security, all Influence tests are subject to a +1Df penalty. This pulling string can only be purchased by Professions within the DOD Infrastructure.

"Codebreaker" Supercomputer: One of the NSA's most prized acquisitions is a giant supercomputing facility in a remote corner of the Arizona desert. The custom-built supercomputers housed at the facility are designed specifically to break codes and computer passwords as quickly as possible. Even the most secure password schemes in use today can usually be broken in a matter of hours by these computers. Access to the facility is highly restricted. Logging onto the system via telecommunications link requires a successful Df4 Influence test along with a Computer Programming Df2 test. Any hacking attempts performed while connected to the codebreaker supercomputer take only one quarter the usual time. This pulling string can only be purchased by Professions within the DOD Infrastructure.

Cognitive Training Facilities: Cognitive Science Laboratories have set up various labs throughout the country. These labs are on the cutting edge of psi research within the Intelligence community, without actually being members of that community. Anyone who trains at one of these labs gains Psi-Interception, Psi-Warfare, and Remote Influence as professional psi-trainings, or if learning it after character creation has the breakthroughs reduced by 2.

Computer Security Database: Codebreaking and electronic security (particularly circumventing electronic security) is the lifeblood of the NSA. The NSA provides security procedures and recommendations for the rest of the government and the U.S. military. They know computer security; in fact they wrote the book, quite literally. The NSA computer security manual is the hacker's bible, and the agency maintains a constantly updated database of security holes and weaknesses for internal use only. A successful Df1 Influence test and a telecommunications connection allows the character to access the agency's database, and reduces the Df of any hacking attempt by one, and the time by half.

Consular Affairs: Under the protection of consular affairs, characters close to the State Department can perform many valuable tasks for their associates. A character may put any object up to the size of a small package inside a diplomatic pouch, thereby rendering it immune to tampering, with a successful Df1 Influence test, but only when going into or out of the U.S. He may access diplomatic papers granting immunity from prosecution for all but the worst crimes, with a Df2 test for a single person. This immunity is only good for one month and only one request can be made per month. Additional persons can be added at +1Df, for the duration of the same time period. With a Df1 test, the character can use consular facilities around the world as safe houses, provided no one with him brings any weapons or dangerous items. Finally, he can use consular vehicles in a given area for up to a week, but must return them undamaged (Df equals RP cost), if it is returned damaged he can not use this pulling string for a number of weeks x RP of the vehicle.

Corporate Espionage: For various reasons, including simple competitive advantage, some try to make sure that they have access to the files of other corporations. They obtain these documents through espionage or by using willing accomplices on the inside. A successful Df2 Influence test will get a public file, a Df3 test a semi-public file, a Df4 test a private file. A Df5 test reveals a file that doesn't exist according to any regular corporate records.

Corruption Camp: Like the cleansing retreats various occultists run, corruption camps are organized to strengthen the body against corruption. Once a month a request can be made to attend one of these camps (with a successful Df3 Influence test, +1Df per four extra personnel brought along). The camps last one complete week and as a result of the bolstering there, the next test against Corruption gains a bonus of -1Df.

Corruption Treatment: CAPS facilities throughout the country have created a program for treating corruption. With the right connections gaining access to the treatment program is a Df3 Influence test. The subject must be brought to the proper facility and left there during treatment. Over time, the parapsychologists and occultists identify and expunge any spirits tied to the subject, and remove successive stages of corruption. Each stage removed requires the subject to endure three months of treatment, and succeed at a Hard Willpower test. Even then, there is a 1 in 6 chance the character will return to the Seepage's embrace (all stages of corruption return immediately) each time she encounters threatening or extreme supernatural manifestations.

Counterculture Friends: There are many subcultures around the world, such as the Black Panthers, the Greens, the Goth Scene, and CCG Fanatics. With this pulling string, a character chooses one specific country. It takes 1D days to find a contact with the right knowledge in that country. If general background information on a major subculture is requested, a successful Df1 Influence test is required. Finding a contact that is willing to provide assistance is a Df2 test. Finding a contact that can provide background information on a specific small segment of a subculture or a minor subculture is a Df3 test. Finding a contact that can provide assistance in a minor subculture is a Df4 test. To reduce the time to find a contact to 1D hours, apply a +1Df penalty. The Influence test only grants the character access to someone who is willing to help. The contact may want some compensation for his time, determined by the GM and by what the character is asking.

Counterintelligence Files: The FBI's counterintelligence division maintains files on every U.S. government official with any security clearance whatsoever and conducts regular surveillance of these individuals every few years to ensure they are not double agents. They also maintain surveillance of foreign dignitaries and foreign-born residents of the United States. As such, their files are quite extensive and useful. A successful Df3 Influence test grants full access to the filing system. This pulling string can only be purchased by Professions within the DOD, Federal Government, State Department, or State Government Infrastructure.

Criminal Resources: Because the character has a number of underworld connections throughout the U.S., RPs spent on Criminal Sphere of Influence resources count as double points spent. For example, 2RPs would translate into 4RPs when purchasing an item. Items that the Game Master feels are extremely rare are typically not available, no matter what their cost. Any time the character attempts to generate RPs during Downtime roll Luck. Bad Luck means that the local police have been tipped off. The ramifications are up to the Game Master.

Criminal Tracking: The character can access dozens of databases on criminal activity as well as standard documentation, such as rap sheets. To access them, she needs to succeed at a Df2 Influence test, if she has a legitimate reason such as working on a case that is connected to the search. Otherwise, the test is Df3. Increase the test by +1Df if she does not want any evidence of the search left behind. This allows access to licenses, gun permits, housing permits, criminal records, fingerprinting, credit card tracing, and other forms of evidence. The type of evidence may or may not be useful. For example, accessing a fingerprinting database will be futile if the subject under investigation has no fingerprint record. The GM determines what evidence is available.

CSICOP Training: The members of the Committee for the Scientific Investigation of Claims of the Paranormal work hard at debunking any claim out of the ordinary. Due to this diligence and their experience at finding (or making up) a logical explanation for every event, characters with this pulling string gain -1Df to any test directly involved in the investigation of paranormal activity including Fear tests, research projects and Perception tests. They also add Prestidigitation to their profile as a professional training, and they get a Connection pulling string to a Journalist for free.

Customs Analysis: Customs scientists conduct a wide range of analyses to ensure that imported and exported merchandise has been properly identified to protect the revenue stream. A successful Df1 Influence test gains a skill level 3 Science, Engineering or Build/Repair analysis of a piece of known technology, material or substance. The results will be returned in a week. Each increase in the Df of the Influence test halves the testing time (Df2 = 84 hours, Df3 = 42 hours, Df4 = 21 hours, Df5 = 10 hours). If the substance or item under analysis is alien, supernatural or "unknown", the answer will be received in 6 weeks, and may not be conclusive. Again, increases in the Df tested decrease testing time (Df2 = 3 weeks, Df3 = 10 days, Df4 = 5 days, Df5 = 56 hours). This pulling string can only be purchased by Professions within the Department of Treasury Infrastructure.

Dangerous Toxins: Working with states and other federal agencies, the Agency for Toxic Substances and Disease Registry (ATSDR) seeks to prevent public exposure to hazardous substances from waste sites. The agency conducts public health assessments, health studies, surveillance activities, and health education training in communities around waste sites on the U.S. Environmental Protection Agency's National Priorities List. ATSDR has also developed toxicological profiles of hazardous chemicals found at these sites. With a successful Df1 Influence test, the character can get a profile of any known hazardous material. Further, a Df test equal to the Toxicity Level of a specified toxin will get a single vial. These materials may not be effective on alien physiology. Research and experimentation to tailor the substance to a particular race or species may require several breakthroughs.

Toxin Quick Rules

A detailed discussion of toxins appears in Bodyguard of Lies: Synergy. For those without access to that volume "short and sweet" toxin rules are presented here.

The damage caused by exposure to a toxin depends on the Toxicity Level. Damage is taken until a First Aid or Medical test versus the Toxicity Level is successful. Even then, the victim must be hospitalized or will die with 24 hours.

Toxicity Levels		Standard
1	Almost Non-Toxic	Fw1/30 minutes
2	Slightly Poisonous	Fw1/1 minute
3	Moderately Poisonous	Wn1/1 minute
4	Very Poisonous	Wn1/30 seconds
5	Extremely Poisonous	Sp1/30 seconds
6	Lethal	Sp1/1 round

Dangerous Virus: As the primary caretaker and researcher of viruses, CDC labs are veritable stockpiles of the most dangerous viral enemies of humankind. A successful Df1 Influence test gains the character a profile of any known virus. A Df3 test will supply a sample of a dangerous virus, and a Df5 test gains access to deadly virus. These diseases may or may not be effective on alien physiology. Tailoring the disease to a specific race or species may require several breakthroughs.

DARPA Labs: The Defense Advanced Research Projects Agency (DARPA) serves as the central research and development organization of the DOD and is primarily responsible for maintaining U.S. technological superiority. The DARPA pursues imaginative and innovative research and development projects with significant military application. Characters with research questions can gain access to DARPA labs, databases and personnel on a strictly top secret basis. This aid generally results in increased and faster breakthroughs. All research projects using DARPA facilities gain a +1PV for purposes of the breakthrough test, while the PV remains the same for the associated skill test. This pulling string can only be purchased by Professions within the DOD Infrastructure.

Demon Lore: Certain religious cults have been fighting the supernatural for centuries. It is no surprise that they have managed to accumulate extensive files on supernatural occurrences and locations, including information on some of the older and more prolific demons. Obtaining information about any one of these demons is dependent on what information the character is looking for. The more rare information is possessed by the most powerful occultists, and it is well guarded and not usually shared. A successful Df2 Influence test will get the basic information about a demon (archetype, history, description). To gain more detailed information such as the powers requires a Df3 test, while finding out a bane of the demon would be a Df4. If only the description of the demon is known and not the name, researching is much harder and a +1Df penalty is applied.

Deprogrammers: These gentlemen make their living cleaning up targets of a cult's influence, mainly through kidnapping and brainwashing techniques very similar to those that the cults may have used in the first place. With a successful Df3 Influence test, the character can convince deprogrammers to pick up a target and attempt to deprogram them. If the target was actually a part of a cult, deprogramming takes 1D days. Further, the individual being deprogrammed must test Luck. Bad Luck means the cult's influence has not been broken, Neutral Luck means Luck may be tested again in 1D days at –1 (cumulative) to the die roll, and Good Luck breaks the cult's hold on the target. If the target was not actually mentally or emotional beholden to a cult, the deprogrammers will figure this out in 1D x 1D hours. They will not be happy at being misled and will not respond to any calls for "help" for 1D months. The GM may also impose other requirements to regain the deprogrammers' good graces.

Departmental Precedence: The State Department is in charge of making and enforcing America's foreign policy, and it has a lot of pull with American governmental agencies. Inside the country, the character can cancel any operation run by legitimate authorities with a successful Df3 Influence test, or by government agencies operating clandestinely with a Df4 test. If the character is overseas, he can supercede American organization operations with a Df2 test, including covert operations with a Df4 test. Any particular agency can only be affected once in a given mission. It takes 1D hours to get the operation shut down on United States soil, 2D hours on foreign soil.

Diplomatic Itineraries: It is the State Department Bureau of Diplomatic Security's job to protect both American diplomats and facilities abroad, and to coordinate with foreign security personnel to help protect their diplomats who are visiting or stationed in the United States. As a result, characters with ties to the BDS have access to information on the security measures and locations of important personnel involved in the political and diplomatic process. They can use this information to gain an interview or meeting with diplomatic personnel (with a successful Df1 Influence test, Df2 for foreign personnel), or to modify their routines and schedules (Df3, Df4 for foreign personnel). Characters who are particularly sharp can also use the movement of diplomats to arrange a clever means of secret transport. By travelling as part of a diplomat's security retinue (Df3 if bringing no heavy equipment, Df5 if bringing anything requiring mechanized portage), the character can arrange for his Cell to gain entry to any country with which the United States has diplomatic relations. This capacity can only be purchased by Professions within the State Department Infrastructure.

Discreet Staff: The character has access to top-secret or high security researchers. Due to the sensitive nature of their employment, research staff are well-known for their ability to keep their mouths shut and eyes focused on their work. All research staff may be employed for -1RP in cost. If the staff member already costs 1RP, two staff members are recruited instead.

DNA Database: The DNA Identification Act, which was included in the 1994 Crime Bill, authorized the FBI to establish the Combined DNA Index System (CODIS) for law enforcement purposes. This index contains DNA profiles derived from crime scene investigations, and DNA profiles of individuals convicted of crimes. The CODIS enables state and local law enforcement crime laboratories to exchange and compare DNA profiles electronically. CODIS officially began as a pilot project in 1990, serving 14 state and local DNA laboratories. This history is a fiction for public dissemination. Secretly CODIS has been operating for over 20 years, and the FBI has secured innumerable blood samples from hospital patients, newborn babies, and other sources. Currently, CODIS is installed in 50 laboratories in 25 states, and has a database of 23 million individuals. A successful Df3 Influence test will grant the character access to the system. If the sample DNA is not from someone with a criminal record since 1990, a Good Luck test is needed for the person to be in the system.

Documents Lab: The Department of the Treasury runs the finest documents labs in the world. A character may submit any kind of paperwork or currency for analysis by skill level 4 Forgery specialists. On a successful Df2 Influence test, the analysis will come back in 24 hours. A Df3 test is required for the lab to attempt to match the papers with all known forgery artists, and send back the latest location and biographical information on the forgers within 48 hours. Finally, on a Df2 task, the character can have friends in the lab generate a set of forged documents of any kind, from anywhere in the world, within 1D days. Add +1Df for overnight jobs, or for each additional set of papers. The forged papers are not backed up by computer records, and thus may be detected that way, but will pass almost any known visual or chemical analysis inspection. This pulling string can only be purchased by Professions within the Department of Treasury Infrastructure.

Doctored Flight Books: The character is able, through friends and contacts, to make sure that there is no trace on log books that a flight occurred, making it extremely difficult for people to track the flights, or even know where he is up in the air. A successful Df2 Influence test is necessary to cover the tracks of a small plane, a Df3 test is for a large plane, and a Df4 for a large commercial plane.

Ear to the Ground: This enables a character to find out various details about a country's political or economic situation. A successful Df1 Influence test reveals major political figures and the economic situation known to the public or that can be found listening to a news service. A Df2 test unearths all of the political parties and who is in power, as well as all of the country's diplomats and their duties, and finally, a small amount of information about the major businesses that help shape the economic face of the country and who is running them. A Df3 test reveals who is funding different political parties, all the aides of diplomats and other government figures, and the true shape of the economic situation of the country. A Df4 test indicates who is embroiled in political controversy, the men in the shadows of the government politics, or the extent of government corruption. A Df5 test reveals the names of the key figures who are running the show (if they are not apparent to the public), along with their aides, what businesses are working with them, etc. The character gains this information within a 1D x the Base Df in hours, or half that time if +1Df is applied.

Easier Funding Tests: The Defense Finance and Accounting Service (DFAS), under the authority, direction, and control of the Under Secretary of Defense (Comptroller), is responsible for standardizing financial and accounting information. Given the sheer amount of money flowing through DOD coffers, characters with ties to the DFAS can channel money in certain ways when the dictates of defense require. DOD professionals may contact the DFAS and gain a -1Df bonus on all funding tests. This pulling string can only be purchased by Professions within the DOD Infrastructure.

Energy Blackouts: Characters with ties to the DOE may call upon the power of the Federal Regulatory Commission over natural gas, oil, electricity and hydroelectric facilities. A character can stop the transmission of any of these resources. A successful Df1 Influence test is needed to stop the flow of energy to any particular grid in a city or town. A Df2 test is needed to blackout a larger area such as an entire small town, or many blocks of a city. Df3 is assigned to cutting off a large town or a small city, and Df4 must be passed for a major metropolis or a small state with no metropolises in it. When attempting to cut off an entire state with major cities, all the customers of one energy company, or a number of states, a Df5 test is needed. Cutting power to a number of states covering many different energy companies demands a Df6 test. Power will remain cut for 6 hours before the character will have to come up with good excuses to keep it disconnected. After 6 hours, the GM can either require the character to role play the situation or test again but at +1Df for each 6 hour extension. This pulling string can only be purchased by Professions within the Department of Energy or State Government Infrastructure.

Evidence Control: Characters with influence in law enforcement circles can gain access to evidence control areas in order to examine evidence themselves, and perhaps even modify it. To consult the evidence, including the officer's logs, requires a successful Df2 Influence test. To remove a piece of evidence is a further Df3 test, while doctoring the papers and adding a piece of false evidence is a Df4 test. Legitimately adding a piece of evidence does not require another test as long as the character was able to consult the evidence. To use this ability outside of the character's direct jurisdiction, apply a +1Df penalty.

Exorcist Teams: A successful Df3 Influence test grants access to an exorcist specialist, with a Ritual skill of 3, who has knowledge of all of the Spirit ritual trainings. To add neophytes to assist with the Ritual, every two called imposes a +1Df to the roll. Usually it takes 1D/2 days for the exorcist team to arrive; adding a +1Df penalty reduces the time to D6 hours.

Expedited Research: The DOE/OER labs are staffed by large numbers of quality researchers and supplied with top-flight equipment. A character attempting a research project using these labs finds breakthroughs come quicker. The character may attempt two long-term research tests per week or two short-term projects each day. This pulling string can only be purchased by Professions within the DOE Infrastructure.

Experimental Energy: Due to the nature and variety of the research programs sponsored by DOE, a number of innovative technologies have been and are being developed. The character can gain access to new and experimental energy sources. With the equipment and knowledge secured, the operative may be able to analyze and supply energy for otherworldly devices. The energy source will not be better than the original power source, but will be much better than, for example, connecting car batteries to an alien weapon and praying that it works. A successful Df4 Influence test is required to create the power source

and keep it secret. The labs and scientists used must have access to the device for which the power source is being designed. Note that this access may, at GM's discretion, result in a security breach. It will take 1D weeks of development and construction time for small items, and 2D months for larger items such as spacecraft. This assumes that the devices are technologically powered, not psychically or supernaturally powered.

Experimental Psychic Drugs: MKULTRA and other psychic research organizations are careful, but occasionally one of their samples of psi-drugs is either copied, or the formula reconstructed. Parapsychologists can occasionally get one dose with a successful Df3 Influence test, with each additional dose imposing a +1Df. It takes D6 days to get the drug. One request can be made per month.

Fanatical Support: From activists to religious cultists, various groups can always use a few more fanatical followers to help them in their tasks. The followers are not skilled, or outstanding in any way, but they will follow orders to the end. They can't be used for discreet tasks, but they can cause lots of mayhem. To call upon up to four fanatics requires a successful Df1 Influence test, with a +1Df penalty for every block of additional four fanatics. Fanatics arrive in 2D x 6 hours (1D x 6 hours at +1Df). They have attributes of 3 and all relevant skills are 2.

FBI Forensic Laboratory Analysis: The FBI has one of the largest and most comprehensive crime laboratories in the world. It is the only full-service federal forensic laboratory. A successful Df1 Influence test secures a sample priority treatment, returning a skill level 3 Science and Forensics analysis within 24 hours.

Fellow Survivalists: Militias and citizens' rights groups are very active in certain portions of the world, and the character is able to call on them in time of need. On a successful Df3 Influence test, the character can gain access either to well-fortified compounds or well-armed supporters. In the compound, the character and her associates may rest, recuperate, and prepare to make a stand. The supporters consist of 2D well-armed militia members who are willing to join the fight against the aggressors and imperialists who are stealing America (or whoever else the character labels the "bad guys"). The government has already demonstrated its willingness to move against these groups, so the character should be cautious, for these areas and people are not safe for very long.

Finger Printing: According to public statements, the FBI has begun work on the Integrated Automated Fingerprint Identification System (IAFIS) to modernize and centralize the current system for fingerprint identification, some of which is still paper-based. IAFIS provides state-of-the-art fingerprint identification and criminal history data services, and dramatically improves the support services that the FBI provides to federal, state, and local law enforcement and criminal justice agencies. Officially, full operating capability of this system is expected during the last quarter of 1999, but secretly the system is up and running now in its Beta test form. A successful Df2 Influence test locates any U.S citizen who has a previous criminal record or law enforcement background. A further Good Luck test locates someone who has no criminal record (the fingerprints may have been taken for some other reason and included in the database). A Df3 test locates and identifies any individual from a country allied with the United States, if such a person has a criminal record. A foreign national with no criminal record may be identified with a Good Luck result at a +2 modifier to the die roll. The IAFIS has over 214 million fingerprint cards on file, representing approximately 74 million individuals.

Foreign Service Institute: In order to promote the best candidates for international service, the State Department runs a special school to instruct future diplomatic personnel. This school, the Foreign Service Institute, teaches courses on everything from etiquette to safety overseas. The character can gain admittance to FSI by passing a Df2 Influence test, +1Df per additional person. Any of the skills or trainings listed below can be learned.

Available Trainings: Awareness, Politics, Savoir Faire

Available Skills: Computer Use, Diplomacy, Drive, Fine Arts, Humanities, Language, Teaching

Fringe Culture: Those with "alternative" views stick together more tightly than many others, and tend to cooperate in spreading their beliefs. A character can try to pick through her friends' sources to find any kind of information or needed services. This requires a successful Df3 Influence test. Alternately, the information gathered can be used to get a +1t (Df2 task) or -1Df (Df4 task) on any information-related skill check, such as Engineering, Humanities, or Sciences.

Front Page News: A connection with a journalist grants the ability to push news stories to the forefront, and conversely help bury stories in the paper. The story needs to be somewhat factual, otherwise the journalist will be in danger of losing reputation or her job. That does not mean, however, that the story can't be slightly altered to "correct" certain misstatements or "refocus" the piece. A successful Df2 Influence test is required to push a newsworthy item even further into the spotlight, while a Df3 test is required for a marginally newsworthy item. A Df4 test is required to push a remotely believable story to front-page news, and a Df5 test is required to push an unbelievable or apparently impossible story to the forefront. In order to bury a story, reverse the difficulty, with burying a newsworthy story a Df5 test, and burying an impossible and unbelievable story a Df2. If the story is not factual or at least does not have the major points covered with "facts," it can come back to haunt the character. Make a Luck test with Bad Luck meaning the connection was ridiculed in the media circles for getting the story published. This results in this pulling string becoming shaky, or permanently lost if it was already shaky.

Funding Tests

Funding is no longer available to every character, nor is it available at the same levels for all those who have it. It is now tied to the character's Infrastructure.

When taking a Funding test, the character should declare how much money she is trying to siphon. The Df of the test is dictated by the level of her Funding pulling string. If she wishes, she can attempt to better cover her paper trail by applying a +1Df. At the end of each month, the character tallies the total amount she has requested (excluding any money that she covered using the Df modifier). The character makes a Luck test adding to the roll a number equal to the Df appropriate to the total money requested. If Bad Luck results, the character's abuse of organization funds has been detected (GM's discretion on the repurcussions of this event).

For example, Charles is a CDC Scientist with an Overt-Influence: CDC 3, and has access to the HSS pulling string Funding-Basic. In the first week of the month, he "borrows" $5000 (Df2) which he uses to fund a trip to Mexico purportedly to look into an outbreak of some disease (his real reason is to investigate the Cult of Coatl). While in Mexico, he "requisitions" twice more, each for $5000. By the third requisition, he begins to worry, and increases the Df to better bury the paperwork.

At the beginning of the next month, the HHS has a chance to detect these financial shenanigans. Normally, Charles would make a Luck check at +4 to the die roll because he siphoned $15,000 (Df4 under Funding-Basic). However, he buried the last $5000. Thus, for audit purposes, his effective total for the month is $10,000 (Df3 under Funding-Basic). Charles rolls 2D and gets an 8. This is modified to 11 (+3 modifier). This is just short of his Bad Luck of 12. Charles breathes a sign of relief when he realizes he will not have to justify his spending.

Depending on each character's job, they also have access to certain disposable income. In effect, organizations with more money available can grant employees higher salaries, and the higher Influence employees earn more money. This money does not require any funding tests. Once per month, a character gains a number of RPs that can be spent on Civilian Sphere of Influence resources (any resource that has a cost under the Civilian column). A character has the option of not spending any RPs earned for that month. If they do so, 1RP may be carried over per month cumulatively. This does not grant the character general access to the Civilian Sphere of Influence; it is simply a special way of spending certain RPs.

For example, since Charles is O-Inf: CDC 3 and has Funding-Basic, his disposable income is 2RPs each month. For 3 months, he spends no RPs at all. Thus on the fourth month, he has 5RPs to spend or, if he spends nothing again, he can move 4RPs to the next month (the 3 already pooled and 1 more).

Funding - Basic: Access to funding rolls using the Funding - Basic table.

Funding - Excellent: Access to funding rolls using the Funding - Excellent table.

Funding - Limited: Access to funding rolls using the Funding - Limited table.

Funding - Scarce: Access to funding rolls using the Funding - Scarce table.

Funding Tables

Funding - Scarce

Funding Tests		Disposable Income	
Df	Amount	Inf	Resources
1	$1-$100	1	None
2	$101-$500	2	None
3	$501-$1,000	3	None
4	$1,001-$2,000	4	1 RP/month
5	$2,001-$6,000	5	2 RP/ month
6	$6,001-$10,000		

Funding - Limited

Funding Tests		Disposable Income	
Df	Amount	Inf	Resources
1	$1-$500	1	None
2	$501-$1,000	2	None
3	$1001-$5,000	3	1 RP/month
4	$5,001-$10,000	4	2 RP/month
5	$10,001-$50,000	5	3 RP/month
6	$50,001-$100,000		

Funding - Basic

Funding Tests		Disposable Income	
Df	Amount	Inf	Resources
1	$1-$500	1	None
2	$501-$5,000	2	1 RP/month
3	$5,001-$10,000	3	2 RP/month
4	$10,001-$20,000	4	3 RP/month
5	$20,001-$100,000	5	4 RP/month
6	$100,001-$500,000		

Funding - Excellent

Funding Test		Disposable Income	
Df	Amount	Inf	Resources
1	$1-$1,000	1	1 RP/month
2	$1,001-$10,000	2	2 RP/month
3	$10,001-$20,000	3	3 RP/month
4	$20,001-$100,000	4	4 RP/month
5	$100,001-$500,000	5	5 RP/month
6	$500,001-$1,000,000		

Df: The Difficulty Level of accessing the range of money listed under Amount.
Amount: The range of money that may be accessed given an Influence test of the corresponding Df.
Inf: The character's Influence level.
Resources: The amount of disposable income available to a character of the corresponding Influence level.

Governmental Access: Doors that were previously locked will often be opened for friends who have powerful politicians to assist them. On a successful Df1 Influence test, the character can arrange a fact-finding tour to any legal or public area for up to six people, within 1D days. Add +1Df for either faster access (2D hours), or for access to restricted areas. Access to highly restricted areas, equipment, or files is possible with a Df3 test if the character does not mind warning the target group of their plans; the target will have performed as much damage control as possible within the few hours before the inspection arrives. A surprise inspection adds +1Df, but prevents the group from covering its tracks more than the minimum possible. Finally, adding +1Df to any of these tasks will allow the group to leave with "physical evidence," such as photos and small portable objects. Note, that any group that has been so "inspected" will probably be pretty angry.

Grants: Every scientific endeavor needs to be funded, and grants are a good way to obtain some ready cash. When a research project has some merit to a funding organization, the requesting character has a high likelihood of receiving the grant. Once per six months, the operative can make a grant check with a Df3 Influence test. If successful, she receives 20RPs worth of resources that can be spent on labs/workshops, staff, equipment all related to a specific science research, expeditions, or other related science projects. Every grant comes with $10,000 in disposable income. If no useful results are forthcoming to the granting organization over the next few months, the equipment will be repossessed, staff will stop receiving salaries and leave, and lab space will be torn down and returned to the grantor. If results are forthcoming or partially reveal new technology, the character can make an additional grant request every 6 months until the project has reached its conclusion or the flow of useful information stops. If results lead to breakthroughs into new technology, new sciences (such as nanotechnology), or proof of alien existence, all resources may be retained by the character.

Hidden Cures: The CDC has discovered several effective treatment protocols for the most dangerous biohazard agents (level four). These cures are kept in special vaults deep inside USAMRID. A character with this pulling string may attempt to get his hands on one of these cures, at the price of potentially stirring up trouble in the future. Getting just a vial requires a successful Df5 Influence test, with no chance of getting another vial for three months regardless of success or failure. The cures are panimmunity factors: they will work on most level four biohazards, but are hideously difficult to manufacture without major labwork and months of development time. A single dose will stop the progress of any illness unless the patient rolls Bad Luck. In that case, the panimmunity factor fails, and the patient is on his own (probably to die). A single vial of the panimmunity factor would be worth a fortune, and if it became public that a character or his friends possessed it, any number of groups would come hunting for the characters very quickly. No one could allow a story like this to break, and any attempt to tell the press would lead to a firestorm of intrigue and strike teams.

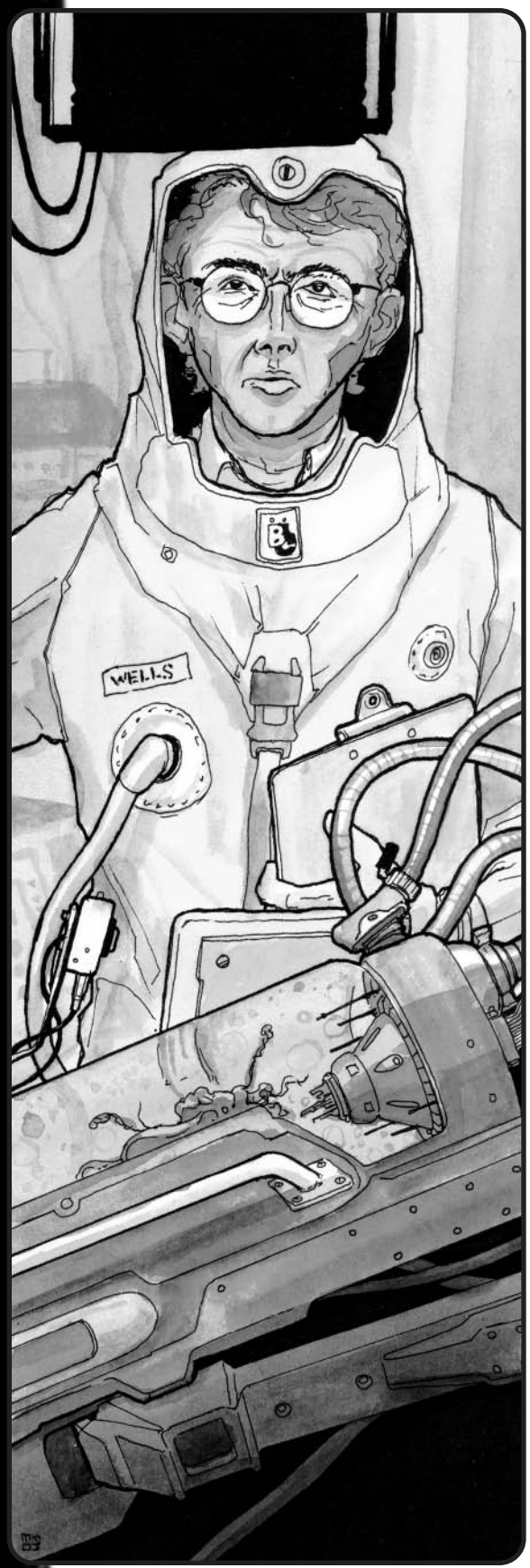
IAC Analysis: The Information Analysis Centers (IAC) of the Defense Technical Information Center (DTIC) are research facilities all over the United States, and these labs are the best in the world for theoretical applications. With a successful Df2 Influence test, any sample submitted to a lab will be analyzed by a skill level 4 staff member, who will send back her analysis of the samples within a week (Df3 = 3 days, Df4 = 72 hours, Df5 = 24 hours). If the character has a specific question that requires an urgent answer, the analysts at the IACs can examine the known information and return a suggested course of action in the same time periods with the same Influence tests. The Game Master should decide if any answer can be found and how much scientific language obscures it in the report.

Immediate Access: Due to the relative importance of certain Professions to the Aegis war effort, these characters gain a +2t to all Overt Influence tests when attempting to pull strings within their Profession or Infrastructure.

Increased Resources: Gathering resources from the job is always a risky thing and characters can only obtain currently available items. On the other hand, some organizations have a bounty of resources and therefore it is easier to get away with more. As a result, characters with this pulling string generate seven Resource Points per Overt Influence attribute rating, instead of the usual five. These RPs are gained only during Cell creation and have no other impact on the game.

Intel Files: With various connections in intelligence, law enforcement, and media agencies, information on people and events can be found on a subject/target that was subject to an investigation or surveillance at some point. A successful Df1 Influence test reveals information that is available in the news, while a Df2 test reveals information that would require interviewing the friends and associates of the subject/target. A Df3 test reveals criminal background information, along with known contacts of the subject, typical hangouts, patterns of living, close friends, and personal information. Df4 reveals every ounce of information that has been collected on the subject/target through legal means and any information that is classified. Finally a Df5 reveals all information collected using any means possible; much of this information would not be admissible in a court of law (such as through paranormal means), but the agencies holding this information knew the true value of it and so hoarded the data anyway. It takes 1D x Df in days to get the information. Reducing the time by 1D days requires an separate Df3 test; a Df5 test will reduce it 2D days.

Intelligence Agency Control: The office of the Director of Central Intelligence (DCI) coordinates activities within the intelligence community. Characters may divert or cancel minor projects with a successful Df3 Influence test and major projects with a Df4 test. The GM may impose a +1Df or –1Df modifier depending upon how the character explains this to his peers and superiors.



Jurisdiction: With ties to active law enforcement officials, the character can easily obtain any and all law enforcement assistance needed. Within her own jurisdiction, the character can coordinate police activities, make requests for assistance, and demand sheer manpower when needed. This pulling string grants access to the Backup pulling string without extra cost. In addition, to gain any other kind of help from the local police requires a successful Df3 Influence test, Df4 test outside of the character's jurisdiction. If the character is in pursuit of a felon, all tests are -2Df. The GM should determine the nature of the police help, but it could include sharing police facilities, manpower, and some equipment (up to 2RP).

Laboratory: A character can gain access to a laboratory of any particular type with varying difficulties. A successful Df1 Influence test gets a Poor Quality Lab, a Df2 a Normal one, a Df3 Good Quality one, a Df4 an Excellent one and Df5 a Superb one. The character has access to the laboratory for 1 week. Each additional week requires testing again at the same Df. Each laboratory is dedicated to a single field, and obtaining a lab with multiple fields requires + 1Df per additional field. Of course using the laboratory can draw the attention of other workers in the area. To have the laboratory privately requires an additional +1Df, and may require the character using it late in the evening or early in the morning. The GM may decide that certain facilities are not available to the organization to which this access is granted.

Laundered Funds: With all money and valuable property that passes through the Department of Treasury, and the lack of staff to closely monitor all transactions, characters can siphon more money and resources with less risk of detection. At the end of each month, the character makes the normal Luck check but halves the total modifiers (round down, minimum zero) due to the amount of money taken.

Legal Access: Attorneys or characters with ties to lawyers often can not only get access to areas that are hard to penetrate, but also enter these areas without being searched. They can smuggle up to a full briefcase of equipment or papers into a prison, police building, government offices, or judicial building without being searched. Also an individual can gain access to areas that are usually outside of her purview, such as access to a crime scene, by claiming to be representation of the accused or for purposes of determining what evidence was left behind. Since the character usually has unrestricted access (no Influence test needed), she can bring things in parts, so that items larger than a briefcase can be smuggled in and assembled on-site.

Legal Resources: As established veterans of the law enforcement and judiciary system, Marshals may use their contacts in the police and judicial systems to perform a variety of tasks. Information on any law enforcement character, court employee, or prisoner can be retrieved with a successful Df2 Influence test. A Df3 test grants a personal interview with that person or unrestricted access to a federal facility at the Marshal's convenience. Add a +2Df penalty for highly classified persons or places, and a +3Df penalty for people who aren't supposed to exist, such as witness relocation program beneficiaries. It takes 1D hours x Df to get the information, get access to a building, or set up a meeting with an individual. This pulling string can only be purchased by Marshal Professions.

Library: A library is one of a ritualist's most valued properties, because it holds all the knowledge he has collected on the occult. The quality of the library determines the bonuses to occult research tests and the difficulty of getting access. Also each library has set personnel who can help a ritualist learn a set of specific ritual trainings (all breakthrough requirements are one less than needed). A Normal library requires a successful Df1 Influence test, grants no bonuses to research, and has between 3-5 different rituals set by the GM. A Good library is a Df2 test, grants +2t to all occult research tests, and has between 6-12 rituals set by the GM. An Excellent library is a Df3 test, grants –1Df to all occult research tests, and has between 13-18 rituals. Superb libraries are a Df4 test, grant –1Df and +2t to all occult tests, and have between 19-24 rituals. No one library has information on every known ritual. Some libraries also contain knowledge on the various trainings that are related to ritual use. The GM may decide that certain facilities are not available to the organization this access is granted to.

Sample Libraries

The following organizations are detailed in Forsaken Rites: The Supernatural Sourcebook.

Lodge of the World Tree libraries are typically of Good quality and are Df2 to gain access, though a known Excellent library is located in Los Angeles and is a Df3 to gain access. Their libraries contain knowledge of Bind Spirit, Dispel Magic, Mind Riding, Prophecy, Questioning, Summon Ghost, Strengthen, and the training The Protective Circle.

Montague Club libraries are typically of Good quality and are Df2 to gain access, though a known Excellent library is located in San Francisco and is a Df3 to gain access. Their libraries contain knowledge of Blessing of Skill, Curse of Ineptitude, Curse of Poverty, Dispel Magic, Prophecy, Protection from Magic, Scrying, and the trainings, Blood Charms, and The Protective Circle.

Children of Ragnarok have no library per se; instead they rely on knowledge being taught from one member to another. This is restricted in much the same way as access to libraries. A minimum of a Df2 test is required to gain permission to learn a ritual, with as high as a Df5 for the most powerful. The teachers are much like libraries in that they grant a bonus to learning/researching the rituals and occult. Rituals taught are Cause Wound, Curse of Ineptitude, Dispel Magic, Hasten Corruption, Induce Cardiac Arrest, Infection, Sacrifice and the training Blood Charms.

Litigation Pressure: When an character decides that putting legal pressure on an individual or business will aid its mission, a DOJ Profession or someone with such ties may contact one of the Litigation Organizations (Antitrust Division, Civil Division, Civil Rights Division, Criminal Division, Environment and Natural Resources Division, Tax Division, United States Attorneys). A successful Df2 Influence test commences an investigation against a person or company in 2D days (+1Df to shorten it to 1D). A second test at Df3 gets the pressure turned up and a legal suit started; this process takes 2D days. If the character wants access to confiscated materials, or to be included in an on-site investigation, a Df3 test is required. Note that the character does not have complete control over this legal action. Once the ball starts rolling, it becomes harder and harder to put a stop to it. To stop it in the first two weeks is a Df2 test, beyond that but still in the first month Df3, in the second to third months Df4, and beyond that a Df5. The GM can rule that the case has become publicized and therefore is even harder to stop or is not stoppable at all. This pulling string can only be purchased by Professions within the DOJ, Federal Government, State Department, State Government Infrastructure.

Lost into the System: Once a criminal has been put into the jail (local or federal) through the use of an arrest power, it is entirely possible for him to be lost in it for a while. This is useful when attempting to replace people, or even keep them out of the way long enough for other plans to come to fruition. To lose someone in the system requires a successful Influence test with a Df of the prisoner's Influence attribute. This loses him for one full day on top of whatever time he has to stay in the station. Increasing the difficulty by +1Df means the prisoner has been lost for three days, and +2Df means the prisoner has been lost in the system for up a week.

Map Library: The National Imagery and Mapping Agency (NIMA) is a Combat Support Agency of the Department of Defense. The mission of the NIMA is to provide timely, relevant, and accurate imagery, imagery intelligence, and geospatial information in support of the national security objectives of the United States. With the help of operatives in the NIMA, the character can gain access to the best domestic and foreign maps. A successful Df1 Influence test is required for any general map of domestic areas. The Df is raised by one if the map desired includes service roads, trails, and detailed landmarks, or if it is to include geographical details located on private property. All Dfs are increased by two if the map covers a foreign country. This pulling string can only be purchased by Professions within the DOD Infrastructure.

Maps: The CIA uses people and satellites to map the world in excruciating detail. Some of these maps are released to the public, but they are far from complete. This character has access to the "uncensored" maps of the world with a successful Df1 Influence test. For maps with secret military and sensitive installations marked, a Df3 test must be completed. Areas that do not "exist" can be reviewed with a Df5 test. All maps arrive in a week. The Df of a test may be increased -- each +1Df decreases the time delay by half. This pulling string can only be purchased by Professions within the DCI Infrastructure.

MEDICAL ADVANTAGE: With access to dozens of top-notch medical and treatment centers around the county, medical supplies are more readily available. All medical facilities are 2RP less in cost, any medical staff (doctor or lab assistants/nurses) are 1RP cheaper, scientific, drugs and medical equipment are all 1RP less, and any special vehicles that are medical in nature are 3RPs cheaper. Any item that already costs 1RP is doubled in quantity instead.

MHIC-EDOM: The profession or secret society has a storehouse of some of these rare devices. To get access to one of them requires a successful Df3 Influence test, and the device is only loaned out for one week. Delivery time is dependent on how far from the profession or group's storage area the item must be taken. If in the same town or city, the device is delivered or dropped off in an hour. Delivery within the same country is 24 hours (or less if the GM feels it could get there quicker). Delivery to another country raises the request by +1Df, and the arrival time is two days. Damaged, destroyed, lost or absconded devices result in a visit by members of the granting organization with some hard questions of where the device was lost or damaged, and a permanent reduction of the appropriate Influence by one.

MILITARY STORES: This character is able to requisition up to twice his Influence attribute in RPs from military stores. Any object that can be bought with the Military Sphere of Influence is considered to be located in military storage. The problem is that the equipment needs to be returned in the same shape that it was borrowed in. All equipment must be returned within one week. If the equipment is needed for more than a week, the RPs that may be borrowed equal the character's Influence (not doubled). Items that will be expended (with the exception of small arms ammunition) cost twice as many RPs as listed. Vehicles and other large equipment that has been damaged must be repaired before returned. If equipment is not returned, each RP worth of unreturned items lowers the Influence of the player temporarily by one. Influence levels return at the rate of one per month that the character makes no pulling strings requests. If, for some reason, his Influence is reduced to a negative number, serious consequences follow, the least of which is a permanent reduction of Influence by one. This pulling string can only be purchased by Professions within the DOD Infrastructure.

MILITARY TRAINING FACILITIES: The U.S. military prides itself on its well-trained, highly skilled personnel. Some of the finest training and education facilities in the world are administered by or directly affiliated with the DOD. These facilities are readily available to certain characters. During Downtime, a successful Influence test (Df1, +1 level per person if more than one character attempts to get training from the same base at the same time) provides individuals with instruction in any one of the following traits. This pulling string can only be purchased by Professions within the DOD Infrastructure.

Trainings: Awareness, Communications, Parachuting, Rappelling, SCUBA Diving, Survival, Swimming

Skills: Autofire, Boating, Brawling, Demolitions, Drive, Gunnery, Heavy Weapons, Martial Arts, Pilot, Repair/Build, Small Arms, Stealth

MIND CONTROL DRUGS: In secret, scientists have created a stable and effective series of mind-altering drugs. These drugs act quickly (within a few combat rounds) and may be administered through ingestion, contact or injection. Although the primary effects are damaging enough, scientists have succeeded in eliminating all but the most insignificant side effects. A drugged person must make a Willpower test with a Df equal to the number of doses applied. If this test fails, the victim suffers the effects of the particular drug for one hour per dose. For those Professions or groups who have access to these drugs, the character must succeed at a Df2 Influence test to secure immediately four vials (6 doses per vial), plus one Df for each additional vial sought within a one week period. Delivery time is dependent on how far from the Profession or group's storage area the character is. If in the same town or city, the drugs are delivered or dropped off in an hour. Delivery within the same country is 24 hours (or less if the GM feels it could get there quicker). In another country, the request is raised by +1Df, and the time is two days. The Game Master and player can determine the drug effects, but the following are suggested: Acute Paranoia, Killer Instinct, Flashbacks, Homicidal, Pacifist, Schizophrenia.

MOBILITY OVER WORLD: Using the U.S. Armed Services' capacity to move personnel and equipment anywhere in the world, characters can move themselves, their teams, and their cargo quickly and efficiently. A successful Df1 Influence test is required for movement within the U.S. or its territories. Travel to an allied country requires a Df2 test; travel to a non-allied country demands a Df3 test. The Df is increased by one if the character is bringing a team, and by one if the travelers are bringing more equipment than they can carry, such as vehicles, heavy weapons, extra boxes of equipment. Using the military's "highway" of transportation is not difficult but it is very slow. From the point of securing transportation to the point of arrival is 1D+2 days. To restructure the military bureaucrat's priorities and reduce the time down to 24 + 4D hours imposes a +1Df penalty. A +1Df penalty also results in a travel time of 12 + 2D hours if the equipment and personnel are willing to make a parachute drop instead of landing and unloading. This pulling string can only be purchased by those within the DOD Infrastructure.

MORE EQUIPMENT: Most intelligence agencies develop (or have developed for them) superior espionage technology. Operatives can secure any Intrusion Equipment, Electronics, Software, Surveillance Equipment, Communications Gear, Hostile Environment Gear, or any Special Vehicles that are primarily used for Espionage at -2RP. Any items that have a basic cost of 2RPs or less are doubled in quantity instead.

MOUNT EXPEDITIONS: In order to mount a domestic expedition, the character must succeed in a Df2 Influence test. A foreign expedition to a friendly country is a Df3 test; to an unfriendly country is a Df4 test. Access to a particular, hotly contested scientific site (Stonehenge, the Sphinx, Easter Island) is a Df5. This normally requires 2D days, but it can be arranged in 1D days for +1Df. The permission includes all relevant permits, and transportation there and back for the entire expedition and its equipment.

NMID: National Maritime Intelligence Database (NMID) is a multimedia, secure, on-line satellite-transmitted service accessible by certain field commanders and Office of Naval Intelligence (ONI) personnel. It provides a complete maritime database of information on harbors, imagery of coastal regions, maps of the sea bottom, etc. It includes all manner of maritime intelligence including naval, merchant marine, environmental, scientific and technical information and can output data, images, signals and acoustic recordings. Physically found at the National Maritime Intelligence Center (NMIC) in Suitland, Maryland, where it is maintained and updated, it can be used for on-line queries, regular updates on particular topics and dissemination of essential information when required. A character can get a highly detailed map of any domestic oceanic or coastal area including all possible topographical information immediately. A successful Df1 Influence test is required for maps of foreign areas. Maps of classified or secret locations require a Df3 test. This pulling string can only be purchased by those within the Department of Defense, Federal Government, and State Government Infrastructure.

New Age Movement: Those psychics brought up in the New Age fringe movement have a talent for the psychic abilities untouched by mainstream psychics. Each member gains one extra Psi Point in every discipline purchased or developed. Also, the Fringe Culture pulling string costs only 3CPs. Finally, these characters have Scrying and Thermokinesis added to their professional psi-training list.

News Archive: Every news outlet keeps a morgue of old stories that for one reason or another were never released. The information may include videotape, confidential sources, still pictures, and evidence gathered by the original journalist. To get access to the archives of stories and stores of old information requires a successful Df2 Influence test. A Luck test is needed to determine if there is any useful information on whatever the individual is researching. Bad Luck results in no information or possibly some misleading information, at GM's discretion. Neutral Luck reveals some basic information related to the topic the character is searching for. Good Luck reveals a few pieces of juicy information that would really help the mission. The GM should make the Luck test so the player is not sure what type of information was revealed.

News Equipment (choose a broadcasting region, typically a few counties): The press sometimes gets access to many spots not available to the general public. Getting a hold of some "official" media equipment is a good way to sneak around in the open. Getting access to cameras, uniforms, video, and other equipment requires a successful Df2 Influence test. Access to news vans and helicopters is a Df3 test. Trying to get live broadcast is a Df4 test and will probably have a 10 second delay, unless it is some late-breaking event. No test is required if the news director is sufficiently convinced of the story's importance.

Noetic Science Institute: Based in Austin, Texas, this institution has spent over twenty years researching psychic abilities. With significant breakthroughs in dreaming abilities, members trained here gain the Dream Telepathy (must have Telepathy Discipline) and Precognitive Dreams (must have Precognition Discipline) psi-trainings at no cost during character creation, or at 1 less breakthrough during game play. If the Hypnosis skill is bought during character creation, it is half the normal Character Point cost.

No Questions Asked: The DOD only recently admitted to the existence of the NSA. Further, the NSA occupies a privileged and secretive status in the halls of government. The NSA is exempt from many federal laws, and this breeds an attitude among its characters that they are above the law. A few phone calls, a successful Df2 Influence test and 1D hours sidetracks or halts any governmental investigation into NSA activities or projects.

No Trace: When necessary, certain military flights can be erased from existence. To get a flight removed from the logs and all other records, along with orders sent out to quiet those who worked the airfields, is a Df4 test for standard military craft. A Df3 is needed for secret or stealth military aircraft; considering their nature, less of their movement is actually recorded "officially." Any aircraft which was involved in an air incident (attack, near miss, or actual collision) is much harder to hide and has a +1Df penalty applied.

Official Agendas: A successful Df3 Influence test allows the character to get details of security measures, agenda and travel routes for a particular government official that the Secret Service protects. A Df4 test must be made for a member of the Presidential cabinet, a Df5 test for the Vice-President and a Df6 for the President. Another test at the appropriate Df will allow the character to make minor security modifications, such as getting herself stationed at a crucial point, or making sure a particular building is overlooked by the advance team. This pulling string can only be purchased by Secret Service Professions or Professions within the Federal Government, State Department, or State Government Infrastructure.

PEAR Labs: The Princeton Engineering Anomalies Research Laboratories are the home of the most intensive psi-warfare research in the world. The PEAR Labs' close ties to the U.S. military allow the character to purchase the Military Contact for only 5CPs. Also, the character gains all the Psychokinesis psi-trainings at the professional level, and will need one less breakthrough to develop these psi-trainings during game play.

Police Cooperation: An INS profession may divert or cancel any local investigation with a successful Df2 Influence test and any federal investigation with a Df3 test. These tests have a +1Df modifier if the investigation to be shut down is not near a U.S. border, or in a territory. In the GM's discretion, a further +1Df penalty may be imposed if the character cannot come up with some plausible cover that involves national immigration.

Police Resources: Being members of or closely associated with the police grants access to police equipment such as vehicles, uniforms, tickets and other supplies. A Df2 test grants access to blank tickets, uniforms, nightsticks, handcuffs and other small odds and ends. A Df3 test grants access to a police vehicle such as cruiser, motorcycle, snowmobile, van or other non-combat vehicle. A Df4 grants access to 3RPs worth of weapons (that could be purchased with Law influence) and limited amount of ammunition. A Df5 grants access to police helicopters, boats, SWAT vans, 5RPs worth of weapons and limited ammunition. Using these items for non-official police activities carries heavy consequences, the least being that anything is returned damaged or not returned at all (for items of Df3 or higher), the result is a permanent loss of one Influence. If the equipment is used to help non-police personnel impersonate police officials and they are caught, the Influence loss is equal to one half the Df rounded up, along with anything else the GM determines fits the situation (ranging from suspension of related access/contacts to criminal prosecution).

Pool Access: All "magic institutions" jealously guard any information concerning rituals, research, and casting. On the other hand, they do on occasion share with those who "understand" their way of life. These institutions have also gone so far as to determine, in many cases, what causes any particular Pool or Locus to become agitated. This data can be accessed -- to find a Pool is a Df2 Influence test, an agitated Pool a Df3 test, a Locus a Df4 test, and an agitated Locus a Df5 test.

This test convinces the institution to share the information of where a Pool or Locus is, and what agitates it. The institution will also give a time when they will not be using the area in the next 24 hours. If the character calling on this pulling string is willing to do a favor for the institution giving the information, the tests gain a –1Df and the character is able to choose a time during which she will be granted exclusive access to the location. As there are only a certain number of "magic institutions" throughout the world, trying to find and contact one outside the character's base of operations is much harder and all tests are at +1Df. Some Pools and Loci are shared or used by other groups. In this case, even if one group tells the location and plans not to be there so the character's group can use it, this does not mean other group(s) will be so understanding. Roll Luck to determine the outcome if the area is shared. Good Luck results in free-and-clear access, Normal Luck means another group is there at the same time, and some kind of compromise can be hammered out, and Bad Luck results in the other group arriving first and being unwilling to "share."

Population Database: The INS maintains a huge computer file of all naturalized citizens, and of all dual nationals. This computer database is linked to the Social Security Database. On a successful Df1 Influence task, the character can run a suspect's name through the INS computer files to learn his immigration status. A Df2 test is required to gain access to all information on the SSA computer. The latter system will give name, birthdate and place, and a general history of records (marriage, changed name, felonies, places of employment). With a Df3 test, the operative can add a new name to the database, in effect creating a new identity for a short period. The maximum amount of time this ID will stand up to scrutiny is 1D days. Until that time has passed, a successful Forgery3 test is necessary to crack the file. A character who wants a more sturdy identity can add up to a +2Df penalty to his Influence test when creating the false identity. This same penalty is added to the Forgery discovery test. These stronger files will last months or years respectively.

Press Pass: Those in the media manage to acquire press passes for many invite-only affairs. The difficulty of getting into the event depends upon how much attention the event is seeking to acquire. An event that wants a lot of public exposure and/or likely does not have a lot of celebrity appearances or "big names" is Df1. An event that has some celebrities and "big name" attendees and/or wants public exposure is a Df2. The test is Df3 for an event with many celebrities and "big name" attendees that wants coverage but does not want the media crawling all over. An event that is publicly known but considered private would be Df4. All events that are unknown to the general public, and have closed attendance lists are Df5. For Df3 or lower events, getting extra passes incurs a +1Df penalty per 3 individuals, while Df4 and above events are +1Df per individual.

Sample Press Pass Affairs

Df1: Political party conventions, Low-exposure sports events, Ribbon-cutting ceremonies
Df2: Movie premiere, Political party minor candidate fund raiser, Promotion of next year's cars & trucks
Df3: Political party major candidate fund raiser, Unveiling of alternative technologies, High-exposure sports events
Df4: Presidential gala, House of Representatives caucuses
Df5: Private celebrity party, World Cup, Superbowl, NBA Championship and post-game celebrations

Project Oversight: Members of the Director of Central Intelligence (DCI) office have access to intelligence projects being run by any member of the U.S. Intelligence Community. To request dossiers on any current, past or planned classified or secret project requires a successful Df1 test. If the project is compartmentalized, a Df3 test is needed to gain information on it. Gaining information on top secret compartmentalized projects requires a Df5 test. This pulling string also allows the character to control the budget and resources allocated to that project with an Influence test equal to the level required to learn about it. This pulling string can only be purchased by Professions within the DCI Infrastructure.

Psi-Drugs: Over the years, MKULTRA scientists and other researchers have developed a battery of designer drugs that augment psychic powers. Each year, the developers increase the potency and duration of these drugs and seek ways to minimize their side effects. The job is not done -- all of the psi-drugs still retain some form of unpleasant and sometimes lethal side effects. The charac-

ter has immediate access to supplies of psi-drugs. The first vial requires a successful Df2 Influence test, and each additional vial requested in the same week increases the Df of the test by one, or necessitates a new Influence test at the higher Difficulty Level. Delivery time is dependent on the distance from the Ranch or other storage facility. If within a state or two, delivery time is 2D hours. Delivery anywhere else within the United States is up to 24 hours (GMs call or 4D). Delivery to another country imposes a +1Df, and increases the length of time by 2 days. Each vial contains enough psi-drugs for six doses. Psi-drugs are explained further in the Conspiracy X main rulebook and the Shadows of the Mind sourcebook.

Psi Labs: The character can gain access to a laboratory that offers unique psi-research possibilities and state-of-the-art psychic equipment for accurate testing. The quality of the lab determines the bonuses to psi-research and parapsychology tests and the difficulty of getting access. Also, each lab has set personnel who can help the character learn a set of specific psi-trainings so all breakthroughs are one less than needed. A Normal lab requires a successful Df1 Influence test, grants no bonuses to research, and teaches between 3-5 psi-trainings set by the GM. A Good lab is Df2, grants +2t to all psi-related research tests, and teaches between 6-12 psi-trainings set by the GM. An Excellent lab is Df3, grants –1Df to all psi-related research tests, and teaches between 13-18 psi-trainings. While currently no known Superb research labs exist, if they did, they would be so well guarded that access to one would be a Df5. A Superb lab would grant –1Df and +2t to all psi-related tests, and would teach most if not all known psi-trainings. The GM may decide that certain facilities are not available to the organization this access is assigned to.

Sample Psi Labs

The following organizations are detailed in Shadows of the Mind: The PSI/INT Sourcebook.

Most Cygnet labs are of Excellent quality and are a Df3 to access. They typically teach Apportation, Bilocation, Bio-Information Transfer, Channeling, CRV, Dermo-Optics, Divination, Dowsing, ERV, Levitation, Micro-PK, ORV, Precognitive Dreams, Psi-Warfare, Psychometry, Remote Influence, and Scrying.

Rasputin Facilities are typically of Good quality and are a Df2 to access. They typically teach Bilocation, Bio-Information Transfer, Bioenergetics, Dermo-Optics, Dowsing, Micro-PK, Psi-Interception, Psi-Warfare, Remote Cardiac Manipulation Telehypnotism, Trance

CAPS labs are usually of Good quality and are a Df2 to access. They typically teach Bio-Information Transfer, Dowsing, Dream Telepathy, Micro-PK, ORV, Psychometry, Trance

Psychotrons: The knowledge of psychotrons is primarily held by Russian psychics but is not totally limited to them. Some other psychics have learned to create these devices -- the fall of the Soviet Union and the spread of its operatives throughout the world has made the knowledge more accessible. Few professions and conspiracies even have access to psychotrons either made by them or collected when the Soviet Union collapsed. A request for a specifically charged psychotron depends on what Order it is. A Third Order psychotron requires a successful Df2 Influence test, a Second Order psychotron is a Df3 test, and the rare First Order psychotron would require a Df5 test (and some fast talking) if it were available at all. Delivery time is dependent on the distance from the Profession or secret society's storage area. If in the same town or city, the device will be delivered or dropped off in an hour. Delivery within the same country is 24 hours (or less if the GM feels it could get there quicker). Delivery to another country raises the request by +1Df, and the delivery time by 2 days. Damaged, destroyed, lost or absconded devices result in a visit by members of the lending group, and a permanent reduction of the appropriate Influence by one (or two if a First Order psychotron was involved).

Quantico Training Facility: The FBI Academy in Quantico, Virginia houses superior training facilities, used by both the FBI and the DEA. A successful Df1 Influence test (+1Df per person if more than one character attempts to get training from the Academy at the same time) must be made for character(s) to receive instruction in any one of the following traits. This pulling string can only be purchased by FBI or DEA Professions.

Trainings: Awareness, Investigation, Rappelling, Surveillance

Skills: Autofire, Brawling, Breaking & Entering, Computer Programming, Computer Use, Drive, Engineering, First Aid, Forgery, Humanities, Medical, Repair/Build, Science, Shadow, Small Arms, Stealth

Quarantine: When the CDC discovers an outbreak or potential outbreak of an infectious disease, it may send a team of doctors to quarantine the affected party or area for diagnosis and treatment. Local and state law enforcement agencies and the National Guard enforce this quarantine, if necessary. The quarantine may last anywhere from 24 hours to a full week, depending on the severity and lethality of the outbreak. Quarantining an individual or family requires a successful Df1 Influence test. An apartment, office building or complex is Df2, a small town or neighborhood is Df3, and a large town would be Df4. To quarantine an entire city would be Df5, and a metropolis like New York or Los Angeles would require a Df6 Influence test. Imposing a quarantine, particularly of a large area, is by no means a low profile endeavor. Operatives using a quarantine to help cover up activities should be prepared for the inevitable media interest and publicity, as well as official inquiries by other government agencies.

Ranch Analysis: The extensive Ranch laboratories and scientists/technicians are always on call to analyze alien technology or other materials. A successful Df1 Influence test gains a skill level 3 Engineering or other Science analysis of a piece of unknown technology, material or substance. The results will be returned in a week. Each increase in the Df of the Influence test halves the testing time (Df2 = 84 hours, Df3 = 42 hours, Df4 = 21 hours, Df5 = 10 hours).

Random Surveillance: The FBI's National Security Division undertakes random surveillance of U.S. citizens who are entrusted with security clearances. A successful Df2 Influence test is required to launch a basic surveillance operation on any individual with any level of security clearance (allowing the character and his partners to engage in observation and wiretapping activities). Full surveillance requires a Df3 test and includes bugging of offices and homes and 24-hour video monitoring.

Safe House: Various law enforcement agencies, criminal organizations, corporations and other groups maintain locations where they can hide out from the searching eyes of others. To gain access to a safe house that has room for 6 people requires a successful Df3 Influence test. If no one is searching for the individuals, holding out at the safe house is only a matter of how long the "owner" allows; test the Df again at the beginning of each week. If someone is searching, the coming and goings for food or supplies will eventually draw notice. There will be an initial D6+2 days of safety. After that it is up to the GM whether the safe house remains so. For locales where a safehouse would be difficult to set up, such as busy office areas, open waterfronts, rural areas, or foreign lands, add a +1Df, but if found, these locations extend the safety period to 2D+2 days. Setting up additional safehouses in the same month is +1Df each additional time.

Satellite Alexis: The largest and most ambitious psychotron ever built is the Alexis satellite designed by Project Rasputin's greatest scientist, Dr. Tatyana Markova. The satellite Alexis is capable of two psychic disciplines, Telepathy and Bio PK Trance, and up until recently was operated by cosmonauts on Mir. Using a HERMES request, access to the satellite's capabilities requires a successful Df4 Influence test. A visit to a Rasputin facility (scattered throughout the United States) decreases that test by one Df. Even then, on a roll of 1 or 2 on 1D, the desired discipline is depleted and unavailable. Both disciplines take about seven days to charge, and therefore cannot be used more than once each week. Successful access and proper charging allows the character to direct an astronaut to prepare the device and maneuver it into position. This takes a variable number of hours depending on a Luck roll (Good Luck = 2D hours; Neutral Luck = 2D+6 hours; Bad Luck = 2D + 12 hours). The satellite will remain in position for eight hours; an additional test at Df4 will keep it there an additional 2D hours, before it must be moved. When activated, the satellite affects everyone in an area from ten meters to one kilometer (chosen by character) in radius with either Telepathy or Bio PK Trance. Optionally the character could schedule the satellite for over one week away; this guarantees that the discipline will be available and the satellite will be in position (this is a standard Df3 test, no penalty for using HERMES.

Satellite Surveillance: Satellites now surround our Earth and monitor the actions of its people. They roam the skies, taking photos and listening everywhere; they look upon our lives with such detail that privacy is rapidly becoming something of the past. All this data is stored in computer storage banks the size of farms. These banks are housed in secret locations under the control of the intelligence agency of whatever country controls the satellite. All satellite-access pulling strings follow the same basic rules. Spy satellites come in four types: Surveillance, Intelligence, Video, and Communication. The satellites use hyperspectral sensors that simultaneously capture images in black and white, color, infrared, radar and ultraviolet. This allows analysts to determine the shape, density, temperature, movement and chemical composition. Communication spy satellites listen to cellular communications, TV and radio broadcasts and any other form of communication that travels to and from other satellites.

Getting access to records requires the character to physically visit the location in which records are stored. In the case of records over a year old, they are stored in some archive facility. For records that are more recent (in the last 12 months), this is the main location of the agency or one of its branches that is equipped to view this data. To have the files shipped imposes a +1Df and takes 2D+6 hours via courier in the same country. Shipping to a foreign country imposes a +2Df and 2D+12 time frame. To have them sent through the Internet incurs a +1Df and requires the receiver to have a high speed (T1 or better) line.

Searching through the files depends on how specific the information sought is. The character himself can look through the data or he can assign an operative from the intelligence agency to do it. Getting someone to do the work is a Df3 test and adds 1D days to the delivery time, or a Df4 test with no delay. A specific location on a specific day would take one hour or so to look through the photos, while a specific location for a period of months may take days to look through. Similarly, a broad section of the world like Europe on a specific day would also take days to leaf through all the images. Listening to communications is a much longer task if done by human ear. If searching for a specific voice of a known person that has recorded, the job can be assigned to a computer to do and will take 1D days. Communications can be turned into transcripts and a computer can search them for specific phrases or patterns; this takes 1D days. Communication searches can be focused on more precise locales than image searches, such as the communications being transmitted to and received by the occupants of a single building. Monitoring the communications of a small town would be considered a very large and complex search.

Subject matter of archives is dependent on the year and the events that were taking place. Archives during the Cold War from both the United States and the Soviet Union focus on each other, enemies of the countries, and major cities of any nation. The focus would be on major events of the time such as Olympic games, wars, war games, peace conferences, intelligence operations and so on. Archives of more recent surveillance follow the same lines, with expansion to major shipping lanes, ports, military bases and capitols of enemies and allies alike, sporting events or any large gathering of people likely to be struck by terrorist actions, airports, weather events or natural disasters. Most photos focus on the military movement of enemies, known terrorist locations, and intelligence operations on foreign soil. Within its own country, it is likely that satellites focus on all major cities and military bases to watch or record any actions taken against them, along with any

major event that takes place within the country. Most of these records will be images of photographs going back to the late 60's, with video documentary being limited and only going back to the early 90's. Communication surveillance will be quite limited when searching back further than the late 80's.

When searching photographs for detail, the effective Photography skill of the photo comes into play. High detail photos are of meetings, and objects such as vehicles, buildings and equipment. Broad detail photos are of military bases, industrial parks, sea ports, and so on. High detailed photos that are 1m x 1m or less are photographed with an effective skill of 5, 2m-5m are skill 4, 6m-20m are skill 3, 21m-50m are skill 2, 51-90m are skill 1, and over 100m are skill 0 (only shows the most basic details). Broad detailed photos that are 1km x 1km or less are photographed with an effective skill 5, 2km-5km are skill 4, 6km-20km are skill 3, 21km-50km are skill 2, 51km-90km are skill 1. Those over 100km are skill 0 and only show basic terrain graphics.

Getting a satellite scheduled to observe a specific area requires a successful Df3 Influence test. If it is an important area to the observing agency, it is observable in 1Dx10 minutes, and records the area for 6+1D hours. If the spot is not a priority, it will take 1D hours to reposition a satellite and images are available for 2D hours before it needs to be moved back to its normal orbit. An additional test at +1Df extends the time by 2D hours of observation.

Satellite Surveillance - Communications: Communication spy satellites listen to communications of cellular nature, TV and radio broadcasts and any other form of communication that travels to and from other satellites. Communication satellites cannot monitor landlines or cordless phones that do not use satellites. They follow all important traffic and repositioning them requires a Df4 test. Communication satellites monitor the communications coming in and out of a specific area, with the smaller the area the more likely the computer or technician will be able to pick up a voice or phrase. Areas like a warehouse would require a successful Df1 Perception test to find any information (if there was relevant information), a small city block would be a Df2 test, Df3 would be a small village, military base, shopping mall, or any area equivalent to a small block but having high communication traffic. A town, industrial zone or commercial zone of a city, large military base or something equivalent in size would be Df4. A large city would be Df5, where a metropolis such as NYC would be impossible or Df6, which is left up to GM's discretion.

All communication surveillance can be directed to the characters if they have a satellite uplink for a live communication feed of the observed area. This is primarily used to listen in on the communications of a target. Archives are organized by the subject of the observation; unless the character is researching something of past importance, he will not find his subject in the archives (GM's discretion on whether it is "of past importance"). To search through declassified archives is a Df2 test, classified but no longer relevant archives is Df3 and ongoing and recent transcripts or recorded data is Df4. Most communications will be of a block or smaller area, usually a single building.

Satellite Surveillance - Intelligence: These satellites are the highest tech possible and only have been available since the late 80s or early 90s. They can focus on tiny details, down to the date on a penny. Since these satellites are reserved only for special operations, their archives are very specific. They still view sites important to the observing agency, but focus on the main sections and persons in those areas. They are used to take photos of ongoing

intelligence operations, and to confirm results of those missions. During wartime they pinpoint targets so the military can make surgical strikes, and special op teams are not caught by surprise. The archives are organized by the subject of the photo; unless the character is researching something of past importance, he will not find his subject in the archives (GM's discretion on whether it is "of past importance"). To search through declassified archives requires a successful Df2 Influence test, classified but no longer relevant archives is Df3, and ongoing and recent images is Df4. Most images will be of 5m x 5m for high detail and 5km x 5km for broad detail. New photographs can be scheduled as often as every 10 seconds.

Satellite Surveillance - Standard: These satellites take broad-ranged photographs from as wide as 100km by 100km to as sharp as 5m by 5m. These photo archives date back to the late 60's and continue through the present. Many countries now sell their satellites images or archives to any interested customer. Further, private companies raise their own satellites into space for "special services" to anyone who pays. Getting access to the archives is a Df2 task. Archived photos will vary with most being 15m x 15m photos for high detail and 15km x 15km for broad detail.

Unless the subject desired was important to the observing agency (GM's discretion on whether it is "important to the agency"), a Luck test must be made to see if something was photographed. Good Luck means the spot was photographed in high detail. Roll 1D, and multiply it by 10m by 10m to find the detail of the photo (for example, if a 3 was rolled, it would be a 30m by 30m photo). Normal Luck results in a broad detail photo being taken. Roll 1D and multiply by 10km by 10km for the detail. Bad Luck means no photo was found.

Satellite Surveillance - Video: The most secret and rare of spy satellites are equipped with video capabilities. These satellites record the movement of a nation's enemies, its own important government officials, and other events and places that are designated important enough to be watched in detail. Available since the 90s, these cameras are top notch and can zoom in to get fine details in a 1m by 1m area. Because these satellites are generally focused on specific areas, getting these satellites repositioned is a bit harder and requires a Df4 test instead of the normal Df3. All video of positioned satellites can be directed to the characters if they have a satellite uplink for a live video feed of the observed area. This is primarily used to coordinate the activities of ground characters and to track suspects. The archives are organized by the subject of the observation; unless the character is researching something of past importance, he will not find his subject in the archives (GM's discretion on whether it is "of past importance"). To search through declassified archives is a Df2 test, classified but no longer relevant archives is Df3, and ongoing and recent video is Df4. Images cover 15m x 15m for high detail and 15km x 15km for broad detail.

Search and Seizure: The character can arrange a search and seizure of any public or private area, purportedly to search for illegal weapons and non-taxed alcohol and tobacco. If the search is essentially legal, a successful Df1 Influence test secures a warrant for the whole, or a part of, a standard private home or small business. A Df2 test is necessary to search all or any part of a large residence or company, and Df3 test is needed for any part, or the entirety of corporate headquarters or major compound. Add +1Df each for areas that are not owned by American citizens, areas owned by illegal/quasi-legal agencies, and for illegal searches or searches without justification. Finally, add or subtract 1Df for the level of publicity of the area or the search (no media, out in the woods, public approves of the search, massive media presence, etc.). Without exceptional cause, law enforcement agencies cannot move against military sites or federal property.

Secret SDI Gun Stars: Although the U.S. military's "Star Wars" Strategic Defense Initiative never lived up to the hype surrounding its capabilities, it did manage to produce and launch two prototype killer satellites. These satellites are equipped with magnetic rail guns capable of destroying aircraft and missiles from orbit. These guns fire a metal projectile roughly the size and shape of a hockey puck. During tests, the satellites proved able to knock out air targets and even some surface targets, but were too inconsistent to be relied upon. Rather than admit to wasting several billion dollars on a failed system, the government left the satellites in orbit and officially "forgot" them. Now, only a few technicians at NASA are even aware that the two satellites, designated GS Fred and GS Ginger, even exist.

A successful Df4 Influence test is required to ready either satellite for activation. Once prepped, the satellite remains in a state of readiness for eight hours before returning to its powered-down dormant state. The satellite also returns to the dormant state after it is fired. After the satellite has been assigned a target, a variable amount of time is needed for repositioning, depending on a Luck roll (Good Luck = 8+D6 hours; Neutral Luck = 12+D6 hours; Bad Luck = 16+D6 hours). Any vehicle, structure or landmass may be targeted, but the satellite is unable to lock onto anything smaller than Size 5. Once the target has been acquired, the satellite malfunctions and does not fire on a roll of 1 on 1D. Otherwise, the satellite fires a projectile. The satellite's effective Gunnery skill is 2 and the base Df for the shot is 3, modified for the target's size and movement. If the projectile hits, the target must make a Malfunction roll (+8). If a person somehow manages to get hit, Sp6 damage is inflicted. This pulling string can only be purchased by Professions within the DOD Infrastructure.

If using the various Damage and Malfunction Tables in Exodus: The Saurian Sourcebook, the Mechanical Table is used for the Gun Star damage.

Security Protocols: When it comes to protecting the diplomatic property of the United States, the State Department's Bureau of Diplomatic Security comes first. On a successful Df2 Influence test, the character can circumvent any other federal agency that is involved in a mission as long as some form of diplomatic threat can be reasonably foreseen (Df3 if it is a military agency). If the character needs extra support, she can actually requisition help from these federal agencies. A Df3 test (Df4 if mili-

tary) gains access to any non-classified facility or property that the agency normally has use of. This loan lasts for no more than one week, and the material must be returned in good condition, or the character will be in severe trouble. This pulling string can only be purchased by Professions within the State Department Infrastructure.

Sending Presidential Orders: By orchestrating duty rosters and the Presidential agenda with a successful Df4 Influence test, operatives within or tied to the Secret Service can arrange to be in the right place at the right time to send forged presidential orders and directives. Depending on the importance of the orders, they will be found to be fraudulent in a few hours or they may remain undetected for days. The repercussions of the false order will also vary depending on its importance. For example, a Presidential stay of execution may go unnoticed for a few days, and even after it is discovered, it will quite possibly be ignored. On the other hand, a Presidential directive to prepare for war with France will probably not last through the hour, and the operative better have a really good reason for causing the resulting international crisis.

Specialized Aircraft: With its connections to the USAF and its own research and testing, Aegis has access to the best aircraft in the world. Members of some of its more closely tied organizations can get access to these rare and magnificent vehicles. Requesting the use of a specific aircraft requires the character to have access to a long runway or a military base. Further, these aircraft are only moved at night to limit the "viewing" of non-authorized personnel. Aircraft are only "loaned" for a period of one "mission" or testing period as outlined in the request for the vehicle. Military aircraft that are presently available include stealth craft like the SR71 Blackbird, the Stealth Bomber, and the Stealth Fighter on a successful Df2 Influence test. Rare craft such as the Aurora require a Df3 test and any captured operational alien craft is a Df4 test. If the character's team does not have the necessary piloting skills then requesting a team for the craft incurs a +1Df. Delivery time is dependent on how urgent the request is, and assumes the character can reach a military base or a long private runway to "receive" the vehicle. Unless the character is near the vehicle's location, the vehicle will not be available for Df x D6 hours. Being flown to another country raises the request +1Df, and time is 2 days. Damaged, destroyed, lost or absconded craft result in a visit by the organization with some hard questions, and a permanent reduction of Influence by one half (round up) the base Difficulty Level of the item requested.

Species Identification: The Office of Energy Research's Human Genome Program (HGP) is the lead automated high-throughput DNA sequencing program in the country. According to public releases, each year brings identification and sequencing of 2 percent of the human genome. Unofficially, the program has been broadened significantly. Currently, 10% of the human genome is being sequenced a year. Further, Grey, Saurian, and a few highly guarded Atlantean DNA samples are being analyzed as well. Just recently, this program was expanded to include cryptozoological creatures. With a successful Df1 Influence test, a character can have a DNA sample secretly analyzed. A full report on the sample (not always conclusive) is delivered in 2D days. A Df3 test expedites the research to 1D days; Df5 to 24 hours.

SPR Library: The Society for Psychical Research maintains one of the biggest libraries devoted to paranormal phenomena in the world. Located in England, the SPR does not actually employ psychics. Rather it is a collection of parapsychologists who do extensive research and publish their findings in an international journal. Because of the knowledge from the library, journal articles, and other members, the Difficulty Level of any test relating to training psychics in new psi-trainings, making research breakthroughs related to psi, or advancing psychic disciplines gains a –1Df. Furthermore, characters may purchase the Highly Educated trait during character creation for only 8 Character Points.

Stopping Investigation: Many police investigations go unsolved or are dropped due to faulty procedures. To stop an investigation that has yet to become overly public requires a successful Df3 Influence test, while dropping one that is public is a Df4 test. Sometimes this is done as a favor to "friends" of the police department, because pressure is applied from government figures, or because one officer asks another. If the character using this pulling string is a member of a law enforcement agency, all tests gain a -1Df.

Student Think Tank: The sheer number of bright young minds in colleges and schools around the country is staggering, and by tapping into a local institution of higher learning, the character can gain access to cheap consultation in any number of fields. By making a successful Df3 Influence test, the character can get a skill 3 person to look into any area of knowledge, from physics to ancient Egyptian hieroglyphics. The consultation will take 1Dx6 hours to set up, and has a 1 in 6 chance of rousing the other's curiosity if the topic is not easily explainable. Information gathered this way may be both informative and obscured in a number of alternate theories, since think tanks are renowned for coming up with varying plausible explanations. A GM can consider this a short-term research project and handle it that way.

Supernatural Contacts: Those groups or professions who have strong involvement in the supernatural sometimes make allies with the corrupted. Members of the groups may call upon their Forsaken or Incarnate "friends" and treat them as honored members of the group. The character can call for the aid of a Forsaken with a successful Df3 Influence test, and an Incarnate with a Df4 test. Only one call can be made per month; each additional call incurs a +1Df (cumulative). The number of such "friends" is not unlimited. If the Forsaken or Incarnate is killed, the character suffers a loss of one point of Influence permanently. The conditions and nature of the assistance is up to the Game Master, but the character's wishes should be considered.

SUPPORT: The movement is spreading throughout the nation, and the character can find contacts everywhere that are willing to do small favors. To find a middle-class supporter or contact requires a successful Df2 Influence test. A semi-important person such as a manager is a Df3 test. An important private personage such as a head of a corporation is a Df4 test, while a nationally important figure is a Df5 test. These individuals will help as much as they can, but will not jeopardize their own well-being.

SWAT: The character has access to SWAT (Special Weapons And Tactics) teams, groups of heavily armed and trained officers. The SWAT team consists of 6 men that have statistics equivalent to the Soldier Staff, and come with bulletproof vests, five assault rifles and one sniper rifle. To call a team to an ongoing violent situation requires a successful Df2 Influence test. In a situation where there is no clear danger, it is a Df4 test. If the use of the SWAT team needs to be a secret, add +1Df. There will be repercussions if the actions that the SWAT team takes are difficult to cover up, such as dozens of bodies, blown up buildings, or other hard to explain evidence.

THOTH ANALYSIS: A remote viewing session can be input into the character's HERMES Mark II or higher terminal, and uploaded to THOTH for instant analysis. The character must make an Influence test when accessing THOTH, with a Df dependent upon the site to be identified. If the site is a public location, it is a Df1; a private location is Df2; a military facility is Df3; and a secret, officially "non-existent" site is Df4. Non-North American sites add +1Df. Failing the Influence test provides no information. Even a successful test, however, does not guarantee any benefit. There is a 2 in 6 chance that no information is available. If information is available, the character will gain some idea of the degree of accuracy of the viewing, and most likely target actually viewed, as well as whether the target was viewed in the past or possibly in the future. This feedback is critical to analysis of remote viewing data and gives an additional +1R bonus to the Monitor's help in future sessions. If a THOTH connection is used during a remote viewing session by a Monitor (requiring an Influence test using the same varying Df), the monitor gives an automatic +1R bonus to the psychic and must only make a Df1 Monitor test to identify faulty Aols and faulty viewings. This connection lasts for only one session.

TRAIT (SPECIFIC): This pulling string covers any trait that is assigned to the character without CP cost. For example, all members of the Montague club have the Wealthy trait. Usually Difficulty Levels are not assigned to using the trait, but may be if required by the GM.

TRANSLATORS: Those that delve into ancient manuals usually maintain a number of specialists in a variety of living, dead, and arcane languages. These personnel may be called upon to translate any text in any language. The time required to translate depends on the Df of the Influence test attempted (Df2 = a month, Df3 = a week, Df4 = three days, Df5 = 24 hours). Particularly long, obscure or important texts may multiply that translation time by a factor determined by the Game Master.

TASK FORCE CREATION: The Department of Central Intelligence can secure the President's authorization to create special task forces to carry out intelligence or international policy. In creating a task force, the character may draw upon the resources of any of the armed forces, state department or intelligence community members. This task force must have a specific purpose, and will be required to make progress reports weekly. The character may use the pulling strings listed under the Infrastructure for any intelligence, state or defense department agency or professions related to those agencies. The Difficulty Level is equal to the number of pulling strings assigned to the task force. If the task force has strayed from its official task, the GM should test the Luck of the individual who set up the task force. Bad Luck means a committee has detected the transgressions and the character will suffer a permanent loss of one Influence (minimum 0) and the task force is disbanded.

TRAVEL CONNECTIONS: A network of international criminals such as drug couriers, gunrunners, and smugglers stretch into every civilized corner of the globe. The character can get travel to any major city within the country they are based within 48 hours with a successful Df1 Influence test, +1Df per additional 3 people. Getting travel to another country on the same continent takes 1D days and is a Df2 test, +1Df per 3 additional people. Travelling by air or sea to another country anywhere in the world takes 1D+1 days, is a Df3 test, +1Df per 3 additional people. If they have equipment more than they can carry, impose +1Df, and if they are entering or leaving a highly restrictive area, apply another +1Df. Most of this transportation may be in the back of a truck, in the cargo hold of a plane or ship, or possibly worse -- criminals do not always have the most luxurious forms of transportation.

UFO SPOTTING: Leaking information about UFO sightings to various UFO fan groups throughout the world causes enthusiasts to flock to the site. The more influential the character is, the more the groups will believe the story to be true and turn-out will be quicker and in greater numbers. Operations of any group in the area will be greatly disrupted, and secret groups will frequently be forced to change their operating area, or take action against the believer groups. While this action will most likely not be violent, it will still attract unwanted attention to the area, and will further disrupt activities. The exact effects to the group "crowded" are up to the GM, but certainly penalties to security and perception rolls are likely, and the odds of a blunder or leak are also higher. 1D times the character's Influence attribute is the number of small groups of believers that start showing up in 2D minus Influence days. Groups range from a single member to 20-30 members, and stay at the site for as long as they believe something is there. If the character leaked a false location and the groups learn of this, at least two months must pass before the believer groups will respond to another UFO spotting call. It's up to the GM to determine if the groups believe it to be a false sighting. Even if it is, but if the people involved do not explain what is going on in very clear terms, the groups may believe it to be a true sighting.

Unrestricted Access: The character may gain entry into all governmental complexes under the guise of errands for the President. This does necessarily mean they get free roam of the building -- in particularly secure areas, an escort will no doubt be provided. Depending on the security level of the complex, the GM should assign a Df1 (non-secure public buildings), Df2 (minor security non-public areas of public buildings), Df3 (regular security military buildings), Df4 (high security/classified areas), or Df5 ("non-existent" places) Influence test. A +1Df penalty is applied for each non-Secret Service individual brought in, or for each Secret Service character beyond the first two. At the Game Master's discretion, Secret Service characters may attempt to gain unescorted access to the complex or facility at a +1Df penalty.

Untraceable Weapons: Knowing the right people in the criminal community allows the character to get a hold of untraceable weapons. While this pulling string does not grant an RP bonus, it does mean the weapon is out of the system, or will be traced to someone other than the character. Both of these options are key to members of a secret society which does not want undue attention.

Vehicle Check (choose a state): Access to DMV databases can reveal vehicle and owner information, as well as outstanding warrants and traffic tickets. To get a license plate traced requires a successful Df2 Influence test, which reveals owner, address, Social Security number, phone numbers, description. Finding outstanding warrants and traffic tickets is a Df3 test. Running a vehicle check outside of the chosen state is +1Df.

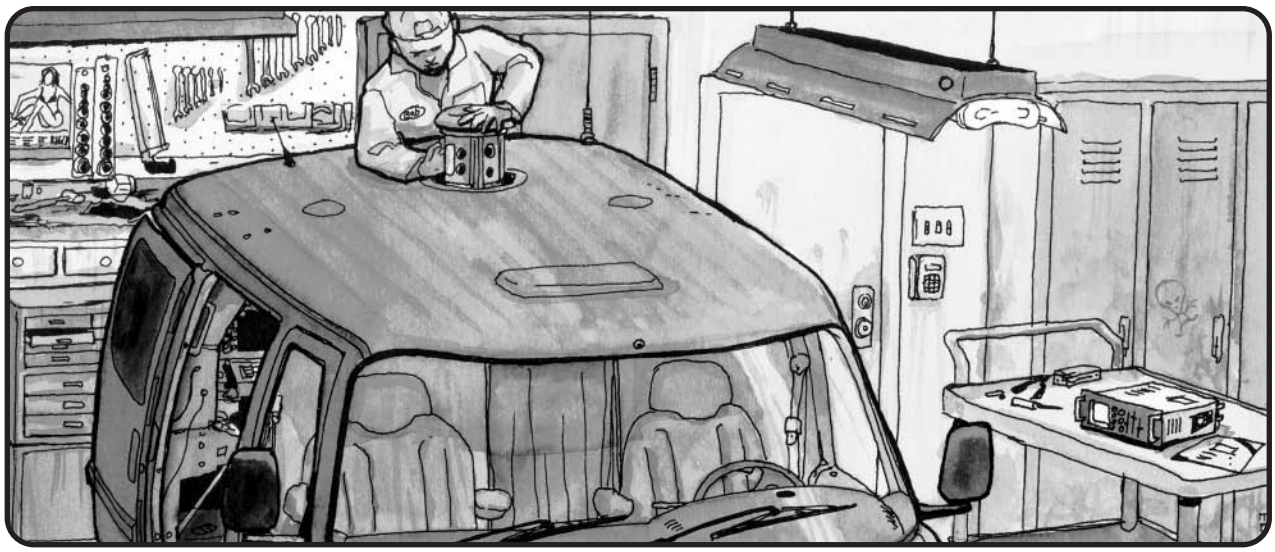
Vehicle Workshop: Drivers such as truckers, as well as mechanics, keep tabs on where they might be able to obtain repairs or to complete small modifications on ground vehicles. As a consequence, they often network with friends to obtain access to a workshop. To use a workshop to work relatively undisturbed requires a successful Df2 Influence test. The modifiers for the workshop quality are -1Df (Poor), +1Df (Good), +2Df (Excellent), and +3Df (Superb). To gain access to a private garage to store vehicles is a Df3 test, and they can be stored for 1D days.

Watercraft Workshop: Sailors, as well as seacraft maintenance personnel, keep tabs on where they might be able to obtain repairs or to complete small modifications on seaworthy vessels. As a consequence, they often network with friends to obtain access to a workshop. To use a workshop to work relatively undisturbed requires a successful Df2 Influence test. The modifiers for the workshop quality are -1Df (Poor), +1Df (Good), +2Df (Excellent), and +3Df (Superb). To gain access to a private dock to store seacraft is a Df3 test, and they can be stored for 1D days.

Wide Berth: Local police and even most federal agencies tend to give the DEA a wide berth. These organizations can be warned off any DEA investigation with a well-placed phone call (and a successful Df2 Influence test for state or local police, Df3 for federal characters). DEA characters do not have free reign, however. Excessive unusual activity will most likely prompt inquiry higher up the DEA chain of command.

WITSEC: The U.S. Marshall's Witness Security Program protects witnesses in major criminal cases. This character, however, can use the program to create untraceable IDs. A successful Df3 Influence test allows the character to create a highly secure phony identification. In extremely rare cases, the character may also break a witness's cover. A Df5 test is required to search through the WITSEC database to find a particular person's old and new identity. This pulling string can only be purchased by those within the DOJ Infrastructure.

Workshop: The character can gain access to a non-vehicle workshop of any particular type. A successful Df1 Influence test gets a Poor quality lab, a Df2 a Normal one, a Df3 Good one, a Df4 an Excellent one, and Df5 a Superb one. Access lasts for 1 week. Each additional week requires testing again at the same Df. Each workshop is dedicated to one field, and using a multiple-field workshop imposes a +1Df per additional field. Of course using this workshop can draw attention from other workers in the area. To have the workshop be private requires an additional +1Df , and may require the character to come in late in the evening or early in the morning. The GM may decide that certain facilities are not available.



Trait Charts

The following charts gather all the traits published to date in one easy reference section.

Skill List

Skill	Att	Type	Reference	Skill	Att	Type	Reference
Alchemy	NT	Specific	Bol-PW 32	Humanities	INT	Meta	CX 45, AH 24
Animal Handling*	PER	Meta	AH 21	Hypnosis	WIL	General	SotM 29
Athletics	AGL	Meta	CX 43, AH 21	Kirlian Photo.	INT	General	SotM 43
Autofire	STR	General	CX 43, AH 21	Language*	INT	Specific	CX 45, AH 24
Blind Maneuvers*	None	General	AH 21	Martial Arts	Varies	Specific	CX 46, AH 25
Boating	PER	Meta	CX 43, AH 22	Medical	INT	Meta	CX 46, AH 25
Brawling	STR	Specific	CX 43, AH 22	Meditation	WIL	General	CX 46, AH 25
Breaking & Entering	AGL	General	SR 71	Melee Weapon	AGL	Meta	CX 46, AH 26
Cartography	INT	General	CX 43, AH 22	MHIC-EDOM	INT	General	CX 46, AH 26
Cerebro-Stimulator	INT	General	SotM 43	Monitor	INT	General	SotM 43
Computer Program.	INT	General	CX 43, AH 22	Occult	INT	Meta	CX 46, AH 26
Computer Use	INT	General	CX 44, AH 22	Parapsychology	INT	General	CX 47, AH 26
Cryptology	INT	General	CX 44, AH 22	Photography	PER	General	CX 47, AH 26
Cryptozoology	INT	General	CX 44, AH 22	Pilot	REF	Specific	CX 47, AH 26
Demolitions	INT	General	CX 44, AH 22	Psychotron	WIL	General	CX 47, AH 26
Diplomacy	WIL	Meta	CX 44, AH 23	Repair/Build	INT	Meta	CX 47, AH 26, SotM 43
Disguise	PER	General	CX 44, AH 23				
Dreaming	WIL	General	Bol-PW 4	Research	INT	General	CX 47, AH 27
Drive	REF	Meta	CX 44, AH 23	Ritual	WIL	Specific	FR 25
Engineering	INT	Meta	CX 44, AH 23, SotM 43	Sailing*	PER	Meta	AH 27
				Science	INT	Meta	CX 47, AH 27
Escape	AGL	General	CX 44, AH 23	Shadow	PER	General	CX 48, AH 27
Fine Arts*	PER	Meta	AH 23	Small Arms	AGL	Meta	SR 71
First Aid	INT	General	CX 44, AH 23	Stealth	AGL	General	CX 48, AH 27
Forensics	PER	General	CX 44, AH 23	Teaching	PER	General	AH 27
Forgery	PER	General	CX 44, AH 24	Throw*	AGL	General	CX 48, AH 27
Gambling*	AGL	General	AH 24	Tracking	PER	General	CX 48, AH 28
Gun Fu	AGL	General	CX 45, AH 24	UFOlogy	INT	General	CX 48, AH 28
Gunnery	REF	Meta	SR 71	Video	PER	General	CX 48, AH 28
Heavy Weapons	AGL	Meta	SR 71	Visualization	WIL	General	SotM 43
Hobby*	Varies	Specific	AH 24				

* These skills may be taken by any starting character to level 5. They are not limited to a certain skill level, and need not be on the character's Professional skill list.
Att: Modifying Attribute -- Strength (STR), Agility (AGL), Intelligence (INT), Perception (PER), Willpower (WIL).
Type: Skill Type. See explanation of new skill types earlier in this chapter.
Reference: A reference to the volume and page of each Conspiracy X book where the skill description may be found -- Conspiracy X 3rd Printing (CX), Aegis Handbook (AH), Forsaken Rites (FR), Shadows of the Mind (SotM), Sub Rosa (SR), Bodyguard of Lies: Psi Wars (Bol-PW).

Training List

Training	Prof	Non-P	Reference
Awareness	3	5	CX 49, AH 28
Assassination	15	--	Bol-M 59
Biohazard Controls	10	15	CX 49, AH 28
Blood Charm	10	15	FR 25
Communication	10	15	CX 49, AH 28
Image Interpretation	5	10	SotM 39
Investigation	10	8	CX 49, AH 29
Mind Control	10	--	SotM 39
Navigation	5	15	CX 49, AH 29
Orichalcum: Fashioning	5	10	FR 21
Orichalcum: Consuming	5	10	FR 21
Parachutist	5	15	CX 49, AH 29
Politics	10	10	CX 49, AH 29
Prestidigitation	5	10	SotM 40
Rappelling	10	15	CX 50, AH 29
Saaamaaa Amulet	10	15	FR 25
Savoir Faire	10	15	CX 50, AH 29
SCUBA Diving	10	15	CX 50, AH 29
Surveillance	10	15	CX 50, AH 29
Survival	10	15	CX 50, AH 29
Swim	--	5	CX 50, AH 29
The Protective Circle	5	10	FR 39
Toxin Knowledge	5	15	Bol-S 9
Vehicle Kill	4	--	Bol-M 60
Zero-Gravity Movement	10	--	CX 50, AH 29

Prof: The cost in CPs for a character with Professional access to the training.
"--" means there is no Professional cost.
Non-P: The cost in CPs for a character without Professional access to the training.
"--" means there is no Non-Professional cost.
Reference: A reference to the volume and page of each Conspiracy X book where the training description may be found -- Conspiracy X 3rd Printing (CX), Aegis Handbook (AH), Forsaken Rites (FR), Shadows of the Mind (SotM), Sub Rosa (SR), Bodyguard of Lies: Mokole (Bol-M), Bodyguard of Lies: Synergy (Bol-S).

Alchemical Procedure List

Procedure	Df	Prof	Non-P	Reference
Alter	3	6	12	Bol-M 42
Ascension	5	10	20	Bol-M 50
Binding	4	7	15	Bol-M 46
Create	5	8	17	Bol-M 51
Create Antithesis	4	7	15	Bol-M 47
Dissolve	5	8	17	Bol-M 52
Harm	3	6	12	Bol-M 43
Lesser Ascension	4	7	15	Bol-M 48
Lesser Unlock	3	6	12	Bol-M 45
Metamorphose	4	7	15	Bol-M 48
Purify	2	5	10	Bol-M 40
Reshape	5	8	17	Bol-M 53
Resist	2	5	10	Bol-M 41
Restore	3	6	12	Bol-M 44
Unlock	4	7	15	Bol-M 48
Weaken	2	5	10	Bol-M 42

Df: Difficulty Level of performing the procedure.

Prof: The cost in CPs for a character with Professional access to the procedure.

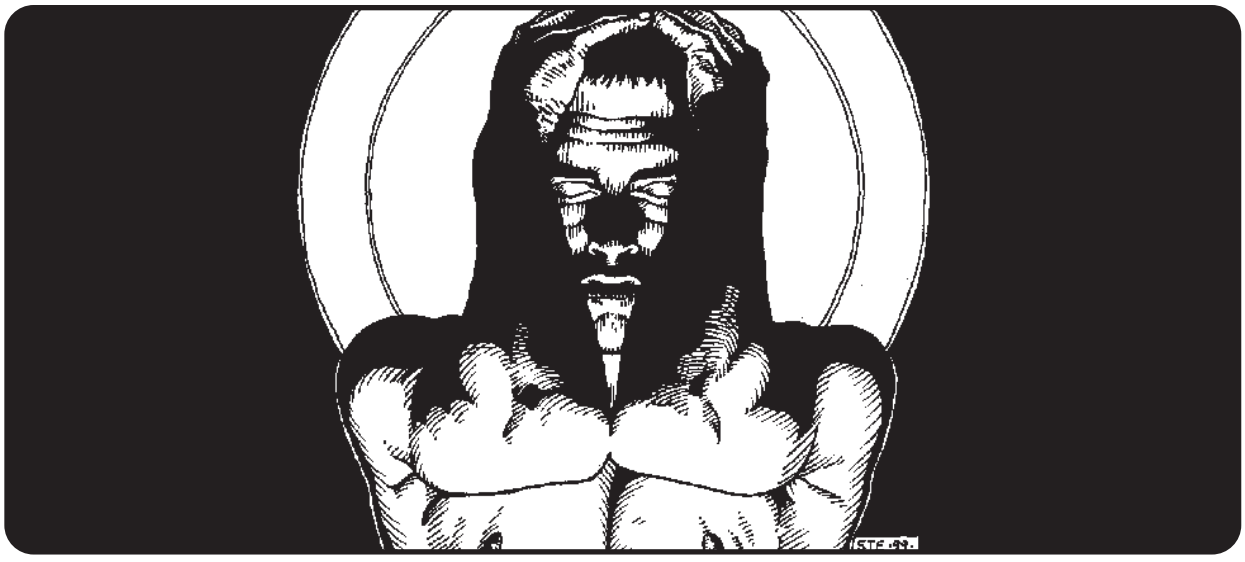
Non-P: The cost in CPs for a character without Professional access to the procedure.

Reference: A reference to the volume and page of each Conspiracy X book where the procedure description may be found -- Bodyguard of Lies: Mokole (Bol-M).

Psi-Training List

Training	Prof	Non-P	Prerequisite	Reference
Apportation	8	15	Psychokinesis	SotM 54
Bilocation	8	15	Clairvoyance	SotM 49
Bioenergetics	8	15	Bio-PK	SotM 47
Bio-Information Transfer	3	5	Telepathy	SotM 58
Bodywork	14	25	Bio-PK	SotM 47
Channeling	5	10	Clairvoyance	SotM 49
Coordinate Remote Viewing	5	10	Clairvoyance	SotM 50
Dermo-Optics	3	5	Clairvoyance	SotM 50
Divination	5	10	Precognition	SotM 53
Domination	15	30	Telepathy	SotM 58
Dowsing	5	10	Clairvoyance	SotM 50
Dream Bilocation	5	10	Clairvoyance	Bol-PW 6
Dream Telepathy	5	10	Telepathy	SotM 58
Dreamwalking	5	10	Clairvoyance	Bol-PW 7
Extended Remote Viewing	5	10	Clairvoyance	SotM 51
Jinx	15	30	Psychokinesis	SotM 54
Levitation	5	10	Psychokinesis	SotM 55
Micro-Psychokinesis	5	10	Psychokinesis	SotM 55
Outbound Remote Viewing	5	10	Clairvoyance	SotM 51
Precognitive Dreams	3	5	Precognition	SotM 54
Psi-Interception	8	15	Telepathy	SotM 59
Psi-Warfare	10	20	Empathy	SotM 52
Psychometry	5	10	Retrocognition	SotM 57
Remote Cardiac Manipulation	8	15	Bio-PK	SotM 48
Remote Influence	8	15	Telepathy	SotM 59
Scrying	3	5	Clairvoyance	SotM 51
Telehypnotism	14	25	Bio-PK, Telepathy	SotM 48
Teleportation	15	30	Psychokinesis	SotM 55
Thermokinesis	5	10	Psychokinesis	SotM 56
Trance	0	2	Bio-PK	SotM 48

Prof: The cost in CPs for a character with Professional access to the psi-training.
Non-P: The cost in CPs for a character without Professional access to the psi-training.
Prerequisite: A character may not purchase the indicated psi-training unless she has first purchased some level of the prerequisite psychic discipline(s).
Reference: A reference to the volume and page of each Conspiracy X book where the psi-training description may be found -- Shadows of the Mind (SotM), Bodyguard of Lies: Psi-Wars (Bol-PW).



Ritual Training List

Training	Df	Prof	Non-P	Reference
Amnesia	3	8	12	FR 35, 44
Banish Spirit	3	6	9	FR 35, 49
Basic Blessing	2	4	6	FR 35, 41
Basic Curse	2	4	6	FR 35, 41
Bind Spirit	3	6	9	FR 35, 48
Bind Zombie	3	8	12	FR 35, 49
Blessing of Skill	3	7	10	FR 35, 42
Blessing of Prosperity	3	7	10	FR 35, 42
Blessing of Protection	3	7	10	FR 35, 43
Call Weather	4	9	13	FR 35, 40
Cause Wound	3	8	12	FR 35, 39
Cure Corruption	V	5	7	FR 34, 36
Curse of Poverty	3	8	12	FR 35, 42
Curse of Ineptitude	3	8	12	FR 35, 42
Curse of Vulnerability	3	8	12	FR 35, 43
Emotional Aura	3	7	10	FR 35, 45
Enhance or Diminish Body	2	6	9	FR 35, 39
Defuse Seepage	2	4	6	FR 34, 37
Disguise	2	5	7	FR 35, 46
Dispel Magic	V	6	9	FR 34, 37
Domination	5	10	15	FR 34, 45
Ghost Possession	4	9	13	FR 35, 47
Hasten Corruption	3	8	12	FR 34, 37
Immortality	5	10	15	FR 35, 39
Induce Adrenaline Surge	2	6	9	FR 35, 39
Induce Cardiac Arrest	4	9	13	FR 35, 39
Infection	2	5	7	FR 35, 45
Insanity	4	8	12	FR 35, 45
Invisibility	2	6	9	FR 35, 46
Major Illusion	4	8	12	FR 35, 46
Malfunction	V	8	12	FR 35, 40
Mind Riding	3	7	10	FR 35, 43
Natural Disaster	5	8	12	FR 35, 41
Oath-Binding	3	7	10	FR 35, 44
Possession	3	8	12	FR 35, 44
Prophecy	2	7	10	FR 35, 38
Protection from Magic	V	6	9	FR 35, 42
Questioning	2	4	6	FR 35, 37
Reading the Past	2	6	9	FR 35, 38
Repair	3	9	13	FR 35, 40
Sacrifice	2	5	7	FR 34, 37
Scrying	2	5	7	FR 35, 37
Send Emotion	2	6	9	FR 35, 44
Spirit Bottle	3	8	12	FR 35, 49
Spontaneous Combustion	4	8	12	FR 35, 40
Stabilize Wound	2	5	7	FR 35, 38
Strengthen	2	5	7	FR 35, 40
Summon Demon	5	10	15	FR 35, 48
Summon Human	3	7	10	FR 35, 47
Summon Ghost	3	8	12	FR 35, 47
Teleport	4	10	15	FR 35, 41
Visitation	3	7	10	FR 35, 38
Vortex	4	8	12	FR 35, 46
Warding Circle	2	5	7	FR 35, 48

Df: Difficulty Level of performing the ritual.
Prof: The cost in CPs for a character with Professional access to the ritual.
Non-P: The cost in CPs for a character without Professional access to the ritual.
Reference: A reference to the volume and page of each Conspiracy X book where the ritual description may be found -- Forsaken Rites (FR).

Trait List

Trait*	Value	Cost	Reference
Abductee	--	25	AH 44
Academic Outcast	10	--	AH 44
Adrenaline Surge	--	10	CX 54, AH 35
Aged	25	--	AH 35
Alien Ally	--	Item Cost	Bol-PW 12
Ally	--	10	SR 73
Ambidextrous	--	10	CX 54, AH 35
Amnesia	10	--	SotM 40
Amnesia - Total	25	--	SotM 40
Animal Animosity	10	--	CX 57, AH 42
Animal Empathy	--	10	CX 57, AH 42
Believer	10	--	AH 30
Blind	30	--	AH 38
Body Double	20	15	AH 38
Bravery	--	10	Bol-M 58
Can't Swim	5	--	CX 59, AH 44
Cautious	10	--	CX 50, AH 30
Cautious - Extremely	15	--	CX 50, AH 30
Civilian Contact	--	8	SR 73
Clinical Depression	20	--	AH 30
Code	5	--	CX 51, AH 31
Combat Experience	--	10	CX 59, AH 44
Connection	--	15/20/25/30	SR 73@
Conspiracy Buff	--	15	AH 46
Corrupted by the Supernatural	30	--	CX 51, AH 31
Cowardice	10	--	Bol-M 58
Creature of Habit	5	--	CX 51, AH 31
Criminal Contact	--	9	SR 73
Curious	10	--	AH 31
Dead	--	10	CX 60, AH 47
Death Wish	10	--	AH 31
Deceived	15	--	SotM 41
Deep Sleeper	10	--	CX 56, AH 38
Detached	--	15	AH 32
Disgraced	10	--	SR 74
Distinguishing Mark	5-15	--	CX 56, AH 38
Double Agent	see Infiltrator: Double Agent		
Driven	10	--	AH 32
Drug Addict - Alcohol	8	--	AH 38
Drug Addict - Batch 7	20	--	SotM 41
Drug Addict - Cocaine	15	--	AH 39
Drug Addict - Heroin	20	--	AH 39
Drug Addict - Nicotine	5	--	AH 38
Drug Addict - Pain Killers	8	--	AH 38
Drug Addict - Psi Enhancer	15	--	SotM 41
Drug Addict - Sleep Aids	10	--	SotM 41
Drug Addict - Speed	10	--	SotM 41
Egotist	10	--	AH 32
Extraordinarily Average	--	10	CX 56, AH 39
Extremely Susceptible	5	--	SotM 41
Faith	--	25	FR 30
Favor	--	3	SR 74
Flashbacks	10	--	CX 52, AH 32
Gifted Psychic	--	5/15	SotM 41
Good Listener	--	15	AH 42
Guardian Angel	--	10	CX 60, AH 47
Hacker Contact	--	10	SR 74
Hacker Contact - Expert	--	15	SR 74
Haunted	20	--	CX 60, AH 47
Health Problems	15	--	SotM 41
Highly Educated	--	15	AH 48
High Metabolism	--	10	CX 57, AH 39
High Pain Threshold	--	15	CX 57, AH 39
Hip Shooter	--	10	Bol-M 58
HIV Positive	10	--	AH 39
HIV Positive - AIDS	40	--	AH 39
Hobby	--	3/5/8	AH 48
Homicidal Tendencies	10	--	CX 52, AH 32
Illness	20	--	AH 39
Impulsive	10	--	CX 52, AH 33
Impulsive - Extremely	15	--	CX 52, AH 33
Infiltrator - Double Agent	25	--	SR 74
Infiltrator - Spy	15	--	SR 74
Inside Contact	--	5	SR 75
Insomnia	5	--	SotM 41
Instructor	--	15	FR 30
Intelligence Contact	--	8	CX 60, AH 48
Jumpy	15	--	AH 33
Killer Instinct	10	--	CX 52, AH 33
Law Contact	--	7/9	SR 75&
Light Sleeper	--	10	CX 57, AH 39
Limp	5	--	AH 40
Linguist	--	10	AH 42
Loved One	15	--	AH 48
Low Pain Threshold	15	--	CX 57, AH 40
Maverick	15	--	AH 33
Military Contact	--	10	SR 75
Missing Eye	10	--	AH 40
Missing Limb - No Arms	30	--	AH 40
Missing Limb - No Legs	30	--	AH 40
Missing Limb - One Arm	15	--	AH 40
Missing Limb - One Leg	20	--	AH 40
MKULTRA Survivor	15	--	SotM 41
Multiple Personality Disorder	30	--	CX 52, AH 33
Natural Learner	--	15	SotM 42
New Identity	--	15	CX 61, AH 49
New Member	10	--	SR 74
Night Terrors	5	--	Bol-PW 13
No Records	10	--	CX 61, AH 49
Notoriety	15	--	CX 62, AH 49
Pacifist	10	--	CX 53, AH 33

Capacities

Trait*	Value	Cost	Reference
Pacifist - Extreme	15	--	CX 53, AH 33
Paranoid Delusions	10	--	CX 53, AH 33
Paranoid Delusions - Acute	20	--	CX 53, AH 34
Paranormal Contact	--	8	SR 75
Past Lives	--	5	AH 42
Patsy	30	--	AH 50
Perk	--	10	SR 75
Phobia	5	--	CX 53, AH 34
Phobia-Major	15	--	CX 53, AH 34
Photographic Memory	--	10	CX 57, AH 42
Physical Training	--	10	CX 57, AH 40
Poor Agency	3*0-Inf	--	AH 50
Poor Eyesight	5/10	--	AH 40
Poor Eyesight - Extreme	10/15	--	AH 40
Prejudice	10	--	AH 34
Prejudice - Severe	20	--	AH 34
Probationary Status	10	--	SR 75
Psychic Lesser	--	30	CX 58#
Psychic Greater	--	60	CX 58#
Psychic Discipline - Bio-PK	--	5/15/30	SotM 47
Psychic Discipline - Clairvoyance	--	10/20/40	SotM 49
Psychic Discipline - Empathy	--	10/20/40	SotM 52
Psychic Discipline - Precognition	--	10/20/40	SotM 53
Psychic Discipline - Psychokinesis	--	5/15/30	SotM 54
Psychic Discipline - Retrocognition	--	10/20/40	SotM 56
Psychic Discipline - Telepathy	--	10/20/40	SotM 57
Psychic Burnout	10	--	CX 57, AH 41
Psychic Link	--	5	CX 58, SotM 42
Psychic Sink	--	15	CX 58, AH 43
Psychic Void	15	--	CX 58, AH 43
Puppet	--	15	CX 63, AH 52
Quick Draw	--	10	CX 58, AH 43
Runner	--	10	CX 57, AH 41
Schizophrenia	15	--	CX 53, AH 34
Science/Research Contact	--	8	SR 75
Secret	10	--	AH 52
Secret - Dark	15	--	AH 52
Sensitive	--	10	AH 43
Severed Ties	20	--	SR 76
Shadow	--	45	AH 52
Sharpened Sense	--	5/10	AH 41
Sixth Sense	--	5	SotM 42
Skeptic	10	--	AH 34
Slow Metabolism	--	10	CX 57, AH 41
Strong ESP	--	5 per	CX 58, SotM 35
Supernatural Focus	--	20	CX 58, AH 44
Supplier	--	20	SR 76
Swimmer	--	10	CX 57, AH 41
Time and Direction Sense	--	10	CX 59, AH 44
Time Bomb	20	--	SotM 43
Titanidae Mole	35	--	Cry 33
Traitor	See Infiltrator: Spy		
Trance Proof	--	5	SotM 43
Unbreakable Ties	--	15	SR 76
Unpopular Beliefs	10	--	AH 34
Unpopular Beliefs - Extreme	15	--	AH 34
Veteran	--	10	SR 76
Wanted By The Law - Federal	20	--	CX 63, AH 53
Wanted By The Law - Multiple State	15	--	CX 63, AH 53
Wanted By The Law - State	10	--	CX 63, AH 53
Watched	15	--	CX 63, AH 53
Weakened Sense	5/10	--	AH 41
Wealthy	--	10	SR 76
Wealthy Department	--	3*0-Inf	AH 53

* Note that a number of traits have not been reprinted in this book. For those that reference descriptions in prior books, replace Department and Credential with Infrastructure and Profession. Also, replace the Influence Icon with Sphere of Influence.
@ This trait supersedes the Credential Connection, Criminal Connection, Media Connection, and Police Connection traits presented in the Conspiracy X main rulebook.
& Replaces Police Contact from Conspiracy X main rulebook.
# This trait is superseded by the material presented in Shadows of the Mind.

Value: The number of CPs provided by choosing this trait.
Cost: The number of CPs that must be spent to choose this trait.
Reference: A reference to the volume and page of each Conspiracy X book where the trait description may be found -- Conspiracy X 3rd Printing (CX), Aegis Handbook (AH), Atlantis Rising (A), Cryptozoology (Cry), Forsaken Rites (FR), Shadows of the Mind (SotM), Sub Rosa (SR), Bodyguard of Lies: Mokole (Bol-M), Bodyguard of Lies: Synergy (Bol-S).

Pulling String List

Pulling Strings								Pg
Access Abroad	--	6	--	--	--	--	11*	79
Accomplices	12*	9*	12*	6	9*	11*	9*	79
Agency Control	--	A	--	--	A	--	A	79
Aircraft Workshop	4	5	5	6	5	8	5	79
Alien Technology	A	A	A	A	A	A	A	79
Area 15	--	A	A	A	--	6	5	79
Arrest Powers	5*	4*	--	--	4*	--	--	80
ASPR	--	--	--	--	--	A	A	80
Asset Forfeiture	--	6	--	--	6	--	9*	80
Attorney	A	A	A	A	6	A	A	80
Backup	--	6	--	--	4	--	--	80
Base Clearance	7	10	--	--	--	--	--	80
"Blanket" Wiretaps	--	12*	--	--	--	--	--	80
Blue Fly Transport	--	--	--	--	--	--	--	80
Boot Camp	7	--	--	--	--	--	--	80
Border Control	6	5	9*	7*	4	10*	9*	81
Business Connections	10*	10*	9*	8	10*	10*	7	81
CDC Labs	7	9	6	--	--	--	9*	81
CEASEFIRE	6	5	--	--	4	--	--	81
Cheaper Aircraft	5	5	5	5	5	5	5	81
Cheaper Ground Vehicles	5	5	5	5	5	5	5	81
Cheaper Watercraft	5	5	5	5	5	5	5	81
Chemical Stores	7*	7*	4	6	A	A	4	81
Chop Shops	--	--	10*	7	9	--	10*	81
CIA Caches	--	8*	--	--	--	--	--	81
CIA Training Facilities	--	8*	--	--	--	--	--	82
City Hall Archives	--	A	A	7	6	--	5	82
Classified Databases	6	9*	5	--	--	--	--	82
Cleansing Retreats	--	9*	--	--	--	6	10*	83
Closing Investigations	A	10*	--	--	--	--	--	83
Club Assistance	--	--	--	--	--	--	--	83
"Codebreaker" Supercomputer	--	--	12*	--	--	--	--	83
Cognitive Training Facilities	--	A	A	--	--	A	--	83
Computer Security Database	--	--	--	--	--	--	--	83
Consular Affairs	9	8	--	--	--	--	6	83
Corporate Espionage	A	11	A	A	A	A	9	83
Corruption Camp	--	--	A	--	--	5	A	83
Corruption Treatment	--	--	A	--	--	7*	A	83
Counterculture Friends	8	9	10	7	7	6	5	84
Counterintelligence Files	--	5	--	--	6	--	8*	84
Criminal Resources	--	--	--	7	--	--	--	84
Criminal Tracking	--	7	--	--	5	--	--	84
CSICOP Training	--	A	--	--	A	A	A	84
Customs Analysis	--	--	5	--	7	--	--	84
Dangerous Toxins	12	13	9	14*	--	--	--	84
Dangerous Virus	12	13	9	14*	--	--	--	85
DARPA Labs	7	--	5	--	--	--	--	85
Demon Lore	--	--	8*	--	--	6	9	85
Deprogrammers	A	6*	A	7	7*	6	6	85
Departmental Precedence	A	A	--	--	A	--	A	85
Diplomatic Itineraries	A	A	--	--	A	--	8*	85
Discreet Staff	--	--	5	--	--	--	6	85
DNA Database	--	A	A	--	A	--	--	85
Documents Lab	A	A	6	--	7*	--	--	86
Doctored Flight Books	A	A	--	9	A	--	7	86

Capacities

Pulling Strings								Pg
Ear to the Ground	6	5	7	9	9	9	6	86
Easier Funding Tests	6	--	--	--	--	--	--	86
Energy Blackout	--	--	7	--	--	--	8*	86
Evidence Control	--	A	--	--	6	--	--	86
Expedited Research	--	--	7*	--	--	--	--	86
Experimental Energy	--	--	5	10	--	--	--	86
Exorcist Teams	--	--	--	--	--	5	A	87
Experimental Psychic Drugs	--	--	--	7	--	5	--	87
Fanatical Support	--	--	--	7*	--	7	6	87
FBI Forensic Laboratory Analysis	--	8	6	--	7	--	--	87
Fellow Survivalists	8	--	--	--	--	--	7	87
Finger Printing	8	5	A	A	4	--	8*	87
Foreign Service Institute	--	--	--	--	--	--	6	87
Fringe Culture	9	9	6	7	7	6	5	87
Front Page News	8	7	8	8	7	8	6	87
Funding - Basic	A	A	A	A	A	A	A	88
Funding - Excellent	A	A	A	A	A	A	A	88
Funding - Limited	A	A	A	A	A	A	A	88
Funding - Scarce	A	A	A	A	A	A	A	88
Governmental Access	10	11	13*	13*	12	14*	8	89
Grants	--	--	6	--	--	7	7	89
Hidden Cures	--	--	A	--	--	--	--	89
IAC Analysis	--	--	A	--	--	--	--	89
Immediate Access	--	--	--	--	--	--	--	89
Increased Resources	8	8	8	8	8	8	8	89
Intel Files	10	7	8*	9	7	8*	8	89
Intelligence Agency Control	--	9	--	--	--	--	--	89
Jurisdiction	--	--	--	--	8	--	--	90
Laboratory	6	6	5	6	6	5	5	90
Laundered Funds	--	--	--	A	A	--	--	90
Legal Access	--	A	--	--	4	--	--	90
Legal Resources	--	--	--	--	9*	--	--	90
Library	6	6	5	6	6	5	5	91
Litigation Pressure	--	--	--	--	6	--	8*	91
Lost in the System	--	--	--	--	5	--	--	91
Map Library	3	6	--	--	--	--	--	91
Maps	--	5	--	--	--	--	--	91
Medical Advantage	--	--	5	6	--	--	6	92
MHIC-EDOM	--	--	7	--	--	7	--	92
Military Stores	10	--	--	--	--	--	--	92
Military Training Facilities	6	--	--	--	--	--	--	92
Mind Control Drugs	--	--	6	8	--	9	--	92
Mobility over World	6	--	--	--	--	--	--	92
More Equipment	--	6	--	--	--	--	--	92
Mount Expeditions	--	--	6	--	--	6	6	92
NMID	5	5	--	--	6	--	8*	93
New Age Movement	--	--	--	--	--	A	--	93
News Archive	--	--	--	--	--	--	4	93
News Equipment	--	A	--	8	A	--	5	93
Noetic Science Institute	--	--	--	--	--	A	--	93
No Questions Asked	--	--	--	--	--	--	--	93
No Trace	7	9	--	--	--	--	--	93
Official Agendas	--	10	--	--	9*	--	10*	93
PEAR Labs	A	--	--	--	--	A	--	93
Police Cooperation	--	--	--	--	7	--	--	93
Police Resources	A	A	--	A	8	--	10	94

Governmental Access: Doors that were previously locked will often be opened for friends who have powerful politicians to assist them. On a successful Df1 Influence test, the character can arrange a fact-finding tour to any legal or public area for up to six people, within 1D days. Add +1Df for either faster access (2D hours), or for access to restricted areas. Access to highly restricted areas, equipment, or files is possible with a Df3 test if the character does not mind warning the target group of their plans; the target will have performed as much damage control as possible within the few hours before the inspection arrives. A surprise inspection adds +1Df, but prevents the group from covering its tracks more than the minimum possible. Finally, adding +1Df to any of these tasks will allow the group to leave with "physical evidence," such as photos and small portable objects. Note, that any group that has been so "inspected" will probably be pretty angry.

Grants: Every scientific endeavor needs to be funded, and grants are a good way to obtain some ready cash. When a research project has some merit to a funding organization, the requesting character has a high likelihood of receiving the grant. Once per six months, the operative can make a grant check with a Df3 Influence test. If successful, she receives 20RPs worth of resources that can be spent on labs/workshops, staff, equipment all related to a specific science research, expeditions, or other related science projects. Every grant comes with $10,000 in disposable income. If no useful results are forthcoming to the granting organization over the next few months, the equipment will be repossessed, staff will stop receiving salaries and leave, and lab space will be torn down and returned to the grantor. If results are forthcoming or partially reveal new technology, the character can make an additional grant request every 6 months until the project has reached its conclusion or the flow of useful information stops. If results lead to breakthroughs into new technology, new sciences (such as nanotechnology), or proof of alien existence, all resources may be retained by the character.

Hidden Cures: The CDC has discovered several effective treatment protocols for the most dangerous biohazard agents (level four). These cures are kept in special vaults deep inside USAMRID. A character with this pulling string may attempt to get his hands on one of these cures, at the price of potentially stirring up trouble in the future. Getting just a vial requires a successful Df5 Influence test, with no chance of getting another vial for three months regardless of success or failure. The cures are panimmunity factors: they will work on most level four biohazards, but are hideously difficult to manufacture without major labwork and months of development time. A single dose will stop the progress of any illness unless the patient rolls Bad Luck. In that case, the panimmunity factor fails, and the patient is on his own (probably to die). A single vial of the panimmunity factor would be worth a fortune, and if it became public that a character or his friends possessed it, any number of groups would come hunting for the characters very quickly. No one could allow a story like this to break, and any attempt to tell the press would lead to a firestorm of intrigue and strike teams.

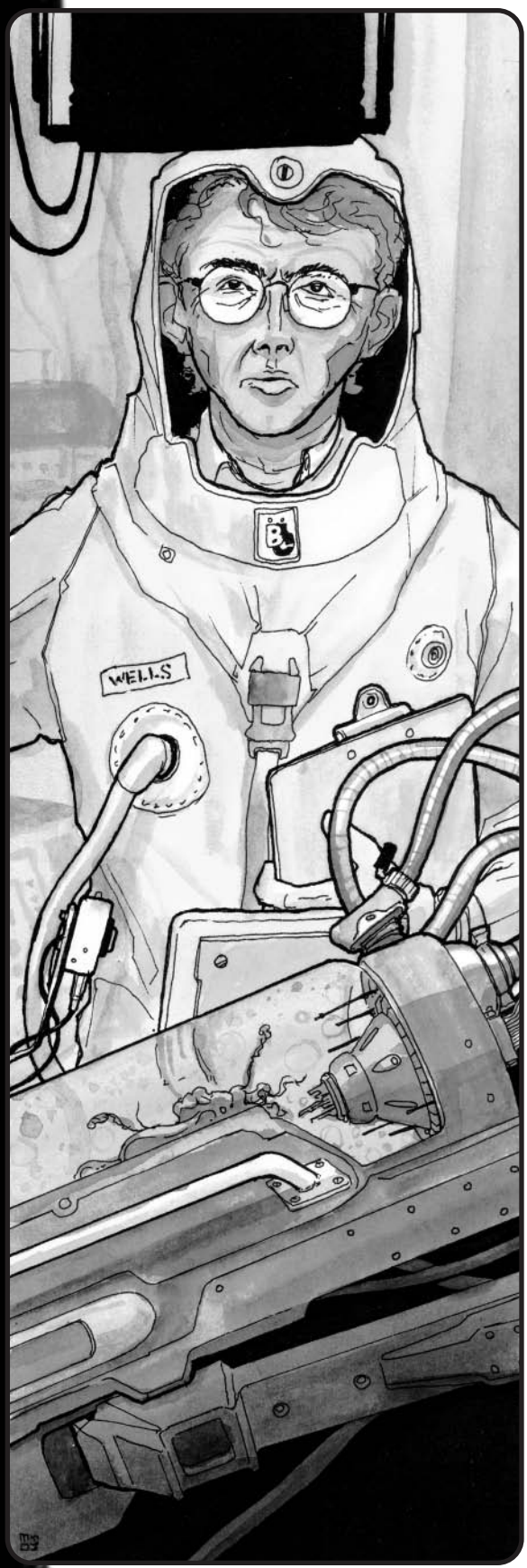
IAC Analysis: The Information Analysis Centers (IAC) of the Defense Technical Information Center (DTIC) are research facilities all over the United States, and these labs are the best in the world for theoretical applications. With a successful Df2 Influence test, any sample submitted to a lab will be analyzed by a skill level 4 staff member, who will send back her analysis of the samples within a week (Df3 = 3 days, Df4 = 72 hours, Df5 = 24 hours). If the character has a specific question that requires an urgent answer, the analysts at the IACs can examine the known information and return a suggested course of action in the same time periods with the same Influence tests. The Game Master should decide if any answer can be found and how much scientific language obscures it in the report.

Immediate Access: Due to the relative importance of certain Professions to the Aegis war effort, these characters gain a +2t to all Overt Influence tests when attempting to pull strings within their Profession or Infrastructure.

Increased Resources: Gathering resources from the job is always a risky thing and characters can only obtain currently available items. On the other hand, some organizations have a bounty of resources and therefore it is easier to get away with more. As a result, characters with this pulling string generate seven Resource Points per Overt Influence attribute rating, instead of the usual five. These RPs are gained only during Cell creation and have no other impact on the game.

Intel Files: With various connections in intelligence, law enforcement, and media agencies, information on people and events can be found on a subject/target that was subject to an investigation or surveillance at some point. A successful Df1 Influence test reveals information that is available in the news, while a Df2 test reveals information that would require interviewing the friends and associates of the subject/target. A Df3 test reveals criminal background information, along with known contacts of the subject, typical hangouts, patterns of living, close friends, and personal information. Df4 reveals every ounce of information that has been collected on the subject/target through legal means and any information that is classified. Finally a Df5 reveals all information collected using any means possible; much of this information would not be admissible in a court of law (such as through paranormal means), but the agencies holding this information knew the true value of it and so hoarded the data anyway. It takes 1D x Df in days to get the information. Reducing the time by 1D days requires an separate Df3 test; a Df5 test will reduce it 2D days.

Intelligence Agency Control: The office of the Director of Central Intelligence (DCI) coordinates activities within the intelligence community. Characters may divert or cancel minor projects with a successful Df3 Influence test and major projects with a Df4 test. The GM may impose a +1Df or –1Df modifier depending upon how the character explains this to his peers and superiors.



Jurisdiction: With ties to active law enforcement officials, the character can easily obtain any and all law enforcement assistance needed. Within her own jurisdiction, the character can coordinate police activities, make requests for assistance, and demand sheer manpower when needed. This pulling string grants access to the Backup pulling string without extra cost. In addition, to gain any other kind of help from the local police requires a successful Df3 Influence test, Df4 test outside of the character's jurisdiction. If the character is in pursuit of a felon, all tests are -2Df. The GM should determine the nature of the police help, but it could include sharing police facilities, manpower, and some equipment (up to 2RP).

Laboratory: A character can gain access to a laboratory of any particular type with varying difficulties. A successful Df1 Influence test gets a Poor Quality Lab, a Df2 a Normal one, a Df3 Good Quality one, a Df4 an Excellent one and Df5 a Superb one. The character has access to the laboratory for 1 week. Each additional week requires testing again at the same Df. Each laboratory is dedicated to a single field, and obtaining a lab with multiple fields requires + 1Df per additional field. Of course using the laboratory can draw the attention of other workers in the area. To have the laboratory privately requires an additional +1Df, and may require the character using it late in the evening or early in the morning. The GM may decide that certain facilities are not available to the organization to which this access is granted.

Laundered Funds: With all money and valuable property that passes through the Department of Treasury, and the lack of staff to closely monitor all transactions, characters can siphon more money and resources with less risk of detection. At the end of each month, the character makes the normal Luck check but halves the total modifiers (round down, minimum zero) due to the amount of money taken.

Legal Access: Attorneys or characters with ties to lawyers often can not only get access to areas that are hard to penetrate, but also enter these areas without being searched. They can smuggle up to a full briefcase of equipment or papers into a prison, police building, government offices, or judicial building without being searched. Also an individual can gain access to areas that are usually outside of her purview, such as access to a crime scene, by claiming to be representation of the accused or for purposes of determining what evidence was left behind. Since the character usually has unrestricted access (no Influence test needed), she can bring things in parts, so that items larger than a briefcase can be smuggled in and assembled on-site.

Legal Resources: As established veterans of the law enforcement and judiciary system, Marshals may use their contacts in the police and judicial systems to perform a variety of tasks. Information on any law enforcement character, court employee, or prisoner can be retrieved with a successful Df2 Influence test. A Df3 test grants a personal interview with that person or unrestricted access to a federal facility at the Marshal's convenience. Add a +2Df penalty for highly classified persons or places, and a +3Df penalty for people who aren't supposed to exist, such as witness relocation program beneficiaries. It takes 1D hours x Df to get the information, get access to a building, or set up a meeting with an individual. This pulling string can only be purchased by Marshal Professions.

Library: A library is one of a ritualist's most valued properties, because it holds all the knowledge he has collected on the occult. The quality of the library determines the bonuses to occult research tests and the difficulty of getting access. Also each library has set personnel who can help a ritualist learn a set of specific ritual trainings (all breakthrough requirements are one less than needed). A Normal library requires a successful Df1 Influence test, grants no bonuses to research, and has between 3-5 different rituals set by the GM. A Good library is a Df2 test, grants +2t to all occult research tests, and has between 6-12 rituals set by the GM. An Excellent library is a Df3 test, grants –1Df to all occult research tests, and has between 13-18 rituals. Superb libraries are a Df4 test, grant –1Df and +2t to all occult tests, and have between 19-24 rituals. No one library has information on every known ritual. Some libraries also contain knowledge on the various trainings that are related to ritual use. The GM may decide that certain facilities are not available to the organization this access is granted to.

Sample Libraries

The following organizations are detailed in Forsaken Rites: The Supernatural Sourcebook.

Lodge of the World Tree libraries are typically of Good quality and are Df2 to gain access, though a known Excellent library is located in Los Angeles and is a Df3 to gain access. Their libraries contain knowledge of Bind Spirit, Dispel Magic, Mind Riding, Prophecy, Questioning, Summon Ghost, Strengthen, and the training The Protective Circle.

Montague Club libraries are typically of Good quality and are Df2 to gain access, though a known Excellent library is located in San Francisco and is a Df3 to gain access. Their libraries contain knowledge of Blessing of Skill, Curse of Ineptitude, Curse of Poverty, Dispel Magic, Prophecy, Protection from Magic, Scrying, and the trainings, Blood Charms, and The Protective Circle.

Children of Ragnarok have no library per se; instead they rely on knowledge being taught from one member to another. This is restricted in much the same way as access to libraries. A minimum of a Df2 test is required to gain permission to learn a ritual, with as high as a Df5 for the most powerful. The teachers are much like libraries in that they grant a bonus to learning/researching the rituals and occult. Rituals taught are Cause Wound, Curse of Ineptitude, Dispel Magic, Hasten Corruption, Induce Cardiac Arrest, Infection, Sacrifice and the training Blood Charms.

Litigation Pressure: When an character decides that putting legal pressure on an individual or business will aid its mission, a DOJ Profession or someone with such ties may contact one of the Litigation Organizations (Antitrust Division, Civil Division, Civil Rights Division, Criminal Division, Environment and Natural Resources Division, Tax Division, United States Attorneys). A successful Df2 Influence test commences an investigation against a person or company in 2D days (+1Df to shorten it to 1D). A second test at Df3 gets the pressure turned up and a legal suit started; this process takes 2D days. If the character wants access to confiscated materials, or to be included in an on-site investigation, a Df3 test is required. Note that the character does not have complete control over this legal action. Once the ball starts rolling, it becomes harder and harder to put a stop to it. To stop it in the first two weeks is a Df2 test, beyond that but still in the first month Df3, in the second to third months Df4, and beyond that a Df5. The GM can rule that the case has become publicized and therefore is even harder to stop or is not stoppable at all. This pulling string can only be purchased by Professions within the DOJ, Federal Government, State Department, State Government Infrastructure.

Lost into the System: Once a criminal has been put into the jail (local or federal) through the use of an arrest power, it is entirely possible for him to be lost in it for a while. This is useful when attempting to replace people, or even keep them out of the way long enough for other plans to come to fruition. To lose someone in the system requires a successful Influence test with a Df of the prisoner's Influence attribute. This loses him for one full day on top of whatever time he has to stay in the station. Increasing the difficulty by +1Df means the prisoner has been lost for three days, and +2Df means the prisoner has been lost in the system for up a week.

Map Library: The National Imagery and Mapping Agency (NIMA) is a Combat Support Agency of the Department of Defense. The mission of the NIMA is to provide timely, relevant, and accurate imagery, imagery intelligence, and geospatial information in support of the national security objectives of the United States. With the help of operatives in the NIMA, the character can gain access to the best domestic and foreign maps. A successful Df1 Influence test is required for any general map of domestic areas. The Df is raised by one if the map desired includes service roads, trails, and detailed landmarks, or if it is to include geographical details located on private property. All Dfs are increased by two if the map covers a foreign country. This pulling string can only be purchased by Professions within the DOD Infrastructure.

Maps: The CIA uses people and satellites to map the world in excruciating detail. Some of these maps are released to the public, but they are far from complete. This character has access to the "uncensored" maps of the world with a successful Df1 Influence test. For maps with secret military and sensitive installations marked, a Df3 test must be completed. Areas that do not "exist" can be reviewed with a Df5 test. All maps arrive in a week. The Df of a test may be increased -- each +1Df decreases the time delay by half. This pulling string can only be purchased by Professions within the DCI Infrastructure.

MEDICAL ADVANTAGE: With access to dozens of top-notch medical and treatment centers around the county, medical supplies are more readily available. All medical facilities are 2RP less in cost, any medical staff (doctor or lab assistants/nurses) are 1RP cheaper, scientific, drugs and medical equipment are all 1RP less, and any special vehicles that are medical in nature are 3RPs cheaper. Any item that already costs 1RP is doubled in quantity instead.

MHIC-EDOM: The profession or secret society has a storehouse of some of these rare devices. To get access to one of them requires a successful Df3 Influence test, and the device is only loaned out for one week. Delivery time is dependent on how far from the profession or group's storage area the item must be taken. If in the same town or city, the device is delivered or dropped off in an hour. Delivery within the same country is 24 hours (or less if the GM feels it could get there quicker). Delivery to another country raises the request by +1Df, and the arrival time is two days. Damaged, destroyed, lost or absconded devices result in a visit by members of the granting organization with some hard questions of where the device was lost or damaged, and a permanent reduction of the appropriate Influence by one.

MILITARY STORES: This character is able to requisition up to twice his Influence attribute in RPs from military stores. Any object that can be bought with the Military Sphere of Influence is considered to be located in military storage. The problem is that the equipment needs to be returned in the same shape that it was borrowed in. All equipment must be returned within one week. If the equipment is needed for more than a week, the RPs that may be borrowed equal the character's Influence (not doubled). Items that will be expended (with the exception of small arms ammunition) cost twice as many RPs as listed. Vehicles and other large equipment that has been damaged must be repaired before returned. If equipment is not returned, each RP worth of unreturned items lowers the Influence of the player temporarily by one. Influence levels return at the rate of one per month that the character makes no pulling strings requests. If, for some reason, his Influence is reduced to a negative number, serious consequences follow, the least of which is a permanent reduction of Influence by one. This pulling string can only be purchased by Professions within the DOD Infrastructure.

MILITARY TRAINING FACILITIES: The U.S. military prides itself on its well-trained, highly skilled personnel. Some of the finest training and education facilities in the world are administered by or directly affiliated with the DOD. These facilities are readily available to certain characters. During Downtime, a successful Influence test (Df1, +1 level per person if more than one character attempts to get training from the same base at the same time) provides individuals with instruction in any one of the following traits. This pulling string can only be purchased by Professions within the DOD Infrastructure.

Trainings: Awareness, Communications, Parachuting, Rappelling, SCUBA Diving, Survival, Swimming

Skills: Autofire, Boating, Brawling, Demolitions, Drive, Gunnery, Heavy Weapons, Martial Arts, Pilot, Repair/Build, Small Arms, Stealth

MIND CONTROL DRUGS: In secret, scientists have created a stable and effective series of mind-altering drugs. These drugs act quickly (within a few combat rounds) and may be administered through ingestion, contact or injection. Although the primary effects are damaging enough, scientists have succeeded in eliminating all but the most insignificant side effects. A drugged person must make a Willpower test with a Df equal to the number of doses applied. If this test fails, the victim suffers the effects of the particular drug for one hour per dose. For those Professions or groups who have access to these drugs, the character must succeed at a Df2 Influence test to secure immediately four vials (6 doses per vial), plus one Df for each additional vial sought within a one week period. Delivery time is dependent on how far from the Profession or group's storage area the character is. If in the same town or city, the drugs are delivered or dropped off in an hour. Delivery within the same country is 24 hours (or less if the GM feels it could get there quicker). In another country, the request is raised by +1Df, and the time is two days. The Game Master and player can determine the drug effects, but the following are suggested: Acute Paranoia, Killer Instinct, Flashbacks, Homicidal, Pacifist, Schizophrenia.

MOBILITY OVER WORLD: Using the U.S. Armed Services' capacity to move personnel and equipment anywhere in the world, characters can move themselves, their teams, and their cargo quickly and efficiently. A successful Df1 Influence test is required for movement within the U.S. or its territories. Travel to an allied country requires a Df2 test; travel to a non-allied country demands a Df3 test. The Df is increased by one if the character is bringing a team, and by one if the travelers are bringing more equipment than they can carry, such as vehicles, heavy weapons, extra boxes of equipment. Using the military's "highway" of transportation is not difficult but it is very slow. From the point of securing transportation to the point of arrival is 1D+2 days. To restructure the military bureaucrat's priorities and reduce the time down to 24 + 4D hours imposes a +1Df penalty. A +1Df penalty also results in a travel time of 12 + 2D hours if the equipment and personnel are willing to make a parachute drop instead of landing and unloading. This pulling string can only be purchased by those within the DOD Infrastructure.

MORE EQUIPMENT: Most intelligence agencies develop (or have developed for them) superior espionage technology. Operatives can secure any Intrusion Equipment, Electronics, Software, Surveillance Equipment, Communications Gear, Hostile Environment Gear, or any Special Vehicles that are primarily used for Espionage at -2RP. Any items that have a basic cost of 2RPs or less are doubled in quantity instead.

MOUNT EXPEDITIONS: In order to mount a domestic expedition, the character must succeed in a Df2 Influence test. A foreign expedition to a friendly country is a Df3 test; to an unfriendly country is a Df4 test. Access to a particular, hotly contested scientific site (Stonehenge, the Sphinx, Easter Island) is a Df5. This normally requires 2D days, but it can be arranged in 1D days for +1Df. The permission includes all relevant permits, and transportation there and back for the entire expedition and its equipment.

NMID: National Maritime Intelligence Database (NMID) is a multimedia, secure, on-line satellite-transmitted service accessible by certain field commanders and Office of Naval Intelligence (ONI) personnel. It provides a complete maritime database of information on harbors, imagery of coastal regions, maps of the sea bottom, etc. It includes all manner of maritime intelligence including naval, merchant marine, environmental, scientific and technical information and can output data, images, signals and acoustic recordings. Physically found at the National Maritime Intelligence Center (NMIC) in Suitland, Maryland, where it is maintained and updated, it can be used for on-line queries, regular updates on particular topics and dissemination of essential information when required. A character can get a highly detailed map of any domestic oceanic or coastal area including all possible topographical information immediately. A successful Df1 Influence test is required for maps of foreign areas. Maps of classified or secret locations require a Df3 test. This pulling string can only be purchased by those within the Department of Defense, Federal Government, and State Government Infrastructure.

New Age Movement: Those psychics brought up in the New Age fringe movement have a talent for the psychic abilities untouched by mainstream psychics. Each member gains one extra Psi Point in every discipline purchased or developed. Also, the Fringe Culture pulling string costs only 3CPs. Finally, these characters have Scrying and Thermokinesis added to their professional psi-training list.

News Archive: Every news outlet keeps a morgue of old stories that for one reason or another were never released. The information may include videotape, confidential sources, still pictures, and evidence gathered by the original journalist. To get access to the archives of stories and stores of old information requires a successful Df2 Influence test. A Luck test is needed to determine if there is any useful information on whatever the individual is researching. Bad Luck results in no information or possibly some misleading information, at GM's discretion. Neutral Luck reveals some basic information related to the topic the character is searching for. Good Luck reveals a few pieces of juicy information that would really help the mission. The GM should make the Luck test so the player is not sure what type of information was revealed.

News Equipment (choose a broadcasting region, typically a few counties): The press sometimes gets access to many spots not available to the general public. Getting a hold of some "official" media equipment is a good way to sneak around in the open. Getting access to cameras, uniforms, video, and other equipment requires a successful Df2 Influence test. Access to news vans and helicopters is a Df3 test. Trying to get live broadcast is a Df4 test and will probably have a 10 second delay, unless it is some late-breaking event. No test is required if the news director is sufficiently convinced of the story's importance.

Noetic Science Institute: Based in Austin, Texas, this institution has spent over twenty years researching psychic abilities. With significant breakthroughs in dreaming abilities, members trained here gain the Dream Telepathy (must have Telepathy Discipline) and Precognitive Dreams (must have Precognition Discipline) psi-trainings at no cost during character creation, or at 1 less breakthrough during game play. If the Hypnosis skill is bought during character creation, it is half the normal Character Point cost.

No Questions Asked: The DOD only recently admitted to the existence of the NSA. Further, the NSA occupies a privileged and secretive status in the halls of government. The NSA is exempt from many federal laws, and this breeds an attitude among its characters that they are above the law. A few phone calls, a successful Df2 Influence test and 1D hours sidetracks or halts any governmental investigation into NSA activities or projects.

No Trace: When necessary, certain military flights can be erased from existence. To get a flight removed from the logs and all other records, along with orders sent out to quiet those who worked the airfields, is a Df4 test for standard military craft. A Df3 is needed for secret or stealth military aircraft; considering their nature, less of their movement is actually recorded "officially." Any aircraft which was involved in an air incident (attack, near miss, or actual collision) is much harder to hide and has a +1Df penalty applied.

Official Agendas: A successful Df3 Influence test allows the character to get details of security measures, agenda and travel routes for a particular government official that the Secret Service protects. A Df4 test must be made for a member of the Presidential cabinet, a Df5 test for the Vice-President and a Df6 for the President. Another test at the appropriate Df will allow the character to make minor security modifications, such as getting herself stationed at a crucial point, or making sure a particular building is overlooked by the advance team. This pulling string can only be purchased by Secret Service Professions or Professions within the Federal Government, State Department, or State Government Infrastructure.

PEAR Labs: The Princeton Engineering Anomalies Research Laboratories are the home of the most intensive psi-warfare research in the world. The PEAR Labs' close ties to the U.S. military allow the character to purchase the Military Contact for only 5CPs. Also, the character gains all the Psychokinesis psi-trainings at the professional level, and will need one less breakthrough to develop these psi-trainings during game play.

Police Cooperation: An INS profession may divert or cancel any local investigation with a successful Df2 Influence test and any federal investigation with a Df3 test. These tests have a +1Df modifier if the investigation to be shut down is not near a U.S. border, or in a territory. In the GM's discretion, a further +1Df penalty may be imposed if the character cannot come up with some plausible cover that involves national immigration.

Police Resources: Being members of or closely associated with the police grants access to police equipment such as vehicles, uniforms, tickets and other supplies. A Df2 test grants access to blank tickets, uniforms, nightsticks, handcuffs and other small odds and ends. A Df3 test grants access to a police vehicle such as cruiser, motorcycle, snowmobile, van or other non-combat vehicle. A Df4 grants access to 3RPs worth of weapons (that could be purchased with Law influence) and limited amount of ammunition. A Df5 grants access to police helicopters, boats, SWAT vans, 5RPs worth of weapons and limited ammunition. Using these items for non-official police activities carries heavy consequences, the least being that anything is returned damaged or not returned at all (for items of Df3 or higher), the result is a permanent loss of one Influence. If the equipment is used to help non-police personnel impersonate police officials and they are caught, the Influence loss is equal to one half the Df rounded up, along with anything else the GM determines fits the situation (ranging from suspension of related access/contacts to criminal prosecution).

Pool Access: All "magic institutions" jealously guard any information concerning rituals, research, and casting. On the other hand, they do on occasion share with those who "understand" their way of life. These institutions have also gone so far as to determine, in many cases, what causes any particular Pool or Locus to become agitated. This data can be accessed -- to find a Pool is a Df2 Influence test, an agitated Pool a Df3 test, a Locus a Df4 test, and an agitated Locus a Df5 test.

This test convinces the institution to share the information of where a Pool or Locus is, and what agitates it. The institution will also give a time when they will not be using the area in the next 24 hours. If the character calling on this pulling string is willing to do a favor for the institution giving the information, the tests gain a –1Df and the character is able to choose a time during which she will be granted exclusive access to the location. As there are only a certain number of "magic institutions" throughout the world, trying to find and contact one outside the character's base of operations is much harder and all tests are at +1Df. Some Pools and Loci are shared or used by other groups. In this case, even if one group tells the location and plans not to be there so the character's group can use it, this does not mean other group(s) will be so understanding. Roll Luck to determine the outcome if the area is shared. Good Luck results in free-and-clear access, Normal Luck means another group is there at the same time, and some kind of compromise can be hammered out, and Bad Luck results in the other group arriving first and being unwilling to "share."

Population Database: The INS maintains a huge computer file of all naturalized citizens, and of all dual nationals. This computer database is linked to the Social Security Database. On a successful Df1 Influence task, the character can run a suspect's name through the INS computer files to learn his immigration status. A Df2 test is required to gain access to all information on the SSA computer. The latter system will give name, birthdate and place, and a general history of records (marriage, changed name, felonies, places of employment). With a Df3 test, the operative can add a new name to the database, in effect creating a new identity for a short period. The maximum amount of time this ID will stand up to scrutiny is 1D days. Until that time has passed, a successful Forgery3 test is necessary to crack the file. A character who wants a more sturdy identity can add up to a +2Df penalty to his Influence test when creating the false identity. This same penalty is added to the Forgery discovery test. These stronger files will last months or years respectively.

Press Pass: Those in the media manage to acquire press passes for many invite-only affairs. The difficulty of getting into the event depends upon how much attention the event is seeking to acquire. An event that wants a lot of public exposure and/or likely does not have a lot of celebrity appearances or "big names" is Df1. An event that has some celebrities and "big name" attendees and/or wants public exposure is a Df2. The test is Df3 for an event with many celebrities and "big name" attendees that wants coverage but does not want the media crawling all over. An event that is publicly known but considered private would be Df4. All events that are unknown to the general public, and have closed attendance lists are Df5. For Df3 or lower events, getting extra passes incurs a +1Df penalty per 3 individuals, while Df4 and above events are +1Df per individual.

Sample Press Pass Affairs

Df1: Political party conventions, Low-exposure sports events, Ribbon-cutting ceremonies
Df2: Movie premiere, Political party minor candidate fund raiser, Promotion of next year's cars & trucks
Df3: Political party major candidate fund raiser, Unveiling of alternative technologies, High-exposure sports events
Df4: Presidential gala, House of Representatives caucuses
Df5: Private celebrity party, World Cup, Superbowl, NBA Championship and post-game celebrations

Project Oversight: Members of the Director of Central Intelligence (DCI) office have access to intelligence projects being run by any member of the U.S. Intelligence Community. To request dossiers on any current, past or planned classified or secret project requires a successful Df1 test. If the project is compartmentalized, a Df3 test is needed to gain information on it. Gaining information on top secret compartmentalized projects requires a Df5 test. This pulling string also allows the character to control the budget and resources allocated to that project with an Influence test equal to the level required to learn about it. This pulling string can only be purchased by Professions within the DCI Infrastructure.

Psi-Drugs: Over the years, MKULTRA scientists and other researchers have developed a battery of designer drugs that augment psychic powers. Each year, the developers increase the potency and duration of these drugs and seek ways to minimize their side effects. The job is not done -- all of the psi-drugs still retain some form of unpleasant and sometimes lethal side effects. The charac-

ter has immediate access to supplies of psi-drugs. The first vial requires a successful Df2 Influence test, and each additional vial requested in the same week increases the Df of the test by one, or necessitates a new Influence test at the higher Difficulty Level. Delivery time is dependent on the distance from the Ranch or other storage facility. If within a state or two, delivery time is 2D hours. Delivery anywhere else within the United States is up to 24 hours (GMs call or 4D). Delivery to another country imposes a +1Df, and increases the length of time by 2 days. Each vial contains enough psi-drugs for six doses. Psi-drugs are explained further in the Conspiracy X main rulebook and the Shadows of the Mind sourcebook.

Psi Labs: The character can gain access to a laboratory that offers unique psi-research possibilities and state-of-the-art psychic equipment for accurate testing. The quality of the lab determines the bonuses to psi-research and parapsychology tests and the difficulty of getting access. Also, each lab has set personnel who can help the character learn a set of specific psi-trainings so all breakthroughs are one less than needed. A Normal lab requires a successful Df1 Influence test, grants no bonuses to research, and teaches between 3-5 psi-trainings set by the GM. A Good lab is Df2, grants +2t to all psi-related research tests, and teaches between 6-12 psi-trainings set by the GM. An Excellent lab is Df3, grants –1Df to all psi-related research tests, and teaches between 13-18 psi-trainings. While currently no known Superb research labs exist, if they did, they would be so well guarded that access to one would be a Df5. A Superb lab would grant –1Df and +2t to all psi-related tests, and would teach most if not all known psi-trainings. The GM may decide that certain facilities are not available to the organization this access is assigned to.

Sample Psi Labs

The following organizations are detailed in Shadows of the Mind: The PSI/INT Sourcebook.

Most Cygnet labs are of Excellent quality and are a Df3 to access. They typically teach Apportation, Bilocation, Bio-Information Transfer, Channeling, CRV, Dermo-Optics, Divination, Dowsing, ERV, Levitation, Micro-PK, ORV, Precognitive Dreams, Psi-Warfare, Psychometry, Remote Influence, and Scrying.

Rasputin Facilities are typically of Good quality and are a Df2 to access. They typically teach Bilocation, Bio-Information Transfer, Bioenergetics, Dermo-Optics, Dowsing, Micro-PK, Psi-Interception, Psi-Warfare, Remote Cardiac Manipulation Telehypnotism, Trance

CAPS labs are usually of Good quality and are a Df2 to access. They typically teach Bio-Information Transfer, Dowsing, Dream Telepathy, Micro-PK, ORV, Psychometry, Trance

Psychotrons: The knowledge of psychotrons is primarily held by Russian psychics but is not totally limited to them. Some other psychics have learned to create these devices -- the fall of the Soviet Union and the spread of its operatives throughout the world has made the knowledge more accessible. Few professions and conspiracies even have access to psychotrons either made by them or collected when the Soviet Union collapsed. A request for a specifically charged psychotron depends on what Order it is. A Third Order psychotron requires a successful Df2 Influence test, a Second Order psychotron is a Df3 test, and the rare First Order psychotron would require a Df5 test (and some fast talking) if it were available at all. Delivery time is dependent on the distance from the Profession or secret society's storage area. If in the same town or city, the device will be delivered or dropped off in an hour. Delivery within the same country is 24 hours (or less if the GM feels it could get there quicker). Delivery to another country raises the request by +1Df, and the delivery time by 2 days. Damaged, destroyed, lost or absconded devices result in a visit by members of the lending group, and a permanent reduction of the appropriate Influence by one (or two if a First Order psychotron was involved).

Quantico Training Facility: The FBI Academy in Quantico, Virginia houses superior training facilities, used by both the FBI and the DEA. A successful Df1 Influence test (+1Df per person if more than one character attempts to get training from the Academy at the same time) must be made for character(s) to receive instruction in any one of the following traits. This pulling string can only be purchased by FBI or DEA Professions.

Trainings: Awareness, Investigation, Rappelling, Surveillance

Skills: Autofire, Brawling, Breaking & Entering, Computer Programming, Computer Use, Drive, Engineering, First Aid, Forgery, Humanities, Medical, Repair/Build, Science, Shadow, Small Arms, Stealth

Quarantine: When the CDC discovers an outbreak or potential outbreak of an infectious disease, it may send a team of doctors to quarantine the affected party or area for diagnosis and treatment. Local and state law enforcement agencies and the National Guard enforce this quarantine, if necessary. The quarantine may last anywhere from 24 hours to a full week, depending on the severity and lethality of the outbreak. Quarantining an individual or family requires a successful Df1 Influence test. An apartment, office building or complex is Df2, a small town or neighborhood is Df3, and a large town would be Df4. To quarantine an entire city would be Df5, and a metropolis like New York or Los Angeles would require a Df6 Influence test. Imposing a quarantine, particularly of a large area, is by no means a low profile endeavor. Operatives using a quarantine to help cover up activities should be prepared for the inevitable media interest and publicity, as well as official inquiries by other government agencies.

Ranch Analysis: The extensive Ranch laboratories and scientists/technicians are always on call to analyze alien technology or other materials. A successful Df1 Influence test gains a skill level 3 Engineering or other Science analysis of a piece of unknown technology, material or substance. The results will be returned in a week. Each increase in the Df of the Influence test halves the testing time (Df2 = 84 hours, Df3 = 42 hours, Df4 = 21 hours, Df5 = 10 hours).

Random Surveillance: The FBI's National Security Division undertakes random surveillance of U.S. citizens who are entrusted with security clearances. A successful Df2 Influence test is required to launch a basic surveillance operation on any individual with any level of security clearance (allowing the character and his partners to engage in observation and wiretapping activities). Full surveillance requires a Df3 test and includes bugging of offices and homes and 24-hour video monitoring.

Safe House: Various law enforcement agencies, criminal organizations, corporations and other groups maintain locations where they can hide out from the searching eyes of others. To gain access to a safe house that has room for 6 people requires a successful Df3 Influence test. If no one is searching for the individuals, holding out at the safe house is only a matter of how long the "owner" allows; test the Df again at the beginning of each week. If someone is searching, the coming and goings for food or supplies will eventually draw notice. There will be an initial D6+2 days of safety. After that it is up to the GM whether the safe house remains so. For locales where a safehouse would be difficult to set up, such as busy office areas, open waterfronts, rural areas, or foreign lands, add a +1Df, but if found, these locations extend the safety period to 2D+2 days. Setting up additional safehouses in the same month is +1Df each additional time.

Satellite Alexis: The largest and most ambitious psychotron ever built is the Alexis satellite designed by Project Rasputin's greatest scientist, Dr. Tatyana Markova. The satellite Alexis is capable of two psychic disciplines, Telepathy and Bio PK Trance, and up until recently was operated by cosmonauts on Mir. Using a HERMES request, access to the satellite's capabilities requires a successful Df4 Influence test. A visit to a Rasputin facility (scattered throughout the United States) decreases that test by one Df. Even then, on a roll of 1 or 2 on 1D, the desired discipline is depleted and unavailable. Both disciplines take about seven days to charge, and therefore cannot be used more than once each week. Successful access and proper charging allows the character to direct an astronaut to prepare the device and maneuver it into position. This takes a variable number of hours depending on a Luck roll (Good Luck = 2D hours; Neutral Luck = 2D+6 hours; Bad Luck = 2D + 12 hours). The satellite will remain in position for eight hours; an additional test at Df4 will keep it there an additional 2D hours, before it must be moved. When activated, the satellite affects everyone in an area from ten meters to one kilometer (chosen by character) in radius with either Telepathy or Bio PK Trance. Optionally the character could schedule the satellite for over one week away; this guarantees that the discipline will be available and the satellite will be in position (this is a standard Df3 test, no penalty for using HERMES.

Satellite Surveillance: Satellites now surround our Earth and monitor the actions of its people. They roam the skies, taking photos and listening everywhere; they look upon our lives with such detail that privacy is rapidly becoming something of the past. All this data is stored in computer storage banks the size of farms. These banks are housed in secret locations under the control of the intelligence agency of whatever country controls the satellite. All satellite-access pulling strings follow the same basic rules. Spy satellites come in four types: Surveillance, Intelligence, Video, and Communication. The satellites use hyperspectral sensors that simultaneously capture images in black and white, color, infrared, radar and ultraviolet. This allows analysts to determine the shape, density, temperature, movement and chemical composition. Communication spy satellites listen to cellular communications, TV and radio broadcasts and any other form of communication that travels to and from other satellites.

Getting access to records requires the character to physically visit the location in which records are stored. In the case of records over a year old, they are stored in some archive facility. For records that are more recent (in the last 12 months), this is the main location of the agency or one of its branches that is equipped to view this data. To have the files shipped imposes a +1Df and takes 2D+6 hours via courier in the same country. Shipping to a foreign country imposes a +2Df and 2D+12 time frame. To have them sent through the Internet incurs a +1Df and requires the receiver to have a high speed (T1 or better) line.

Searching through the files depends on how specific the information sought is. The character himself can look through the data or he can assign an operative from the intelligence agency to do it. Getting someone to do the work is a Df3 test and adds 1D days to the delivery time, or a Df4 test with no delay. A specific location on a specific day would take one hour or so to look through the photos, while a specific location for a period of months may take days to look through. Similarly, a broad section of the world like Europe on a specific day would also take days to leaf through all the images. Listening to communications is a much longer task if done by human ear. If searching for a specific voice of a known person that has recorded, the job can be assigned to a computer to do and will take 1D days. Communications can be turned into transcripts and a computer can search them for specific phrases or patterns; this takes 1D days. Communication searches can be focused on more precise locales than image searches, such as the communications being transmitted to and received by the occupants of a single building. Monitoring the communications of a small town would be considered a very large and complex search.

Subject matter of archives is dependent on the year and the events that were taking place. Archives during the Cold War from both the United States and the Soviet Union focus on each other, enemies of the countries, and major cities of any nation. The focus would be on major events of the time such as Olympic games, wars, war games, peace conferences, intelligence operations and so on. Archives of more recent surveillance follow the same lines, with expansion to major shipping lanes, ports, military bases and capitols of enemies and allies alike, sporting events or any large gathering of people likely to be struck by terrorist actions, airports, weather events or natural disasters. Most photos focus on the military movement of enemies, known terrorist locations, and intelligence operations on foreign soil. Within its own country, it is likely that satellites focus on all major cities and military bases to watch or record any actions taken against them, along with any

major event that takes place within the country. Most of these records will be images of photographs going back to the late 60's, with video documentary being limited and only going back to the early 90's. Communication surveillance will be quite limited when searching back further than the late 80's.

When searching photographs for detail, the effective Photography skill of the photo comes into play. High detail photos are of meetings, and objects such as vehicles, buildings and equipment. Broad detail photos are of military bases, industrial parks, sea ports, and so on. High detailed photos that are 1m x 1m or less are photographed with an effective skill of 5, 2m-5m are skill 4, 6m-20m are skill 3, 21m-50m are skill 2, 51-90m are skill 1, and over 100m are skill 0 (only shows the most basic details). Broad detailed photos that are 1km x 1km or less are photographed with an effective skill 5, 2km-5km are skill 4, 6km-20km are skill 3, 21km-50km are skill 2, 51km-90km are skill 1. Those over 100km are skill 0 and only show basic terrain graphics.

Getting a satellite scheduled to observe a specific area requires a successful Df3 Influence test. If it is an important area to the observing agency, it is observable in 1Dx10 minutes, and records the area for 6+1D hours. If the spot is not a priority, it will take 1D hours to reposition a satellite and images are available for 2D hours before it needs to be moved back to its normal orbit. An additional test at +1Df extends the time by 2D hours of observation.

Satellite Surveillance - Communications: Communication spy satellites listen to communications of cellular nature, TV and radio broadcasts and any other form of communication that travels to and from other satellites. Communication satellites cannot monitor landlines or cordless phones that do not use satellites. They follow all important traffic and repositioning them requires a Df4 test. Communication satellites monitor the communications coming in and out of a specific area, with the smaller the area the more likely the computer or technician will be able to pick up a voice or phrase. Areas like a warehouse would require a successful Df1 Perception test to find any information (if there was relevant information), a small city block would be a Df2 test, Df3 would be a small village, military base, shopping mall, or any area equivalent to a small block but having high communication traffic. A town, industrial zone or commercial zone of a city, large military base or something equivalent in size would be Df4. A large city would be Df5, where a metropolis such as NYC would be impossible or Df6, which is left up to GM's discretion.

All communication surveillance can be directed to the characters if they have a satellite uplink for a live communication feed of the observed area. This is primarily used to listen in on the communications of a target. Archives are organized by the subject of the observation; unless the character is researching something of past importance, he will not find his subject in the archives (GM's discretion on whether it is "of past importance"). To search through declassified archives is a Df2 test, classified but no longer relevant archives is Df3 and ongoing and recent transcripts or recorded data is Df4. Most communications will be of a block or smaller area, usually a single building.

Satellite Surveillance - Intelligence: These satellites are the highest tech possible and only have been available since the late 80s or early 90s. They can focus on tiny details, down to the date on a penny. Since these satellites are reserved only for special operations, their archives are very specific. They still view sites important to the observing agency, but focus on the main sections and persons in those areas. They are used to take photos of ongoing

intelligence operations, and to confirm results of those missions. During wartime they pinpoint targets so the military can make surgical strikes, and special op teams are not caught by surprise. The archives are organized by the subject of the photo; unless the character is researching something of past importance, he will not find his subject in the archives (GM's discretion on whether it is "of past importance"). To search through declassified archives requires a successful Df2 Influence test, classified but no longer relevant archives is Df3, and ongoing and recent images is Df4. Most images will be of 5m x 5m for high detail and 5km x 5km for broad detail. New photographs can be scheduled as often as every 10 seconds.

Satellite Surveillance - Standard: These satellites take broad-ranged photographs from as wide as 100km by 100km to as sharp as 5m by 5m. These photo archives date back to the late 60's and continue through the present. Many countries now sell their satellites images or archives to any interested customer. Further, private companies raise their own satellites into space for "special services" to anyone who pays. Getting access to the archives is a Df2 task. Archived photos will vary with most being 15m x 15m photos for high detail and 15km x 15km for broad detail.

Unless the subject desired was important to the observing agency (GM's discretion on whether it is "important to the agency"), a Luck test must be made to see if something was photographed. Good Luck means the spot was photographed in high detail. Roll 1D, and multiply it by 10m by 10m to find the detail of the photo (for example, if a 3 was rolled, it would be a 30m by 30m photo). Normal Luck results in a broad detail photo being taken. Roll 1D and multiply by 10km by 10km for the detail. Bad Luck means no photo was found.

Satellite Surveillance - Video: The most secret and rare of spy satellites are equipped with video capabilities. These satellites record the movement of a nation's enemies, its own important government officials, and other events and places that are designated important enough to be watched in detail. Available since the 90s, these cameras are top notch and can zoom in to get fine details in a 1m by 1m area. Because these satellites are generally focused on specific areas, getting these satellites repositioned is a bit harder and requires a Df4 test instead of the normal Df3. All video of positioned satellites can be directed to the characters if they have a satellite uplink for a live video feed of the observed area. This is primarily used to coordinate the activities of ground characters and to track suspects. The archives are organized by the subject of the observation; unless the character is researching something of past importance, he will not find his subject in the archives (GM's discretion on whether it is "of past importance"). To search through declassified archives is a Df2 test, classified but no longer relevant archives is Df3, and ongoing and recent video is Df4. Images cover 15m x 15m for high detail and 15km x 15km for broad detail.

Search and Seizure: The character can arrange a search and seizure of any public or private area, purportedly to search for illegal weapons and non-taxed alcohol and tobacco. If the search is essentially legal, a successful Df1 Influence test secures a warrant for the whole, or a part of, a standard private home or small business. A Df2 test is necessary to search all or any part of a large residence or company, and Df3 test is needed for any part, or the entirety of corporate headquarters or major compound. Add +1Df each for areas that are not owned by American citizens, areas owned by illegal/quasi-legal agencies, and for illegal searches or searches without justification. Finally, add or subtract 1Df for the level of publicity of the area or the search (no media, out in the woods, public approves of the search, massive media presence, etc.). Without exceptional cause, law enforcement agencies cannot move against military sites or federal property.

Secret SDI Gun Stars: Although the U.S. military's "Star Wars" Strategic Defense Initiative never lived up to the hype surrounding its capabilities, it did manage to produce and launch two prototype killer satellites. These satellites are equipped with magnetic rail guns capable of destroying aircraft and missiles from orbit. These guns fire a metal projectile roughly the size and shape of a hockey puck. During tests, the satellites proved able to knock out air targets and even some surface targets, but were too inconsistent to be relied upon. Rather than admit to wasting several billion dollars on a failed system, the government left the satellites in orbit and officially "forgot" them. Now, only a few technicians at NASA are even aware that the two satellites, designated GS Fred and GS Ginger, even exist.

A successful Df4 Influence test is required to ready either satellite for activation. Once prepped, the satellite remains in a state of readiness for eight hours before returning to its powered-down dormant state. The satellite also returns to the dormant state after it is fired. After the satellite has been assigned a target, a variable amount of time is needed for repositioning, depending on a Luck roll (Good Luck = 8+D6 hours; Neutral Luck = 12+D6 hours; Bad Luck = 16+D6 hours). Any vehicle, structure or landmass may be targeted, but the satellite is unable to lock onto anything smaller than Size 5. Once the target has been acquired, the satellite malfunctions and does not fire on a roll of 1 on 1D. Otherwise, the satellite fires a projectile. The satellite's effective Gunnery skill is 2 and the base Df for the shot is 3, modified for the target's size and movement. If the projectile hits, the target must make a Malfunction roll (+8). If a person somehow manages to get hit, Sp6 damage is inflicted. This pulling string can only be purchased by Professions within the DOD Infrastructure.

If using the various Damage and Malfunction Tables in Exodus: The Saurian Sourcebook, the Mechanical Table is used for the Gun Star damage.

Security Protocols: When it comes to protecting the diplomatic property of the United States, the State Department's Bureau of Diplomatic Security comes first. On a successful Df2 Influence test, the character can circumvent any other federal agency that is involved in a mission as long as some form of diplomatic threat can be reasonably foreseen (Df3 if it is a military agency). If the character needs extra support, she can actually requisition help from these federal agencies. A Df3 test (Df4 if mili-

tary) gains access to any non-classified facility or property that the agency normally has use of. This loan lasts for no more than one week, and the material must be returned in good condition, or the character will be in severe trouble. This pulling string can only be purchased by Professions within the State Department Infrastructure.

Sending Presidential Orders: By orchestrating duty rosters and the Presidential agenda with a successful Df4 Influence test, operatives within or tied to the Secret Service can arrange to be in the right place at the right time to send forged presidential orders and directives. Depending on the importance of the orders, they will be found to be fraudulent in a few hours or they may remain undetected for days. The repercussions of the false order will also vary depending on its importance. For example, a Presidential stay of execution may go unnoticed for a few days, and even after it is discovered, it will quite possibly be ignored. On the other hand, a Presidential directive to prepare for war with France will probably not last through the hour, and the operative better have a really good reason for causing the resulting international crisis.

Specialized Aircraft: With its connections to the USAF and its own research and testing, Aegis has access to the best aircraft in the world. Members of some of its more closely tied organizations can get access to these rare and magnificent vehicles. Requesting the use of a specific aircraft requires the character to have access to a long runway or a military base. Further, these aircraft are only moved at night to limit the "viewing" of non-authorized personnel. Aircraft are only "loaned" for a period of one "mission" or testing period as outlined in the request for the vehicle. Military aircraft that are presently available include stealth craft like the SR71 Blackbird, the Stealth Bomber, and the Stealth Fighter on a successful Df2 Influence test. Rare craft such as the Aurora require a Df3 test and any captured operational alien craft is a Df4 test. If the character's team does not have the necessary piloting skills then requesting a team for the craft incurs a +1Df. Delivery time is dependent on how urgent the request is, and assumes the character can reach a military base or a long private runway to "receive" the vehicle. Unless the character is near the vehicle's location, the vehicle will not be available for Df x D6 hours. Being flown to another country raises the request +1Df, and time is 2 days. Damaged, destroyed, lost or absconded craft result in a visit by the organization with some hard questions, and a permanent reduction of Influence by one half (round up) the base Difficulty Level of the item requested.

Species Identification: The Office of Energy Research's Human Genome Program (HGP) is the lead automated high-throughput DNA sequencing program in the country. According to public releases, each year brings identification and sequencing of 2 percent of the human genome. Unofficially, the program has been broadened significantly. Currently, 10% of the human genome is being sequenced a year. Further, Grey, Saurian, and a few highly guarded Atlantean DNA samples are being analyzed as well. Just recently, this program was expanded to include cryptozoological creatures. With a successful Df1 Influence test, a character can have a DNA sample secretly analyzed. A full report on the sample (not always conclusive) is delivered in 2D days. A Df3 test expedites the research to 1D days; Df5 to 24 hours.

SPR Library: The Society for Psychical Research maintains one of the biggest libraries devoted to paranormal phenomena in the world. Located in England, the SPR does not actually employ psychics. Rather it is a collection of parapsychologists who do extensive research and publish their findings in an international journal. Because of the knowledge from the library, journal articles, and other members, the Difficulty Level of any test relating to training psychics in new psi-trainings, making research breakthroughs related to psi, or advancing psychic disciplines gains a –1Df. Furthermore, characters may purchase the Highly Educated trait during character creation for only 8 Character Points.

Stopping Investigation: Many police investigations go unsolved or are dropped due to faulty procedures. To stop an investigation that has yet to become overly public requires a successful Df3 Influence test, while dropping one that is public is a Df4 test. Sometimes this is done as a favor to "friends" of the police department, because pressure is applied from government figures, or because one officer asks another. If the character using this pulling string is a member of a law enforcement agency, all tests gain a -1Df.

Student Think Tank: The sheer number of bright young minds in colleges and schools around the country is staggering, and by tapping into a local institution of higher learning, the character can gain access to cheap consultation in any number of fields. By making a successful Df3 Influence test, the character can get a skill 3 person to look into any area of knowledge, from physics to ancient Egyptian hieroglyphics. The consultation will take 1Dx6 hours to set up, and has a 1 in 6 chance of rousing the other's curiosity if the topic is not easily explainable. Information gathered this way may be both informative and obscured in a number of alternate theories, since think tanks are renowned for coming up with varying plausible explanations. A GM can consider this a short-term research project and handle it that way.

Supernatural Contacts: Those groups or professions who have strong involvement in the supernatural sometimes make allies with the corrupted. Members of the groups may call upon their Forsaken or Incarnate "friends" and treat them as honored members of the group. The character can call for the aid of a Forsaken with a successful Df3 Influence test, and an Incarnate with a Df4 test. Only one call can be made per month; each additional call incurs a +1Df (cumulative). The number of such "friends" is not unlimited. If the Forsaken or Incarnate is killed, the character suffers a loss of one point of Influence permanently. The conditions and nature of the assistance is up to the Game Master, but the character's wishes should be considered.

SUPPORT: The movement is spreading throughout the nation, and the character can find contacts everywhere that are willing to do small favors. To find a middle-class supporter or contact requires a successful Df2 Influence test. A semi-important person such as a manager is a Df3 test. An important private personage such as a head of a corporation is a Df4 test, while a nationally important figure is a Df5 test. These individuals will help as much as they can, but will not jeopardize their own well-being.

SWAT: The character has access to SWAT (Special Weapons And Tactics) teams, groups of heavily armed and trained officers. The SWAT team consists of 6 men that have statistics equivalent to the Soldier Staff, and come with bulletproof vests, five assault rifles and one sniper rifle. To call a team to an ongoing violent situation requires a successful Df2 Influence test. In a situation where there is no clear danger, it is a Df4 test. If the use of the SWAT team needs to be a secret, add +1Df. There will be repercussions if the actions that the SWAT team takes are difficult to cover up, such as dozens of bodies, blown up buildings, or other hard to explain evidence.

THOTH ANALYSIS: A remote viewing session can be input into the character's HERMES Mark II or higher terminal, and uploaded to THOTH for instant analysis. The character must make an Influence test when accessing THOTH, with a Df dependent upon the site to be identified. If the site is a public location, it is a Df1; a private location is Df2; a military facility is Df3; and a secret, officially "non-existent" site is Df4. Non-North American sites add +1Df. Failing the Influence test provides no information. Even a successful test, however, does not guarantee any benefit. There is a 2 in 6 chance that no information is available. If information is available, the character will gain some idea of the degree of accuracy of the viewing, and most likely target actually viewed, as well as whether the target was viewed in the past or possibly in the future. This feedback is critical to analysis of remote viewing data and gives an additional +1R bonus to the Monitor's help in future sessions. If a THOTH connection is used during a remote viewing session by a Monitor (requiring an Influence test using the same varying Df), the monitor gives an automatic +1R bonus to the psychic and must only make a Df1 Monitor test to identify faulty Aols and faulty viewings. This connection lasts for only one session.

TRAIT (SPECIFIC): This pulling string covers any trait that is assigned to the character without CP cost. For example, all members of the Montague club have the Wealthy trait. Usually Difficulty Levels are not assigned to using the trait, but may be if required by the GM.

TRANSLATORS: Those that delve into ancient manuals usually maintain a number of specialists in a variety of living, dead, and arcane languages. These personnel may be called upon to translate any text in any language. The time required to translate depends on the Df of the Influence test attempted (Df2 = a month, Df3 = a week, Df4 = three days, Df5 = 24 hours). Particularly long, obscure or important texts may multiply that translation time by a factor determined by the Game Master.

TASK FORCE CREATION: The Department of Central Intelligence can secure the President's authorization to create special task forces to carry out intelligence or international policy. In creating a task force, the character may draw upon the resources of any of the armed forces, state department or intelligence community members. This task force must have a specific purpose, and will be required to make progress reports weekly. The character may use the pulling strings listed under the Infrastructure for any intelligence, state or defense department agency or professions related to those agencies. The Difficulty Level is equal to the number of pulling strings assigned to the task force. If the task force has strayed from its official task, the GM should test the Luck of the individual who set up the task force. Bad Luck means a committee has detected the transgressions and the character will suffer a permanent loss of one Influence (minimum 0) and the task force is disbanded.

TRAVEL CONNECTIONS: A network of international criminals such as drug couriers, gunrunners, and smugglers stretch into every civilized corner of the globe. The character can get travel to any major city within the country they are based within 48 hours with a successful Df1 Influence test, +1Df per additional 3 people. Getting travel to another country on the same continent takes 1D days and is a Df2 test, +1Df per 3 additional people. Travelling by air or sea to another country anywhere in the world takes 1D+1 days, is a Df3 test, +1Df per 3 additional people. If they have equipment more than they can carry, impose +1Df, and if they are entering or leaving a highly restrictive area, apply another +1Df. Most of this transportation may be in the back of a truck, in the cargo hold of a plane or ship, or possibly worse -- criminals do not always have the most luxurious forms of transportation.

UFO SPOTTING: Leaking information about UFO sightings to various UFO fan groups throughout the world causes enthusiasts to flock to the site. The more influential the character is, the more the groups will believe the story to be true and turn-out will be quicker and in greater numbers. Operations of any group in the area will be greatly disrupted, and secret groups will frequently be forced to change their operating area, or take action against the believer groups. While this action will most likely not be violent, it will still attract unwanted attention to the area, and will further disrupt activities. The exact effects to the group "crowded" are up to the GM, but certainly penalties to security and perception rolls are likely, and the odds of a blunder or leak are also higher. 1D times the character's Influence attribute is the number of small groups of believers that start showing up in 2D minus Influence days. Groups range from a single member to 20-30 members, and stay at the site for as long as they believe something is there. If the character leaked a false location and the groups learn of this, at least two months must pass before the believer groups will respond to another UFO spotting call. It's up to the GM to determine if the groups believe it to be a false sighting. Even if it is, but if the people involved do not explain what is going on in very clear terms, the groups may believe it to be a true sighting.

Unrestricted Access: The character may gain entry into all governmental complexes under the guise of errands for the President. This does necessarily mean they get free roam of the building -- in particularly secure areas, an escort will no doubt be provided. Depending on the security level of the complex, the GM should assign a Df1 (non-secure public buildings), Df2 (minor security non-public areas of public buildings), Df3 (regular security military buildings), Df4 (high security/classified areas), or Df5 ("non-existent" places) Influence test. A +1Df penalty is applied for each non-Secret Service individual brought in, or for each Secret Service character beyond the first two. At the Game Master's discretion, Secret Service characters may attempt to gain unescorted access to the complex or facility at a +1Df penalty.

Untraceable Weapons: Knowing the right people in the criminal community allows the character to get a hold of untraceable weapons. While this pulling string does not grant an RP bonus, it does mean the weapon is out of the system, or will be traced to someone other than the character. Both of these options are key to members of a secret society which does not want undue attention.

Vehicle Check (choose a state): Access to DMV databases can reveal vehicle and owner information, as well as outstanding warrants and traffic tickets. To get a license plate traced requires a successful Df2 Influence test, which reveals owner, address, Social Security number, phone numbers, description. Finding outstanding warrants and traffic tickets is a Df3 test. Running a vehicle check outside of the chosen state is +1Df.

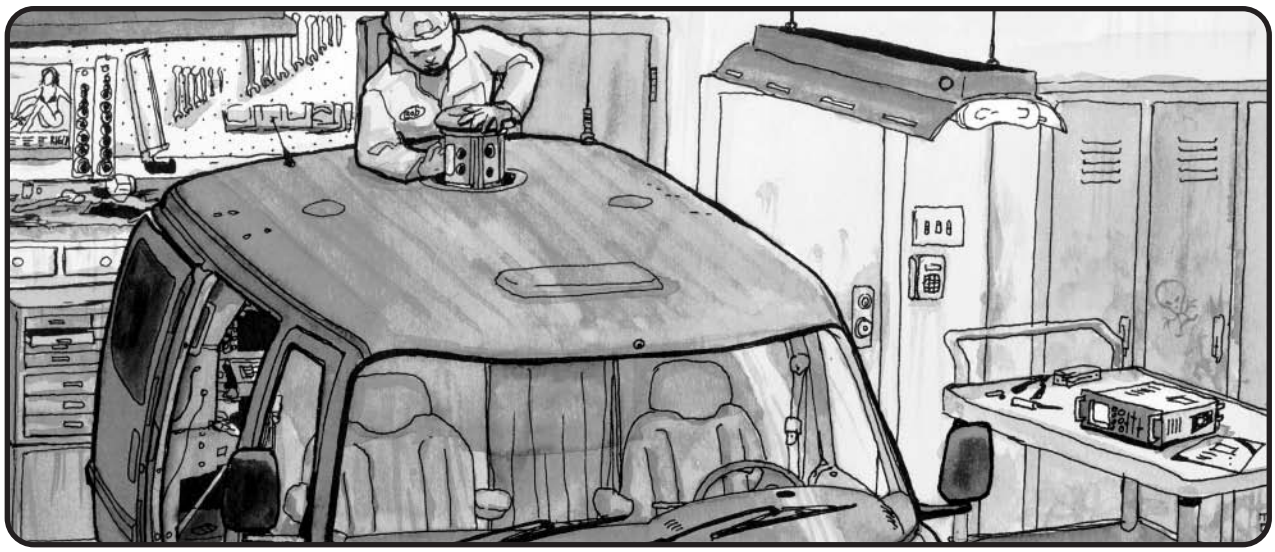
Vehicle Workshop: Drivers such as truckers, as well as mechanics, keep tabs on where they might be able to obtain repairs or to complete small modifications on ground vehicles. As a consequence, they often network with friends to obtain access to a workshop. To use a workshop to work relatively undisturbed requires a successful Df2 Influence test. The modifiers for the workshop quality are -1Df (Poor), +1Df (Good), +2Df (Excellent), and +3Df (Superb). To gain access to a private garage to store vehicles is a Df3 test, and they can be stored for 1D days.

Watercraft Workshop: Sailors, as well as seacraft maintenance personnel, keep tabs on where they might be able to obtain repairs or to complete small modifications on seaworthy vessels. As a consequence, they often network with friends to obtain access to a workshop. To use a workshop to work relatively undisturbed requires a successful Df2 Influence test. The modifiers for the workshop quality are -1Df (Poor), +1Df (Good), +2Df (Excellent), and +3Df (Superb). To gain access to a private dock to store seacraft is a Df3 test, and they can be stored for 1D days.

Wide Berth: Local police and even most federal agencies tend to give the DEA a wide berth. These organizations can be warned off any DEA investigation with a well-placed phone call (and a successful Df2 Influence test for state or local police, Df3 for federal characters). DEA characters do not have free reign, however. Excessive unusual activity will most likely prompt inquiry higher up the DEA chain of command.

WITSEC: The U.S. Marshall's Witness Security Program protects witnesses in major criminal cases. This character, however, can use the program to create untraceable IDs. A successful Df3 Influence test allows the character to create a highly secure phony identification. In extremely rare cases, the character may also break a witness's cover. A Df5 test is required to search through the WITSEC database to find a particular person's old and new identity. This pulling string can only be purchased by those within the DOJ Infrastructure.

Workshop: The character can gain access to a non-vehicle workshop of any particular type. A successful Df1 Influence test gets a Poor quality lab, a Df2 a Normal one, a Df3 Good one, a Df4 an Excellent one, and Df5 a Superb one. Access lasts for 1 week. Each additional week requires testing again at the same Df. Each workshop is dedicated to one field, and using a multiple-field workshop imposes a +1Df per additional field. Of course using this workshop can draw attention from other workers in the area. To have the workshop be private requires an additional +1Df , and may require the character to come in late in the evening or early in the morning. The GM may decide that certain facilities are not available.



Chapter Five

Trait Charts

The following charts gather all the traits published to date in one easy reference section.

Skill List

Skill	Att	Type	Reference	Skill	Att	Type	Reference
Alchemy	NT	Specific	Bol-PW 32	Humanities	INT	Meta	CX 45, AH 24
Animal Handling*	PER	Meta	AH 21	Hypnosis	WIL	General	SotM 29
Athletics	AGL	Meta	CX 43, AH 21	Kirlian Photo.	INT	General	SotM 43
Autofire	STR	General	CX 43, AH 21	Language*	INT	Specific	CX 45, AH 24
Blind Maneuvers*	None	General	AH 21	Martial Arts	Varies	Specific	CX 46, AH 25
Boating	PER	Meta	CX 43, AH 22	Medical	INT	Meta	CX 46, AH 25
Brawling	STR	Specific	CX 43, AH 22	Meditation	WIL	General	CX 46, AH 25
Breaking & Entering	AGL	General	SR 71	Melee Weapon	AGL	Meta	CX 46, AH 26
Cartography	INT	General	CX 43, AH 22	MHIC-EDOM	INT	General	CX 46, AH 26
Cerebro-Stimulator	INT	General	SotM 43	Monitor	INT	General	SotM 43
Computer Program.	INT	General	CX 43, AH 22	Occult	INT	Meta	CX 46, AH 26
Computer Use	INT	General	CX 44, AH 22	Parapsychology	INT	General	CX 47, AH 26
Cryptology	INT	General	CX 44, AH 22	Photography	PER	General	CX 47, AH 26
Cryptozoology	INT	General	CX 44, AH 22	Pilot	REF	Specific	CX 47, AH 26
Demolitions	INT	General	CX 44, AH 22	Psychotron	WIL	General	CX 47, AH 26
Diplomacy	WIL	Meta	CX 44, AH 23	Repair/Build	INT	Meta	CX 47, AH 26, SotM 43
Disguise	PER	General	CX 44, AH 23				
Dreaming	WIL	General	Bol-PW 4	Research	INT	General	CX 47, AH 27
Drive	REF	Meta	CX 44, AH 23	Ritual	WIL	Specific	FR 25
Engineering	INT	Meta	CX 44, AH 23, SotM 43	Sailing*	PER	Meta	AH 27
				Science	INT	Meta	CX 47, AH 27
Escape	AGL	General	CX 44, AH 23	Shadow	PER	General	CX 48, AH 27
Fine Arts*	PER	Meta	AH 23	Small Arms	AGL	Meta	SR 71
First Aid	INT	General	CX 44, AH 23	Stealth	AGL	General	CX 48, AH 27
Forensics	PER	General	CX 44, AH 23	Teaching	PER	General	AH 27
Forgery	PER	General	CX 44, AH 24	Throw*	AGL	General	CX 48, AH 27
Gambling*	AGL	General	AH 24	Tracking	PER	General	CX 48, AH 28
Gun Fu	AGL	General	CX 45, AH 24	UFOlogy	INT	General	CX 48, AH 28
Gunnery	REF	Meta	SR 71	Video	PER	General	CX 48, AH 28
Heavy Weapons	AGL	Meta	SR 71	Visualization	WIL	General	SotM 43
Hobby*	Varies	Specific	AH 24				

* These skills may be taken by any starting character to level 5. They are not limited to a certain skill level, and need not be on the character's Professional skill list.
Att: Modifying Attribute -- Strength (STR), Agility (AGL), Intelligence (INT), Perception (PER), Willpower (WIL).
Type: Skill Type. See explanation of new skill types earlier in this chapter.
Reference: A reference to the volume and page of each Conspiracy X book where the skill description may be found -- Conspiracy X 3rd Printing (CX), Aegis Handbook (AH), Forsaken Rites (FR), Shadows of the Mind (SotM), Sub Rosa (SR), Bodyguard of Lies: Psi Wars (Bol-PW).

Training List

Training	Prof	Non-P	Reference
Awareness	3	5	CX 49, AH 28
Assassination	15	--	Bol-M 59
Biohazard Controls	10	15	CX 49, AH 28
Blood Charm	10	15	FR 25
Communication	10	15	CX 49, AH 28
Image Interpretation	5	10	SotM 39
Investigation	10	8	CX 49, AH 29
Mind Control	10	--	SotM 39
Navigation	5	15	CX 49, AH 29
Orichalcum: Fashioning	5	10	FR 21
Orichalcum: Consuming	5	10	FR 21
Parachutist	5	15	CX 49, AH 29
Politics	10	10	CX 49, AH 29
Prestidigitation	5	10	SotM 40
Rappelling	10	15	CX 50, AH 29
Saaamaaa Amulet	10	15	FR 25
Savoir Faire	10	15	CX 50, AH 29
SCUBA Diving	10	15	CX 50, AH 29
Surveillance	10	15	CX 50, AH 29
Survival	10	15	CX 50, AH 29
Swim	--	5	CX 50, AH 29
The Protective Circle	5	10	FR 39
Toxin Knowledge	5	15	Bol-S 9
Vehicle Kill	4	--	Bol-M 60
Zero-Gravity Movement	10	--	CX 50, AH 29

Prof: The cost in CPs for a character with Professional access to the training.
"--" means there is no Professional cost.
Non-P: The cost in CPs for a character without Professional access to the training.
"--" means there is no Non-Professional cost.
Reference: A reference to the volume and page of each Conspiracy X book where the training description may be found -- Conspiracy X 3rd Printing (CX), Aegis Handbook (AH), Forsaken Rites (FR), Shadows of the Mind (SotM), Sub Rosa (SR), Bodyguard of Lies: Mokole (Bol-M), Bodyguard of Lies: Synergy (Bol-S).

Alchemical Procedure List

Procedure	Df	Prof	Non-P	Reference
Alter	3	6	12	Bol-M 42
Ascension	5	10	20	Bol-M 50
Binding	4	7	15	Bol-M 46
Create	5	8	17	Bol-M 51
Create Antithesis	4	7	15	Bol-M 47
Dissolve	5	8	17	Bol-M 52
Harm	3	6	12	Bol-M 43
Lesser Ascension	4	7	15	Bol-M 48
Lesser Unlock	3	6	12	Bol-M 45
Metamorphose	4	7	15	Bol-M 48
Purify	2	5	10	Bol-M 40
Reshape	5	8	17	Bol-M 53
Resist	2	5	10	Bol-M 41
Restore	3	6	12	Bol-M 44
Unlock	4	7	15	Bol-M 48
Weaken	2	5	10	Bol-M 42

Df: Difficulty Level of performing the procedure.

Prof: The cost in CPs for a character with Professional access to the procedure.

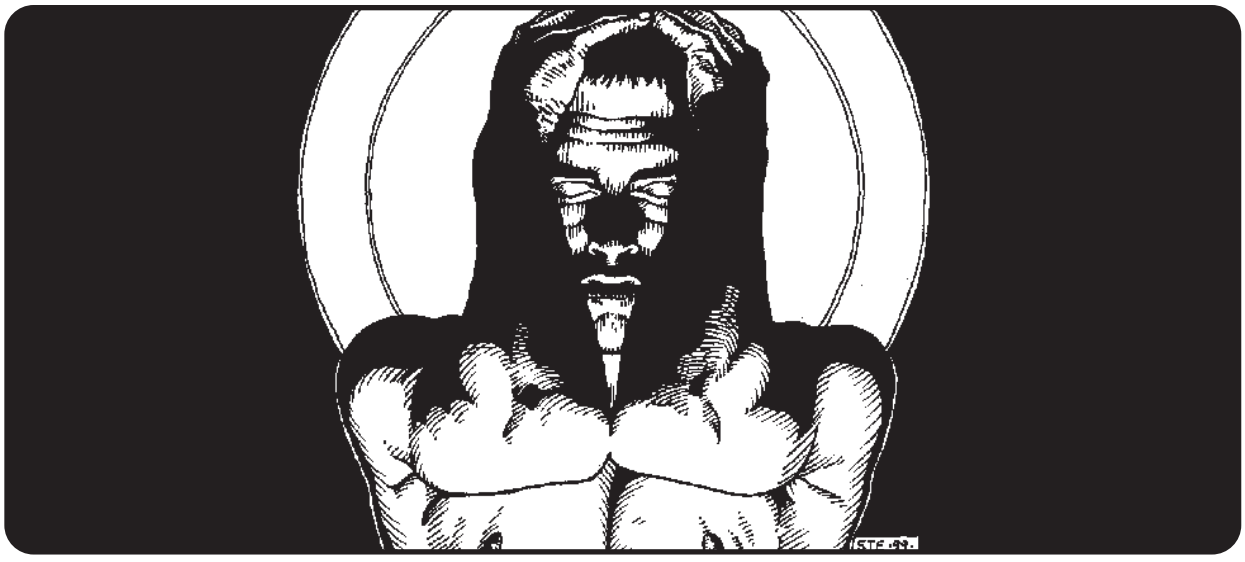
Non-P: The cost in CPs for a character without Professional access to the procedure.

Reference: A reference to the volume and page of each Conspiracy X book where the procedure description may be found -- Bodyguard of Lies: Mokole (Bol-M).

Psi-Training List

Training	Prof	Non-P	Prerequisite	Reference
Apportation	8	15	Psychokinesis	SotM 54
Bilocation	8	15	Clairvoyance	SotM 49
Bioenergetics	8	15	Bio-PK	SotM 47
Bio-Information Transfer	3	5	Telepathy	SotM 58
Bodywork	14	25	Bio-PK	SotM 47
Channeling	5	10	Clairvoyance	SotM 49
Coordinate Remote Viewing	5	10	Clairvoyance	SotM 50
Dermo-Optics	3	5	Clairvoyance	SotM 50
Divination	5	10	Precognition	SotM 53
Domination	15	30	Telepathy	SotM 58
Dowsing	5	10	Clairvoyance	SotM 50
Dream Bilocation	5	10	Clairvoyance	Bol-PW 6
Dream Telepathy	5	10	Telepathy	SotM 58
Dreamwalking	5	10	Clairvoyance	Bol-PW 7
Extended Remote Viewing	5	10	Clairvoyance	SotM 51
Jinx	15	30	Psychokinesis	SotM 54
Levitation	5	10	Psychokinesis	SotM 55
Micro-Psychokinesis	5	10	Psychokinesis	SotM 55
Outbound Remote Viewing	5	10	Clairvoyance	SotM 51
Precognitive Dreams	3	5	Precognition	SotM 54
Psi-Interception	8	15	Telepathy	SotM 59
Psi-Warfare	10	20	Empathy	SotM 52
Psychometry	5	10	Retrocognition	SotM 57
Remote Cardiac Manipulation	8	15	Bio-PK	SotM 48
Remote Influence	8	15	Telepathy	SotM 59
Scrying	3	5	Clairvoyance	SotM 51
Telehypnotism	14	25	Bio-PK, Telepathy	SotM 48
Teleportation	15	30	Psychokinesis	SotM 55
Thermokinesis	5	10	Psychokinesis	SotM 56
Trance	0	2	Bio-PK	SotM 48

Prof: The cost in CPs for a character with Professional access to the psi-training.
Non-P: The cost in CPs for a character without Professional access to the psi-training.
Prerequisite: A character may not purchase the indicated psi-training unless she has first purchased some level of the prerequisite psychic discipline(s).
Reference: A reference to the volume and page of each Conspiracy X book where the psi-training description may be found -- Shadows of the Mind (SotM), Bodyguard of Lies: Psi-Wars (Bol-PW).



Ritual Training List

Training	Df	Prof	Non-P	Reference
Amnesia	3	8	12	FR 35, 44
Banish Spirit	3	6	9	FR 35, 49
Basic Blessing	2	4	6	FR 35, 41
Basic Curse	2	4	6	FR 35, 41
Bind Spirit	3	6	9	FR 35, 48
Bind Zombie	3	8	12	FR 35, 49
Blessing of Skill	3	7	10	FR 35, 42
Blessing of Prosperity	3	7	10	FR 35, 42
Blessing of Protection	3	7	10	FR 35, 43
Call Weather	4	9	13	FR 35, 40
Cause Wound	3	8	12	FR 35, 39
Cure Corruption	V	5	7	FR 34, 36
Curse of Poverty	3	8	12	FR 35, 42
Curse of Ineptitude	3	8	12	FR 35, 42
Curse of Vulnerability	3	8	12	FR 35, 43
Emotional Aura	3	7	10	FR 35, 45
Enhance or Diminish Body	2	6	9	FR 35, 39
Defuse Seepage	2	4	6	FR 34, 37
Disguise	2	5	7	FR 35, 46
Dispel Magic	V	6	9	FR 34, 37
Domination	5	10	15	FR 34, 45
Ghost Possession	4	9	13	FR 35, 47
Hasten Corruption	3	8	12	FR 34, 37
Immortality	5	10	15	FR 35, 39
Induce Adrenaline Surge	2	6	9	FR 35, 39
Induce Cardiac Arrest	4	9	13	FR 35, 39
Infection	2	5	7	FR 35, 45
Insanity	4	8	12	FR 35, 45
Invisibility	2	6	9	FR 35, 46
Major Illusion	4	8	12	FR 35, 46
Malfunction	V	8	12	FR 35, 40
Mind Riding	3	7	10	FR 35, 43
Natural Disaster	5	8	12	FR 35, 41
Oath-Binding	3	7	10	FR 35, 44
Possession	3	8	12	FR 35, 44
Prophecy	2	7	10	FR 35, 38
Protection from Magic	V	6	9	FR 35, 42
Questioning	2	4	6	FR 35, 37
Reading the Past	2	6	9	FR 35, 38
Repair	3	9	13	FR 35, 40
Sacrifice	2	5	7	FR 34, 37
Scrying	2	5	7	FR 35, 37
Send Emotion	2	6	9	FR 35, 44
Spirit Bottle	3	8	12	FR 35, 49
Spontaneous Combustion	4	8	12	FR 35, 40
Stabilize Wound	2	5	7	FR 35, 38
Strengthen	2	5	7	FR 35, 40
Summon Demon	5	10	15	FR 35, 48
Summon Human	3	7	10	FR 35, 47
Summon Ghost	3	8	12	FR 35, 47
Teleport	4	10	15	FR 35, 41
Visitation	3	7	10	FR 35, 38
Vortex	4	8	12	FR 35, 46
Warding Circle	2	5	7	FR 35, 48

Df: Difficulty Level of performing the ritual.
Prof: The cost in CPs for a character with Professional access to the ritual.
Non-P: The cost in CPs for a character without Professional access to the ritual.
Reference: A reference to the volume and page of each Conspiracy X book where the ritual description may be found -- Forsaken Rites (FR).

Trait List

Trait*	Value	Cost	Reference
Abductee	--	25	AH 44
Academic Outcast	10	--	AH 44
Adrenaline Surge	--	10	CX 54, AH 35
Aged	25	--	AH 35
Alien Ally	--	Item Cost	Bol-PW 12
Ally	--	10	SR 73
Ambidextrous	--	10	CX 54, AH 35
Amnesia	10	--	SotM 40
Amnesia - Total	25	--	SotM 40
Animal Animosity	10	--	CX 57, AH 42
Animal Empathy	--	10	CX 57, AH 42
Believer	10	--	AH 30
Blind	30	--	AH 38
Body Double	20	15	AH 38
Bravery	--	10	Bol-M 58
Can't Swim	5	--	CX 59, AH 44
Cautious	10	--	CX 50, AH 30
Cautious - Extremely	15	--	CX 50, AH 30
Civilian Contact	--	8	SR 73
Clinical Depression	20	--	AH 30
Code	5	--	CX 51, AH 31
Combat Experience	--	10	CX 59, AH 44
Connection	--	15/20/25/30	SR 73@
Conspiracy Buff	--	15	AH 46
Corrupted by the Supernatural	30	--	CX 51, AH 31
Cowardice	10	--	Bol-M 58
Creature of Habit	5	--	CX 51, AH 31
Criminal Contact	--	9	SR 73
Curious	10	--	AH 31
Dead	--	10	CX 60, AH 47
Death Wish	10	--	AH 31
Deceived	15	--	SotM 41
Deep Sleeper	10	--	CX 56, AH 38
Detached	--	15	AH 32
Disgraced	10	--	SR 74
Distinguishing Mark	5-15	--	CX 56, AH 38
Double Agent	see Infiltrator: Double Agent		
Driven	10	--	AH 32
Drug Addict - Alcohol	8	--	AH 38
Drug Addict - Batch 7	20	--	SotM 41
Drug Addict - Cocaine	15	--	AH 39
Drug Addict - Heroin	20	--	AH 39
Drug Addict - Nicotine	5	--	AH 38
Drug Addict - Pain Killers	8	--	AH 38
Drug Addict - Psi Enhancer	15	--	SotM 41
Drug Addict - Sleep Aids	10	--	SotM 41
Drug Addict - Speed	10	--	SotM 41
Egotist	10	--	AH 32
Extraordinarily Average	--	10	CX 56, AH 39
Extremely Susceptible	5	--	SotM 41
Faith	--	25	FR 30
Favor	--	3	SR 74
Flashbacks	10	--	CX 52, AH 32
Gifted Psychic	--	5/15	SotM 41
Good Listener	--	15	AH 42
Guardian Angel	--	10	CX 60, AH 47
Hacker Contact	--	10	SR 74
Hacker Contact - Expert	--	15	SR 74
Haunted	20	--	CX 60, AH 47
Health Problems	15	--	SotM 41
Highly Educated	--	15	AH 48
High Metabolism	--	10	CX 57, AH 39
High Pain Threshold	--	15	CX 57, AH 39
Hip Shooter	--	10	Bol-M 58
HIV Positive	10	--	AH 39
HIV Positive - AIDS	40	--	AH 39
Hobby	--	3/5/8	AH 48
Homicidal Tendencies	10	--	CX 52, AH 32
Illness	20	--	AH 39
Impulsive	10	--	CX 52, AH 33
Impulsive - Extremely	15	--	CX 52, AH 33
Infiltrator - Double Agent	25	--	SR 74
Infiltrator - Spy	15	--	SR 74
Inside Contact	--	5	SR 75
Insomnia	5	--	SotM 41
Instructor	--	15	FR 30
Intelligence Contact	--	8	CX 60, AH 48
Jumpy	15	--	AH 33
Killer Instinct	10	--	CX 52, AH 33
Law Contact	--	7/9	SR 75&
Light Sleeper	--	10	CX 57, AH 39
Limp	5	--	AH 40
Linguist	--	10	AH 42
Loved One	15	--	AH 48
Low Pain Threshold	15	--	CX 57, AH 40
Maverick	15	--	AH 33
Military Contact	--	10	SR 75
Missing Eye	10	--	AH 40
Missing Limb - No Arms	30	--	AH 40
Missing Limb - No Legs	30	--	AH 40
Missing Limb - One Arm	15	--	AH 40
Missing Limb - One Leg	20	--	AH 40
MKULTRA Survivor	15	--	SotM 41
Multiple Personality Disorder	30	--	CX 52, AH 33
Natural Learner	--	15	SotM 42
New Identity	--	15	CX 61, AH 49
New Member	10	--	SR 74
Night Terrors	5	--	Bol-PW 13
No Records	10	--	CX 61, AH 49
Notoriety	15	--	CX 62, AH 49
Pacifist	10	--	CX 53, AH 33

Capacities

Trait*	Value	Cost	Reference
Pacifist - Extreme	15	--	CX 53, AH 33
Paranoid Delusions	10	--	CX 53, AH 33
Paranoid Delusions - Acute	20	--	CX 53, AH 34
Paranormal Contact	--	8	SR 75
Past Lives	--	5	AH 42
Patsy	30	--	AH 50
Perk	--	10	SR 75
Phobia	5	--	CX 53, AH 34
Phobia-Major	15	--	CX 53, AH 34
Photographic Memory	--	10	CX 57, AH 42
Physical Training	--	10	CX 57, AH 40
Poor Agency	3*0-Inf	--	AH 50
Poor Eyesight	5/10	--	AH 40
Poor Eyesight - Extreme	10/15	--	AH 40
Prejudice	10	--	AH 34
Prejudice - Severe	20	--	AH 34
Probationary Status	10	--	SR 75
Psychic Lesser	--	30	CX 58#
Psychic Greater	--	60	CX 58#
Psychic Discipline - Bio-PK	--	5/15/30	SotM 47
Psychic Discipline - Clairvoyance	--	10/20/40	SotM 49
Psychic Discipline - Empathy	--	10/20/40	SotM 52
Psychic Discipline - Precognition	--	10/20/40	SotM 53
Psychic Discipline - Psychokinesis	--	5/15/30	SotM 54
Psychic Discipline - Retrocognition	--	10/20/40	SotM 56
Psychic Discipline - Telepathy	--	10/20/40	SotM 57
Psychic Burnout	10	--	CX 57, AH 41
Psychic Link	--	5	CX 58, SotM 42
Psychic Sink	--	15	CX 58, AH 43
Psychic Void	15	--	CX 58, AH 43
Puppet	--	15	CX 63, AH 52
Quick Draw	--	10	CX 58, AH 43
Runner	--	10	CX 57, AH 41
Schizophrenia	15	--	CX 53, AH 34
Science/Research Contact	--	8	SR 75
Secret	10	--	AH 52
Secret - Dark	15	--	AH 52
Sensitive	--	10	AH 43
Severed Ties	20	--	SR 76
Shadow	--	45	AH 52
Sharpened Sense	--	5/10	AH 41
Sixth Sense	--	5	SotM 42
Skeptic	10	--	AH 34
Slow Metabolism	--	10	CX 57, AH 41
Strong ESP	--	5 per	CX 58, SotM 35
Supernatural Focus	--	20	CX 58, AH 44
Supplier	--	20	SR 76
Swimmer	--	10	CX 57, AH 41
Time and Direction Sense	--	10	CX 59, AH 44
Time Bomb	20	--	SotM 43
Titanidae Mole	35	--	Cry 33
Traitor	See Infiltrator: Spy		
Trance Proof	--	5	SotM 43
Unbreakable Ties	--	15	SR 76
Unpopular Beliefs	10	--	AH 34
Unpopular Beliefs - Extreme	15	--	AH 34
Veteran	--	10	SR 76
Wanted By The Law - Federal	20	--	CX 63, AH 53
Wanted By The Law - Multiple State	15	--	CX 63, AH 53
Wanted By The Law - State	10	--	CX 63, AH 53
Watched	15	--	CX 63, AH 53
Weakened Sense	5/10	--	AH 41
Wealthy	--	10	SR 76
Wealthy Department	--	3*0-Inf	AH 53

* Note that a number of traits have not been reprinted in this book. For those that reference descriptions in prior books, replace Department and Credential with Infrastructure and Profession. Also, replace the Influence Icon with Sphere of Influence.
@ This trait supersedes the Credential Connection, Criminal Connection, Media Connection, and Police Connection traits presented in the Conspiracy X main rulebook.
& Replaces Police Contact from Conspiracy X main rulebook.
# This trait is superseded by the material presented in Shadows of the Mind.

Value: The number of CPs provided by choosing this trait.
Cost: The number of CPs that must be spent to choose this trait.
Reference: A reference to the volume and page of each Conspiracy X book where the trait description may be found -- Conspiracy X 3rd Printing (CX), Aegis Handbook (AH), Atlantis Rising (A), Cryptozoology (Cry), Forsaken Rites (FR), Shadows of the Mind (SotM), Sub Rosa (SR), Bodyguard of Lies: Mokole (Bol-M), Bodyguard of Lies: Synergy (Bol-S).

Pulling String List

Pulling Strings								Pg
Access Abroad	--	6	--	--	--	--	11*	79
Accomplices	12*	9*	12*	6	9*	11*	9*	79
Agency Control	--	A	--	--	A	--	A	79
Aircraft Workshop	4	5	5	6	5	8	5	79
Alien Technology	A	A	A	A	A	A	A	79
Area 15	--	A	A	A	--	6	5	79
Arrest Powers	5*	4*	--	--	4*	--	--	80
ASPR	--	--	--	--	--	A	A	80
Asset Forfeiture	--	6	--	--	6	--	9*	80
Attorney	A	A	A	A	6	A	A	80
Backup	--	6	--	--	4	--	--	80
Base Clearance	7	10	--	--	--	--	--	80
"Blanket" Wiretaps	--	12*	--	--	--	--	--	80
Blue Fly Transport	--	--	--	--	--	--	--	80
Boot Camp	7	--	--	--	--	--	--	80
Border Control	6	5	9*	7*	4	10*	9*	81
Business Connections	10*	10*	9*	8	10*	10*	7	81
CDC Labs	7	9	6	--	--	--	9*	81
CEASEFIRE	6	5	--	--	4	--	--	81
Cheaper Aircraft	5	5	5	5	5	5	5	81
Cheaper Ground Vehicles	5	5	5	5	5	5	5	81
Cheaper Watercraft	5	5	5	5	5	5	5	81
Chemical Stores	7*	7*	4	6	A	A	4	81
Chop Shops	--	--	10*	7	9	--	10*	81
CIA Caches	--	8*	--	--	--	--	--	81
CIA Training Facilities	--	8*	--	--	--	--	--	82
City Hall Archives	--	A	A	7	6	--	5	82
Classified Databases	6	9*	5	--	--	--	--	82
Cleansing Retreats	--	9*	--	--	--	6	10*	83
Closing Investigations	A	10*	--	--	--	--	--	83
Club Assistance	--	--	--	--	--	--	--	83
"Codebreaker" Supercomputer	--	--	12*	--	--	--	--	83
Cognitive Training Facilities	--	A	A	--	--	A	--	83
Computer Security Database	--	--	--	--	--	--	--	83
Consular Affairs	9	8	--	--	--	--	6	83
Corporate Espionage	A	11	A	A	A	A	9	83
Corruption Camp	--	--	A	--	--	5	A	83
Corruption Treatment	--	--	A	--	--	7*	A	83
Counterculture Friends	8	9	10	7	7	6	5	84
Counterintelligence Files	--	5	--	--	6	--	8*	84
Criminal Resources	--	--	--	7	--	--	--	84
Criminal Tracking	--	7	--	--	5	--	--	84
CSICOP Training	--	A	--	--	A	A	A	84
Customs Analysis	--	--	5	--	7	--	--	84
Dangerous Toxins	12	13	9	14*	--	--	--	84
Dangerous Virus	12	13	9	14*	--	--	--	85
DARPA Labs	7	--	5	--	--	--	--	85
Demon Lore	--	--	8*	--	--	6	9	85
Deprogrammers	A	6*	A	7	7*	6	6	85
Departmental Precedence	A	A	--	--	A	--	A	85
Diplomatic Itineraries	A	A	--	--	A	--	8*	85
Discreet Staff	--	--	5	--	--	--	6	85
DNA Database	--	A	A	--	A	--	--	85
Documents Lab	A	A	6	--	7*	--	--	86
Doctored Flight Books	A	A	--	9	A	--	7	86

Capacities

Pulling Strings								Pg
Ear to the Ground	6	5	7	9	9	9	6	86
Easier Funding Tests	6	--	--	--	--	--	--	86
Energy Blackout	--	--	7	--	--	--	8*	86
Evidence Control	--	A	--	--	6	--	--	86
Expedited Research	--	--	7*	--	--	--	--	86
Experimental Energy	--	--	5	10	--	--	--	86
Exorcist Teams	--	--	--	--	--	5	A	87
Experimental Psychic Drugs	--	--	--	7	--	5	--	87
Fanatical Support	--	--	--	7*	--	7	6	87
FBI Forensic Laboratory Analysis	--	8	6	--	7	--	--	87
Fellow Survivalists	8	--	--	--	--	--	7	87
Finger Printing	8	5	A	A	4	--	8*	87
Foreign Service Institute	--	--	--	--	--	--	6	87
Fringe Culture	9	9	6	7	7	6	5	87
Front Page News	8	7	8	8	7	8	6	87
Funding - Basic	A	A	A	A	A	A	A	88
Funding - Excellent	A	A	A	A	A	A	A	88
Funding - Limited	A	A	A	A	A	A	A	88
Funding - Scarce	A	A	A	A	A	A	A	88
Governmental Access	10	11	13*	13*	12	14*	8	89
Grants	--	--	6	--	--	7	7	89
Hidden Cures	--	--	A	--	--	--	--	89
IAC Analysis	--	--	A	--	--	--	--	89
Immediate Access	--	--	--	--	--	--	--	89
Increased Resources	8	8	8	8	8	8	8	89
Intel Files	10	7	8*	9	7	8*	8	89
Intelligence Agency Control	--	9	--	--	--	--	--	89
Jurisdiction	--	--	--	--	8	--	--	90
Laboratory	6	6	5	6	6	5	5	90
Laundered Funds	--	--	--	A	A	--	--	90
Legal Access	--	A	--	--	4	--	--	90
Legal Resources	--	--	--	--	9*	--	--	90
Library	6	6	5	6	6	5	5	91
Litigation Pressure	--	--	--	--	6	--	8*	91
Lost in the System	--	--	--	--	5	--	--	91
Map Library	3	6	--	--	--	--	--	91
Maps	--	5	--	--	--	--	--	91
Medical Advantage	--	--	5	6	--	--	6	92
MHIC-EDOM	--	--	7	--	--	7	--	92
Military Stores	10	--	--	--	--	--	--	92
Military Training Facilities	6	--	--	--	--	--	--	92
Mind Control Drugs	--	--	6	8	--	9	--	92
Mobility over World	6	--	--	--	--	--	--	92
More Equipment	--	6	--	--	--	--	--	92
Mount Expeditions	--	--	6	--	--	6	6	92
NMID	5	5	--	--	6	--	8*	93
New Age Movement	--	--	--	--	--	A	--	93
News Archive	--	--	--	--	--	--	4	93
News Equipment	--	A	--	8	A	--	5	93
Noetic Science Institute	--	--	--	--	--	A	--	93
No Questions Asked	--	--	--	--	--	--	--	93
No Trace	7	9	--	--	--	--	--	93
Official Agendas	--	10	--	--	9*	--	10*	93
PEAR Labs	A	--	--	--	--	A	--	93
Police Cooperation	--	--	--	--	7	--	--	93
Police Resources	A	A	--	A	8	--	10	94

Pulling Strings	Military	Intelligence	Science and Research	Criminal	Law Enforcement	Paranormal	Civilian	Pg
Pool Access	--	--	--	--	--	10	--	94
Population Database	--	10	--	--	8	--	A	94
Press Pass	--	--	--	--	--	--	6	94
Project Oversight	--	10	--	--	--	--	--	94
Psi-Drugs	--	--	--	--	--	--	--	94
Psi Labs	--	--	--	--	--	6	--	95
Psychotrons	--	--	--	--	--	A	--	95
Quantico Training Facility	--	8*	--	--	8	--	--	95
Quarantine	7	--	7	--	--	--	A	95
Ranch Analysis	--	--	--	--	--	--	--	95
Random Surveillance	--	8	--	--	7	--	--	96
Safe House	A	4	A	5	4	A	6	96
Satellite Alexis	--	--	--	--	--	--	--	96
Satellite Surveillance - Communications	7	6	8	--	--	--	9*	97
Satellite Surveillance - Intelligence	7	6	10	--	--	--	10*	97
Satellite Surveillance - Standard	A	A	6	--	--	--	6	98
Satellite Surveillance - Video	8	7	9	--	--	--	9*	98
Search and Seizure	--	7	--	--	7	--	--	98
Secret SDI Gun Stars	8	--	--	--	--	--	--	98
Security Protocols	--	--	--	--	--	--	8*	98
Sending Presidential Orders	--	--	--	--	--	--	--	99
Specialized Aircraft	--	--	--	--	--	--	--	99
Species Identification	--	A	4	--	--	A	--	99
SPR Library	--	--	A	--	--	A	A	99
Stopping Investigation	--	--	--	--	9	--	--	99
Student Think Tank	A	A	5	A	A	A	7	99
Supernatural Contacts	--	--	--	--	--	8	--	99
Support	8	8	7	8	7	7	6	100
SWAT	--	--	--	--	7	--	--	100
THOTH Analysis	--	--	--	--	--	--	--	100
Trait (Specific)	A	A	A	A	A	A	A	100
Translators	A	A	4	A	A	4	5	100
Task Force Creation	--	A	--	--	--	--	--	100
Travel Connections	--	A	--	6	A	--	A	100
UFO Spotting	7	7	7	--	--	5	6	100
Unrestricted Access	--	--	--	--	--	--	--	101
Untraceable Weapons	--	--	--	4	--	--	--	101
Vehicle Check	--	--	--	--	5	--	--	101
Vehicle Workshop	4	5	5	6	5	8	5	101
Watercraft Workshop	4	5	5	6	5	8	5	101
Wide Berth	--	--	--	--	--	--	--	101
WITSEC	--	--	--	--	10*	--	--	101
Workshop	4	5	5	6	5	8	5	101

The table provides CP costs for the Military, Intelligence, Science and Research, Criminal, Law Enforcement, Paranormal and Civilian Spheres of Influence.

* This pulling string is considered shaky.
-- The pulling string cannot be purchased by using that Sphere of Influence.
A The pulling string is only accessible by certain secret societies.

Group Resources

Once the individual members of an organization are settled, it is time for them to pull together. For an Aegis team, this step is called Cell creation. Other groups do not use a Cell structure, but they have a similar asset accumulation process. Most secret organizations do not have the resources to fully support their members. Thus, members are encouraged to aquire the tools they need from their Professions and Infrastructures.

Resource Points (RPs)

Securing resources for the group is sometimes a matter of money, but most often depends on contacts, positions and manipulation. Thus, each resource listed in this chapter is assigned a Resource Point (RP) cost, which varies from one Sphere of Influence to the next. This abstract number indicates the level of commitment, manipulation, maneuvering and sometimes cash necessary for the character to "remove" the asset and reassign it to a location usable by the secret organization. Most "accumulated" items are actually removed or aquired, although the GM may override this for some items. For example, those with access to an Aurora plane do not usually have one sitting in a hanger at their team HQ. The access represents a legitimate authorization to fly it, and the ability to get assigned duty to it when needed.

The number of RPs available to each character is equal to their Overt Influence multiplied by five. These can only be spent in the Sphere(s) of Influence appropriate to the character's Profession and Infrastructure. If a character has more than one Overt Influence, she receives RPs for each separately.

In general, RPs may not be pooled from character to character even if they hold the same Spheres of Influence. For example, a CDC Scientist will be drawing recources from the Department of Health and Human Services. A private sector Scientist "requisitions" from his employer. Both have the Science & Research Sphere of Influence but there is no logical reason why they should be able to pool RPs to purchase a particularly expensive item. Of course, if the GM or players can present a plausible reason why RPs could be pooled (say all characters are part of the Department of Defense), this rule may be varied in specific circumstances.

Richard is an FBI Intelligence Analyst with an Overt Influence: FBI 3. He has access to the Intelligence Sphere of Influence because of his FBI job and the Law Sphere because of his Department of Justice Infrastructure. He gains 15RPs at character creation to be spent on any item that has a cost under the Intelligence or Law headings.

Pamela Norton is an FBI Intelligence Analyst who has been assigned to a task force on reducing crime in Tampa Bay, Florida and is working closely with Political Administrators of the city. She has the Ally trait and therefore has O-Inf: FBI 3, access to Sphere of Influence: Intelligence (from Profession) and Sphere of Influence: Law (from Department of Justice Infrastructure), O-Inf: Tampa Political Scene 2, and access to the Civilian Sphere of Influence (from the Poltical Adminstrator Profession). Pamela gets 15RPs to spend in Intelligence and/or Law, and 10RPs to spend in Civilian. These points cannot be combined.

Restricted Resources

Certain resources are limited to certain Professions. These resources are listed at the end of the resources charts and have a set cost independent of Spheres of Influence.

Resource Charts

The following pages list RP costs per Sphere of Influence of all items published to date. The tables have a common format. All Spheres of Influence are covered: Military, Intelligence, Science and Research, Criminal, Law Enforcement, Paranormal and Civilian. If no RP cost is provided (a "--" appears instead), that Sphere of Influence may not be used to purchase that resource. Finally, each entry contains a reference to the sourcebook with a more detailed description of the item: Conspiracy X 3rd Printing (CX), Aegis Handbook (AH), Forsaken Rites (FR), Shadows of the Mind (SotM), Bodyguard of Lies: Psi-Wars (Bol-PW). Where necessary, more specific notations may be found at the end of each table.

The table provides CP costs for the Military, Intelligence, Science and Research, Criminal, Law Enforcement, Paranormal and Civilian Spheres of Influence.

Location	Military	Intelligence	Science and Research	Criminal	Law Enforcement	Paranormal	Civilian	Reference
Abandoned Building	5	5	4	4	6	5	5	AH 119
Armored Location	+5	--	--	+5	+5	--	--	AH 119
Bomb Shelter	2	2	3	4	3	4	3	CX 68, AH 120
Estate	--	6	--	5	--	4	4	CX 68, AH 120
Industrial Park	12	11	10	10	--	--	12	CX 68, AH 120
Marine Research Vessel	--	--	10	--	--	--	--	CX 68, AH 120
Military Base	15	--	--	--	--	--	--	CX 68, AH 120
Mobile Home	--	6	--	5	5	6	4	AH 120
Office Building	--	6	5	6	--	8	5	CX 68, AH 120
Offshore Oil Rig	--	--	15	--	--	--	15	AH 120
Private Residence	5	4	5	5	5	3	3	AH 121
Storefront	--	2	1	1	--	2	1	AH 121
Underground	15	18	16	--	--	--	--	CX 69, AH 121
Underwater	16	--	15	--	--	--	--	AH 121
Warehouse	7	8	5	5	6	8	5	CX 69, AH 121

Standard Facilities	Military	Intelligence	Science and Research	Criminal	Law Enforcement	Paranormal	Civilian	Reference
Armored Facilities	+1	--	--	+1	+1	--	--	AH 123
Auditorium/Briefing Room	1	1	1	--	1	1	1	AH 123
Barracks (2 = Large)	2	--	--	--	2	--	--	CX 71, AH 123
Biohazard Suite	8*	--	5*	--	--	--	10*	CX 71, AH 123
Brig (2 = Large)	2	3	--	4	2	--	--	CX 71, AH 123
Darkroom	5	3	3	4	4	3	3	CX 71, AH 123
Dive Bay	1	2	1	--	2	--	3	AH 123
Dormitory (4 = Large)	1	2	2	3	2	3	2	CX 71, AH 123
Environment Chamber	--	--	5	--	--	--	--	CX 71, AH 124
Isolation Tank	--	--	4	--	--	3	--	AH 124
Killing House (Large)	4	4	--	--	3	--	--	AH 124
Life Support	6	--	5	--	--	--	8	AH 124
Quarantine Slammer (Large)	17	--	15	--	--	--	--	AH 124
RV Room	13	12	13	--	--	10	--	SotM 73
Storage Vault	2	2	2	2	2	2	2	CX 72, AH 124
Submarine Dock (Large)	3	--	4	--	--	--	6	AH 124
Suite (2 = Large)	2	2	2	2	--	2	2	CX 72, AH 124
Telecommunications Lines	2	2	2	2	2	2	2	CX 72, AH 124

* These entries have special cost or size features. See the descriptive entry in the indicated reference.

Computer Facilities	Military	Intelligence	Science and Research	Criminal	Law Enforcement	Paranormal	Civilian	Reference
Mainframe (3 = Large)	6	5	5	6	6	7	6	CX 72, AH 124
Personal Computer/Workstation	1	1	1	1	1	1	3	CX 72, AH 124
Supercomputer (2 = Large)	12	10	8	12	13	12	11	CX 72, AH 124

Medical Facilities	Military	Intelligence	Science and Research	Criminal	Law Enforcement	Paranormal	Civilian	Reference
Field Hospital (3 = Large)	5	--	3	--	5	--	4	CX 72, AH 125
Hospital (Large)	--	--	8	--	--	--	10	CX 72, AH 125
Intensive Care Unit (Large)	--	--	10	--	--	--	13	CX 72, AH 125

Capacities

Radar Facilities								Reference
Poor	--	--	1	2	--	--	3	E 90
Average	--	2	2	3	3	--	4	E 90
Good	4	4	4	5	4	--	6	E 90
Excellent	6	6	6	--	--	--	8	E 90
Superb	8	8	8	--	--	--	10	E 90
Short Range Scan Module	+2	+2	+2	+4	+3	--	+5	E 90
Short Range Increase Module	+2	+2	+2	+4	+3	--	+5	E 90
Medium Range Increase Module	+4	+4	+4	+6	+5	--	+7	E 90
Long Range Increase Module	+6	+6	+6	+8	--	--	+9	E 90
Extreme Range Increase Module	+8	+8	+8	+10	--	--	+11	E 90
Focus Module	+5	+5	+5	+7	--	--	+8	E 90

Training Facilities								Reference
Firing Range (Large)	2	2	--	4	3	--	6	CX 73, AH 125
Gym	2	3	--	4	3	--	3	CX 73, AH 125
Pool (Large)	4	4	2	4	3	--	3	CX 73, AH 125

Vehicle Facilities								Reference
Airstrip (Large)	8	10	11	10	10	--	10	CX 73, AH 125
Garage (*)	1*	2*	1*	2*	1*	3*	3*	CX 73, AH 125
Hangar (Large)	1*	2*	1*	2*	1*	3*	3*	CX 73, AH 125
Helipad	5	6	6	8	5	--	7	CX 73, AH 125
Vehicle Elevator	4	4	3	5	3	--	5	CX 73, AH 125

Work Facilities								Reference
Additional Space (per Staff)	+1	+1	+1	+1	+1	+1	+1	CX 73, AH 126
Aerospace (Staff = 3)	5	--	5	--	--	--	7	CX 73, AH 125
Automotive (Staff = 2)	3	5	3	4	4	--	4	CX 73, AH 125
Construction (Staff = 2)	4	3	2	4	--	--	3	CX 73, AH 126
Electronic (Staff = 2)	4	3	2	4	--	--	3	CX 73, AH 126
Expanded Service	*	*	*	*	*	*	*	AH 126
Lab/Library (Staff = 1)	2	1	1	3	3	1	2	AH 126
Mechanical (Staff = 2)	4	3	2	4	4	--	3	CX 73, AH 126
Workspace Quality: Poor	-3	-3	-3	-3	-3	-3	-3	CX 73, AH 126
Workspace Quality: Good	+5	+5	+5	+5	+5	+5	+5	CX 73, AH 126
Workspace Quality: Excellent	+10	+10	+10	+10	+10	+10	+10	CX 73, AH 126
Workspace Quality: Superb	+15	+15	+15	+15	+15	+15	+15	CX 73, AH 126

Research Staff								Reference
Academician	5	3	2	4	3	2	3	AH 127
Computer Specialist	3	2	2	4	3	6	3	AH 127
Doctor	3	4	2	3	3	5	3	AH 127
Engineer	3	3	2	4	4	6	3	CX 74, AH 127
Lab Assistant	2	2	1	2	2	2	1	CX 74, AH 127
Monitor	4	3	4	5	5	2	4	SotM 73
Scientist	4	3	2	4	5	5	3	CX 74, AH 127
Technician	3	3	2	3	4	5	3	CX 74, AH 127

Operations Staff								Reference
Intelligence	3	2	5	4	3	6	3	CX 74, AH 127
Pilot/Driver/Sailor	2	3	4	3	3	5	3	CX 74, AH 127
Soldier/Mercenary	2	4	5	3	4	6	4	CX 74, AH 127

Pistols								Quantity*	Reference
Assault Carbine	1/1	--	--	2/1	1/1	--	3/1	4/1500	AH 129
Auto Pistol	1/1	1/1	--	1/1	1/1	--	3/1	5/3600	CX 76, AH 129
Dart Pistol	--	2/1	1/1	--	--	--	3/1	5/500	CX 76, AH 129
Derringer	--	1/1	--	2/1	--	--	3/1	5/2000	CX 76, AH 129
Hold-Out Pistol	--	1/1	--	1/1	--	--	3/1	5/2000	CX 76, AH 129
Light Revolver	1/1	1/1	--	2/1	1/1	--	3/1	12/6000	AH 129
Magnum Auto Pistol	1/1	1/1	--	1/1	1/1	--	3/1	4/2880	AH 129
Magnum Revolver	1/1	1/1	--	2/1	1/1	--	3/1	5/1000	AH 129
Machine Pistol	1/1	1/1	--	3/1	--	--	3/1	5/3600	CX 76, AH 129
Revolver	1/1	1/1	--	2/1	1/1	--	3/1	10/5000	CX 76, AH 129
Sub-Machine Gun	1/1	1/1	--	2/1	--	--	3/1	5/7500	CX 76, AH 129
Taser	1	--	2	2	1	--	1	5	CX 76, AH 129

* units/rounds

The number before the slash is the RP cost for the weapon; the second is for the ammo.

Rifles								Quantity	Reference
Assault Rifle	1/1	1/1	--	2/1	1/1	--	--	5/7500	CX 76, AH 129
Automatic Shotgun	1/1	--	--	2/1	1/1	--	--	5/500	CX 76, AH 129
Crossbow	--	1/1	--	1/1	--	--	1/1	5/200	Bol-PW 15
Dart Rifle	--	1/1	1/1	--	--	--	3/1	5/500	CX 76, AH 129
Double-Barrel Shotgun	--	--	--	2/1	1/1	--	3/1	5/500	CX 76, AH 129
Elephant Gun	--	--	1/1	--	--	--	3/1	2/500	CX 76, AH 130
Rifle	1/1	1/1	--	1/1	1/1	--	3/1	5/5000	CX 76, AH 130
Sawed-off Shotgun	--	--	--	1/1	--	--	--	5/500	CX 77, AH 130
Shotgun	1/1	1/1	--	2/1	1/1	--	3/1	5 /500	CX 77, AH 130
Sniper Rifle	1/1	1/1	--	2/1	1/1	--	--	1/1250	AH 130
Varmint Rifle	--	--	--	1/1	--	--	2/1	10 5000	AH 130

* units/rounds

The number before the slash is the RP cost for the weapon; the second is for the ammo.

Heavy Weapons								Quantity	Reference
Flamethrower	1/1	--	3/1	--	--	--	--	1/4	CX 77, AH 130
Heavy Machine Gun	2/1	--	--	--	--	--	--	1/5000	CX 77, AH 130
Light Machine Gun	1/1	3/1	--	4/1	3/1	--	--	1/5000	CX 77, AH 130
Minigun	2/1	--	--	--	--	--	--	1/4000	CX 77, AH 130

* units/rounds

The number before the slash is the RP cost for the weapon; the second is for the ammo.

Launchers								Quantity	Reference
Disposable RL	1	--	--	--	--	--	--	10*	CX 78, AH 130
Grenade Launcher	1/1	2/1	--	3/1	2/1	--	--	5/40#	CX 78, AH 130
Missile Launcher	1/1	--	--	--	--	--	--	1/25+	CX 78, AH 130
Mortar	1/1	--	--	--	--	--	--	1/40*	Bol-PW 15
Rocket Launcher	1/1	--	--	--	--	--	--	1/50@	CX 78, AH 131
Underbarrel GL	1/1	2/1	--	3/1	2/1	--	--	5/40#	CX 78, AH 131
Vehicular GL	1/1	--	--	--	--	--	--	1/40#	CX 78, AH 131

* units/rounds # units/grenades @units/rockets +units/missles

The number before the slash is the RP cost for the weapon; the second is for the ammo.

Capacities

Ammunition								Quantity	Reference
40mm Grenades: Flare	1	1	--	2	1	--	--	40	CX 78, AH 131
40mm Grenades: Flechette	1	2	--	2	--	--	--	40	CX 78, AH 131
40mm Grenades: High Explosive	1	1	--	2	1	--	--	40	CX 78, AH 131
40mm Grenades: Ripper	1	2	--	2	--	--	--	40	CX 78, AH 131
40mm Grenades: Smoke	1	1	--	2	1	--	--	40	CX 78, AH 131
40mm Grenades: Tear Gas	1	1	--	2	1	--	--	40	CX 78, AH 131
Armor Piercing Bullets	+1	+1	--	+1	+1	--	--	@	CX 78, AH 131
Dragon Rounds	+1	--	--	+1	+1	--	--	@	AH 131
Tactical Bullets	+1	+1	--	+1	+1	--	--	@	AH 131
Tracer Bullets	+1	--	--	+1	+1	--	--	@	CX 78, AH 131

@ The appropriate weapon entry provides the base RP cost, and the quantity purchased.

Melee Weapons								Quantity	Reference
Club	1	1	--	1	1	--	1	24	CX 78, AH 132
Knife	1	1	--	1	--	--	1	24	CX 78, AH 132
Mace Spray	--	1	--	1	--	--	2	20	CX 79, AH 132
Stun Gun	--	1	1	1	1	1	2	10	CX 79, AH 132

Thrown Weapons								Quantity	Reference
Hand Grenades: Frag	1	1	--	2	1	--	--	40	CX 79, AH 132
Hand Grenades: Incendiary	1	1	--	2	1	--	--	40	CX 79, AH 132
Hand Grenades: Smoke	1	1	--	1	1	3	--	40	CX 79, AH 132
Hand Grenades: Stun	1	1	2	2	1	3	--	40	CX 79, AH 132
Hand Grenades: Tear Gas	1	1	2	1	2	3	--	40	CX 79, AH 132
Throwing Knife	1	1	--	1	--	--	1	50	CX 79, AH 132

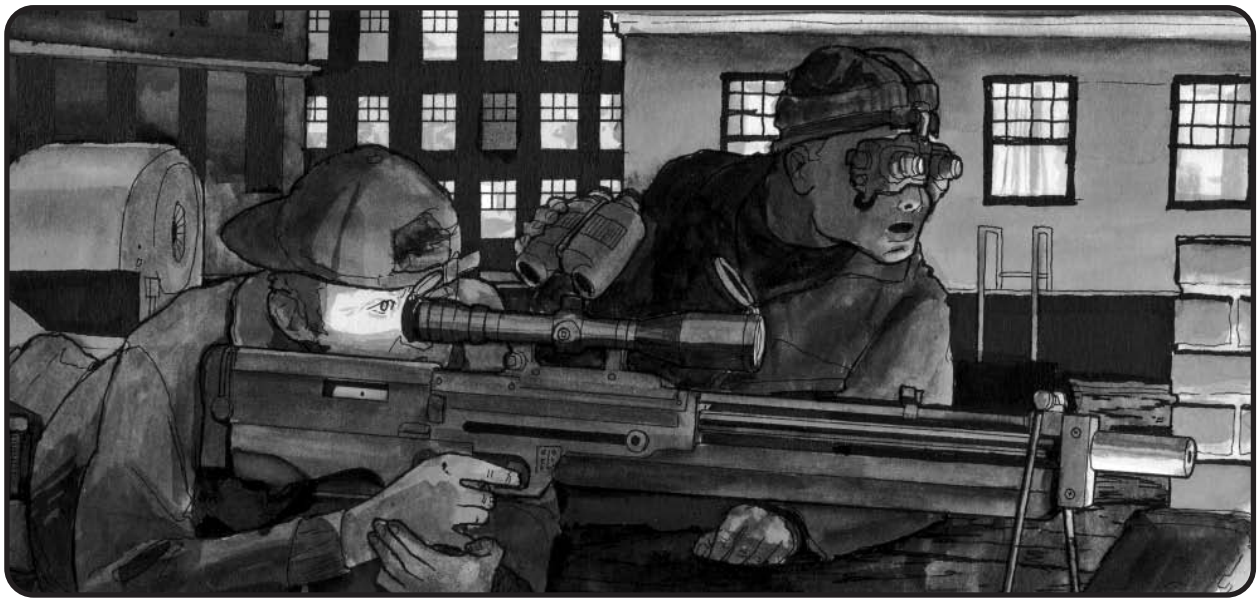
Explosives								Quantity	Reference
Breaching Charge	1	1	--	2	2	--	--	10*	AH 132
Claymore Mine	1	--	--	--	--	--	--	10	CX 79, AH 132
C-4	1	1	1	2	2	--	5	250#	CX 79, AH 133
Detonators: Radio	1	1	1	2	2	--	1	50	CX 79, AH 133
Detonators: Timer	1	1	1	2	2	--	1	50	CX 79, AH 133
Dynamite	1	1	1	2	2	--	5	500@	CX 79, AH 133
Satchel Charge	1	--	--	--	--	--	--	5	CX 79, AH 133

* charges #blocks @sticks

Surveillance								Quantity	Reference
Audio bugs	--	1	--	2	1	--	1	24	CX 80, AH 133
AV bugs	--	1	--	2	1	--	1	12	CX 80, AH 134
Bug Detector	--	1	2	2	1	--	2	3	CX 80, AH 134
Burst Transmitter	1	1	--	2	1	--	3	3	AH 134
Camera	1	1	1	2	1	1	2	4	CX 80, AH 134
Headset Microphone	1	1	2	3	2	--	1	6	CX 81, AH 134
Infrared Flashlight	1	1	2	3	--	--	1	12	CX 81, AH 134
Infrared Goggles	1	1	2	3	2	2	2	10	CX 81, AH 134
Laser Eavesdropper	2	1	--	3	1	--	3	1	CX 81, AH 134
Nightvision Goggles	1	1	--	3	1	--	3	6	CX 81, AH 134
Remote Monitor	--	1	1	3	1	--	1	6	CX 81, AH 135
Shotgun Microphone	--	1	--	3	1	--	1	2	CX 81, AH 135
Starlight Telescope	1	1	1	3	2	--	3	2	CX 81, AH 135
Tape Recorder	--	1	1	2	1	1	1	6	CX 81, AH 135
Telescope	--	1	1	2	1	--	1	4	CX 81, AH 135
Video Camera	1	1	1	2	1	1	1	3	CX 81, AH 135
Video Cassette Recorder	--	1	1	2	1	1	1	6	CX 81, AH 135
Wiretap	--	1	--	2	1	--	1	12	CX 81, AH 135
Wiretap Detector	--	1	--	2	1	--	1	5	CX 82, AH 135

Intrusion								Quantity	Reference
B&E Kit	--	1	--	1	1	--	1	4	CX 82, AH 135
Lock Pick	--	1	--	1	1	--	1	5	CX 82, AH 135
Lock Pick: Electronic	--	1	--	1	1	--	2	2	CX 82, AH 135
Lock Pick Gun	--	1	--	1	1	--	--	4	CX 82, AH 135

Communications								Quantity	Reference
Base Radio	1	2	1	3	2	2	3	1 unit	CX 82, AH 136
Cellular Phone	--	1	1	1	--	1	1	6 phones	CX 82, AH 136
Hands Free Radio	--	1	--	2	--	1	1	12 units	CX 83, AH 136
Personal Radio	1	1	1	2	1	1	1	6 units	CX 83, AH 136
Satellite Uplink	1	1	1	2	--	1	2	1 unit	CX 83, AH 136
Scrambler	1	1	--	2	--	--	2	4 units	CX 83, AH 136
Signal Jammer	1	1	--	2	--	--	2	1 unit	CX 83, AH 137
Vehicle Radio	1	1	1	1	1	1	1	2 units	CX 83, AH 137



Capacities

Electronics								Quantity	Reference
GPS Terminal	2	1	1	3	--	--	3	5	CX 83, AH 137
Laptop Computer	2	1	1	3	2	1	2	1	CX 83, AH 137
Photo Recon Drone	2	2	3	4	--	--	--	1	CX 83, AH 137
Portable Radar	3	3	3	5	--	--	--	1	CX 83, AH 137
Telemetry Robot	3	--	2	4	3	--	--	1	CX 83, AH 137
Submersible Tele. Robot	3	--	2	4	--	--	--	1	CX 84, AH 137

Software								Quantity	Reference
CAD/CAM	2	2	1	2	--	--	2	1	CX 84, AH 138
Image Processing	1	1	1	2	--	1	2	1	CX 84, AH 138
Global Mapping	1	1	1	2	1	1	2	1	CX 84, AH 138
Science Expert System	1	1	1	2	1	1	2	1	CX 84, AH 138

Scienctific Equipment								Quantity	Reference
Biohazard Space Suit	2	3	2	--	--	--	5	1 suit	CX 85, AH 139
Biohazard Suit	1	2	1	--	--	--	4	25 suits	CX 85, AH 139
Evidence Collection Kit	2	1	1	--	1	1	1	3 kits	AH 139
Geiger Counter	1	2	1	--	--	1	2	12 units	CX 85, AH 139
Pocket Dosimeter	1	2	1	--	--	--	2	20 units	AH 139
Quarantine Tent	2	2	1	--	--	--	2	1 tent	CX 85, AH 139
Radbadge	1	1	1	--	--	--	1	100 badges	CX 85, AH 140
Radiation Suit	1	2	1	--	--	--	3	12 suits	CX 85, AH 140
Specimen Jars/ Collection Tools	2	1	1	--	1	1	1	12 sets	CX 85, AH 140

Chem Craft								Quantity	Reference
Alcohol	--	2	1	1	2	--	1	10 units	SotM 75
Alcohol Extender	--	2	1	1	2	--	--	60 doses	SotM 75
Alcohol Incapacitor	--	2	1	1	2	--	--	60 doses	SotM 75
Benzedrine	--	2	1	1	2	--	--	60 doses	SotM 75
BZ	--	2	1	1	2	--	--	6 doses	SotM 75
Caffeine	--	--	--	--	--	--	1	100 doses	SotM 75
Cocaine	--	2	1	1	2	--	--	1 kilo	SotM 75
Curare	--	2	1	1	2	--	--	60 doses	SotM 75
LSD	--	2	1	1	2	--	--	36 pills	SotM 76
Marijuana	--	2	1	1	2	--	2	1 kilo	SotM 76
Painkillers	1	2	1	1	2	--	--	24 doses	SotM 76
Rohypnol	--	2	1	1	2	--	--	12 doses	SotM 76
Sleep Aid Pills	1	2	1	1	2	--	1	300 doses	SotM 76
Sodium Pentothal	--	2	1	1	2	--	--	60 doses	SotM 76
Speed	--	2	1	1	2	--	1	1000 doses	SotM 76
Tranquilizer	--	1	1	1	2	--	--	120 doses	SotM 76

Medical Equipment								Quantity	Reference
Antidote Injectors (Mil)	1	--	1	--	--	--	--	20 units	AH 140
Antidote Injectors (Res)	--	--	2	--	--	--	--	5 units	AH 140
Doctor's Bag	1	--	1	2	2	--	2	5 bags	CX 85, AH 140
First Aid Kit	1	1	1	2	1	1	1	25 kits	CX 85, AH 140
Medic's Kit	1	1	1	2	1	--	2	10 kits	CX 86, AH 140
Sodium Pentothal	--	1	1	2	--	--	--	10 vials	CX 86, AH 140
Tranquilizer	--	1	1	2	--	2	3	10 vials	CX 86, AH 140

Clothing/Body Armor								Quantity	Reference
Bulletproof Briefcase	--	1	--	2	--	--	2	4 units	CX 87, AH 141
Camouflage Fatigues	1	1	--	1	1	--	1	24 sets	CX 87, AH 141
Flak Vest	1	1	--	2	1	--	2	10 vests	CX 87, AH 142
Helmet	1	1	--	1	1	--	2	10 helmets	CX 88, AH 142
Kevlar Vest	1	1	--	2	1	--	2	6 vests	CX 88, AH 142
Uniform	1	1	1	1	1	1	2	24 uniforms	CX 88, AH 142

Tool Kits								Quantity	Reference
Tool Kits	1	1	1	2	2	--	2	Any 2 kits	CX 88, AH 143

Combat Accessories								Quantity	Reference
Bipod	1	1	--	1	1	--	2	5	AH 142
Briefcase MP	--	1	--	2	--	--	--	1	CX 88, AH 142
Extended Clips	1	1	--	1	1	--	2	40	AH 142
Flashlight Mount	1	1	--	1	--	--	1	20	CX 88, AH 142
Folding Stock	1	1	--	1	1	--	1	10	CX 88, AH 142
Gas Mask	1	1	1	2	1	--	3	10	CX 88, AH 142
IR Laser Sight	1	1	--	2	1	--	3	5	Bol-PW 17
Laser Sight	1	1	--	2	1	--	3	10	CX 88, AH 142
Silencer	1	1	--	2	--	--	--	10	CX 88, AH 142
Starlight Scope	1	1	--	2	--	1	3	5	CX 88, AH 142
Telescopic Sight	1	1	--	2	1	--	2	10	CX 88, AH 142
Tripflares	1	1	1	--	--	1	2	100	CX 88, AH 143

Capacities

Restraints								Quantity	Reference
Handcuffs	1	1	--	2	1	--	2	12 sets	CX 88, AH 143
Straightjacket	--	1	1	--	--	2	3	4	CX 88, AH 143
Plastic Binder Strips	--	1	--	--	1	--	2	500	CX 88, AH 143

Hostile Enviroment Gear								Quantity	Reference
Base Camp	1	1	1	2	--	2	3	1 camp	CX 89, AH 143
Climbing Gear	1	1	1	2	1	2	2	6 sets	CX 89, AH 143
Cold Weather Gear	1	1	1	2	--	--	2	5 outfits	CX 89, AH 143
Diving Suit	2	2	2	4	--	--	5	1 suit	CX 89, AH 143
Drysuit	1	1	1	2	--	--	2	6 suits	CX 89, AH 143
Flare Gun	1	1	1	1	1	1	1	10 units	CX 89, AH 143
Flashlight	1	1	1	1	1	1	1	24 units	CX 89, AH 143
Oxygen Rebreather	1	1	1	2	--	--	2	1 unit	CX 89, AH 143
SCUBA Gear	1	1	1	3	2	--	4	4 sets	CX 89, AH 143
Survival Kit	1	1	1	2	--	2	2	10 kits	CX 89, AH 143
Wetsuit	1	1	1	2	2	--	2	12 suits	CX 89, AH 143

Standard Vehicles								Quantity	Reference
Compact Car	--	--	--	2	--	2	4	1 vehicle	CX 91, AH 145
Coupe	--	2	--	3	--	2	4	1 vehicle	CX 91, AH 145
Helicopter, Observation	4	4	--	7	4	--	9	1 vehicle	CX 91, AH 145
Helicopter, Passenger	4	--	--	7	5	--	9	1 vehicle	CX 91, AH 145
Helicopter, Transport	4	4	5	--	--	--	9	1 vehicle	CX 91, AH 145
Jeep	3	4	3	4	--	--	5	1 vehicle	CX 91, AH 145
Jet, Cargo	5	--	6	--	--	--	12	1 vehicle	CX 91, AH 145
Jet, Civilian	--	--	5	--	--	--	12	1 vehicle	CX 91, AH 145
Jet Ski	--	--	--	2	1	--	2	1 vehicle	CX 91, AH 145
Minivan	--	3	--	4	--	--	6	1 vehicle	CX 91, AH 145
Motorcycle	2	--	--	2	1	--	3	1 vehicle	CX 91, AH 145
Pickup Truck	3	4	3	5	--	4	6	1 vehicle	CX 91, AH 145
Prop Plane	--	4	5	7	4	--	9	1 vehicle	CX 91, AH 145
Recreational Vehicle	--	--	--	6	--	--	6	1 vehicle	CX 91, AH 145
Sedan	3	3	3	3	3	3	4	1 vehicle	CX 91, AH 145
Snowmobile	1	--	--	2	1	--	2	1 vehicle	CX 91, AH 145
Speed Boat	4	4	--	5	3	--	6	1 vehicle	CX 91, AH 145
Sport Utility Vehicle	--	--	3	5	4	4	6	1 vehicle	CX 91, AH 145
Sports Car	--	3	--	5	4	--	6	1 vehicle	CX 91, AH 145
Tractor-Trailer Rig	3	--	3	5	--	--	6	1 vehicle	CX 91, AH 145
Tractor-Trailer Rig: Box	+3	--	+3	+4	--	--	+4	1 box	CX 91, AH 145
Tractor-Trailer Rig: Flatbed	+2	--	+2	+3	--	--	+3	1 flatbed	CX 91, AH 145
Van	3	3	3	4	3	4	6	1 vehicle	CX 91, AH 145

Special Vehicles								Quantity	Reference
Ambulance	5	--	5	7	--	--	--	1 vehicle	CX 91, AH 145
Biohazard Ambulance	--	--	7	--	--	--	--	1 vehicle	CX 91, AH 146
Fishing Trawler	--	7	--	8	--	--	9	1 vehicle	CX 92, AH 146
Helicopter, Assault	7	--	--	--	--	--	--	1 vehicle	CX 92, AH 146
Jet, Fighter	7	--	--	--	--	--	--	1 vehicle	CX 92, AH 146
Jet, Jump	10	--	--	--	--	--	--	1 vehicle	CX 92, AH 146
Lab RV	--	--	12	--	--	13	--	1 vehicle	CX 92, AH 147
Lab Van	--	8	7	--	8	8	--	1 vehicle	CX 93, AH 147
Mini-Sub	4	--	5	--	--	--	--	1 vehicle	CX 93, AH 147
Police Cruiser	--	5	--	7	4	--	--	1 vehicle	CX 93, AH 147
Security Sedan	--	5	--	6	6	--	8	1 vehicle	CX 93, AH 147
Snow Cat	3	--	3	4	--	--	6	1 vehicle	CX 93, AH 147
Surveillance Van	--	7	--	8	7	--	--	1 vehicle	CX 93, AH 147
SWAT Van	--	8	--	9	7	--	--	1 vehicle	CX 93, AH 147
Telephone Crane Truck	--	5	--	7	--	--	7	1 vehicle	CX 93, AH 148
Zodiac	1	1	1	1	1	--	2	1 vehicle	CX 93, AH 148

Vehicle Accessories								Quantity	Reference
Autonav Computer	1	1	1	3	2	2	4	1 computer	CX 93, AH 148
Inflatable Raft	1	1	1	1	1	1	2	4 rafts	CX 93, AH 148
Infrared Spotlight	1	1	1	2	2	--	2	6 chutes	CX 94, AH 148
Parachute	1	1	1	2	1	--	2	6 units	CX 94, AH 148
Signal Flares	1	1	1	2	1	1	2	400	CX 94, AH 148
Spotlight	1	1	1	1	1	2	2	4 units	CX 94, AH 148
Winch	1	1	1	2	1	2	2	4 winches	AH 148

Restricted Resources

The following resources are limited to certain Professions. If the comment section of the Profession entry in Chapter Four: Organs does not indicate that the character can purchase these items, they are unavailable except through pulling strings or special traits. The items are grouped by Sphere of Influence, except Alien Technology (which is a special case).

Military	Cost	Quantity	Reference
Aurora	20	1 vehicle	CX 94, AH 149
Special Weapons	5	1 item	AH 151
SR-71 Blackbird	15	1 vehicle	CX 94, AH 151

Intelligence	Cost	Quantity	Reference
Magic Van	10	1 vehicle	CX 95, AH 149
Mind Control Drugs	1	6 doses	CX 97, AH 150
Special Weapons	5	1 item	AH 151

Capacities

Science & Research	Cost	Quantity	Reference
Hidden Cures	5	1 dose	AH 149
Knock-out	1	100 doses	SotM 84
L2	1	1 dose	SotM 84
MHIC-EDOM	5	1 unit	CX 96, AH 150, SotM 79
Mind Control Drugs	1	6 doses	CX 97, AH 150
Np-7	1	60 doses	SotM 84
RHIC-EDOM	15	1 device	BoI-PW 17
Smart Drugs	1	60 doses	SotM 84

Paranormal	Cost	Quantity	Reference
Batch 7	1	6 doses	SotM 84
Cerebro-stimulator	20	1 van	SotM 78
DZ	1	28 doses	SotM 85
Electro-anagram	6	1 unit	SotM 78
Energy Alarm	10	1 alarm	SotM 80
Hemi-Synch Device	5	1 unit	SotM 78, BoI-PW 17
Hemi-Synch Implant	2	1 implant	SotM 83
Hidden Emitters	5	3 emitters	SotM 79
Lida	3	1 unit	SotM 79
MHIC-EDOM	10	1 unit	CX 96, AH 150, SotM 79
Neural Disrupter	5	1 unit	SotM 80
Neurophone Implant	2	1 implant	SotM 83
Orichalcum	6	100 milligrams	FR 31, SotM 31
Prophylogical Implant	5	1 implant	SotM 83
Psi-Enhancer	1	6 doses	SotM 85
Psychic Amplifier Room	5	access	SotM 80
Psychotron-1st Order	5	1 psychotron	SotM 82
Psychotron-2nd Order	10	1 psychotron	SotM 82
Psychotron-3rd Order	20	1 psychotron	SotM 81
RHIC-EDOM	15	1 device	BoI-PW 17
Stimoceiver Implant	5	1 implant	SotM 83
The Zone	1	6 doses	SotM 85
Tome	5	1 ritual	FR 31
Tracking Implant	5	1 implant	SotM 83

Law	Cost	Quantity	Reference
Range Rovers	5	1 vehicle	AH 150

None	Cost	Quantity	Reference
Alien technology	variable	1 item	BoI-PW 20

Chapter Six

Introduction

This chapter contains several sample organizations that exemplify the conspiracy creation rules detailed in this supplement. These groups may be incorporated into a Conspiracy X campaign as allies or adversaries. They may even be used as the player character's organization or as an infiltration for Aegis or Black Book agents (the players and Game Masters should decide where the character's true loyalties lie). Finally, they may be simple reference tools when Game Masters and players create their own organizations.

The chapter covers ten organizations. The Church of Coatl, mentioned in Cryptozoology: The Dossier of the Unexplained, is first. This organization appeals to a recruit's yearning for a greater truth and religious support. The Church is active in the southwestern U.S. and Mexico. The Circle, an environmentally friendly group with questionable plans for the human race, follows. Next is Directorate X, from Shadows of the Mind: The PSI/INT Sourcebook. This super-secret cabal of former Russian agents is fighting a desperate battle against attrition and obsolescence. Whether they survive their current times of trouble cannot be stated with any certainty. The Forever, a group of immortals dedicated to preserving their secret, is then presented. Then comes the Hand of Moloch, a group whose military prowess is matched by occult skills. The Inquisition and its government watch-dogs is detailed next. The chapter continues with Aleister Crowley's magically dedicated Ordo Templi Orientis. PEAR Labs, on the vanguard of psychic capacities and deeply tied to Aegis, is then presented. A group of UFOlogists, PUPPET, which was touched on in the Conspiracy X main rulebook, receives a more extended treatment. Finally, the Royal Cryptozoological Society, from Cryptozoology: The Dossier of the Unexplained as well, is brought to light. The behind-the-scenes activities of the RCS, and all the other groups, add richness and flexibility to any Conspiracy X campaign.

As usual, the Game Master and players should amend or replace any of this information as they see fit.

Format

In general, the groups are presented with descriptive text and then game statistics. The descriptive text follows a variety of formats to reflect the flexibility of the conspiracy creation system and the tastes of their creators. History, membership, assets, goals and practices are among the types of information detailed here. The game statistics section follows a standard format. Characteristics are listed first, followed by Profile, Structure, Territory, Membership Size, and Membership Loyalty. Resources, Knowledge and Pulling Strings round out the section. Detailed descriptions of the game statistics notes may be found in Chapter Three: Conception.

Chapter Six

The Church of Coatl

History

Back in the time of Cortez's explorations, the Church of Coatl was a small sect dedicated to the worship of Quetzalcoatl, the legendary winged serpent god. They have a rich oral tradition, which is kept by the Great Leaders, as well as a few oral historians. Indeed, none of their history is written, except in symbolic representation carved upon some ancient temple walls. For the most part, this sect was poorly organized, and each individual region developed its own practices and rites, worshipping Coatl in its own ways. For hundreds of years, worshippers of Coatl formed loose societies, and did not bother to label themselves as part of a greater whole. In the late 1800s, a few regional groups began to strengthen ties with one another, and in order to glorify the name of Coatl, they adopted the rather elaborate title that translates into "Dedicated and Reverent Followers of The Great Serpent King." As time passed, the groups of followers in the United States would come to call themselves the "Church of Coatl" in an attempt to gain the rights due to religious organizations, and this is the name by which English-speaking peoples refer to the group.

Followers of Coatl gather in whatever buildings suit them; they place no particular importance on their house of worship, preferring to focus on their internal commitment to worshipping the glory of Coatl. The only specific locations that are deemed important are the sacred temples, which are scattered throughout Mexico. These temples were built hundreds of years ago at the direction of several sages, but there are no stories or other oral histories as to the purpose of their creation. These holy places are elaborately carved with symbolic representations of visions had by those sages. Scholars within the Church have attempted to interpret these renderings, but to no avail. Although these temples may appear at first glance to be abandoned and unkempt, in fact the temples are guarded by a very select group of caretakers. The individuals who protect and maintain the sacred temples are a hand-selected few who have stepped down from positions of leadership to shoulder this important burden.

Group Characteristics

The Church adheres to a philosophy that states that Coatl is supreme, and His word is law. Different branches prepare in different ways, but everyone believes that He will return and bring glory to his followers. Territorially, many of the branches operate as cults, with a single charismatic leader beholden to her superiors. The cult classification is not universal, however. Depending on the individual branch and the members contained within that group, elements of criminal syndicates may be present, as well as magic circles or psychic networks. The branch leaders and the members themselves dictate the extent to which these elements are present. For the most part, the backgrounds of members are unimportant, and only gain relevance if the member's history or actions somehow threatens the existence of the Church.

A careful search of public records in the right geographic region will yield references to the Church of Coatl, and its members make no attempt to keep its existence a secret. The nature of its goals and its methods are not understood, however, partially because of some conflicting pieces of information. Some individuals see the Church as a magic organization, others see that it has ties to the criminal underworld. Because each individual branch develops its own "personality," this makes it difficult to understand the overall organization; references to the organization in its entirety are almost non-existent. The leaders' identities are known to a select few, and this information will be released to those who ask for it, but because the Church is not very widespread, few individuals actually seek out the Great Leaders. The leaders in the larger cities are known by local members and the regional government. Members generally do not advertise their association with the Church, but they do not hide it either. If there is a sufficient reason for them to claim their connection with the Church, they will do so. There is no differentiation amongst the members and the leaders about the Church's goals, but obviously those in power have access to knowledge more readily than mere members.

Group Profile

The Church of Coatl is organized in a pyramid structure with three Great Leaders at the top. They, in turn, supervise several regional subordinates, who organize local leaders. For the most part, all leaders head up religious ceremonies, although the higher leaders do so with less regularity than those at the bottom of the structure. The Great Leaders correspond with each other on a regular basis and meet in person approximately once a month. Leaders are promoted up through the structure, but new positions are created only where there are a larger number of members. Positions are generally for life, although some individuals step down if they retreat to a hermit lifestyle for contemplation of the greater glory of Coatl. Some of the most respected and powerful leaders opt to become caretakers of the sacred temples, which is considered one of the greatest honors the organization can bestow.

The Church has branches throughout Mexico, Central America and the southwest United States. In its entirety, the Church of Coatl consists of approximately 4,500 members. In the past two years, its annual membership growth rate has remained steady at 3%. Prior to that time, its growth was approximately 1% per year. In all likelihood, the tripling of membership growth has more to do with the coming of the year 2000, and human fears, than it does with any extensive effort by the Church to increase membership numbers.

Membership is gained by applying directly to the local leadership. If accepted, members go through a yearlong process of purification and greater understanding, after which time they are accepted as a full member. Some branches take this process very seriously, while others abbreviate it and rush through it with an emphasis on the practical. Members of the Church of Coatl demonstrate devotion to their God and to the glorification of his name through personal sacrifice and contribution to the Church. They readily follow the directives of leaders and respond favorably to other branches in most situations. Branches tend to use different methods and may express their beliefs slightly differently from one another, and this is tolerated well. Members are hesitant to talk about their membership in the Church unless it is an opportunity to recruit a new individual, since their beliefs are often met with ridicule and laughter. Where the Church is well represented in the population, this issue is less of a factor.

Across all of its branches, the Church has access to resources in criminal and paranormal spheres. Individual members may choose to contribute any number of items (or hard currency) to the Church, but, for the most part, these items are fairly mundane and obtainable by any citizen. Church-owned criminal-related and paranormal items are distributed throughout the pyramid hierarchy, as the Great Leaders see fit. Their immediate subordinates can sway them, especially if a branch makes a good argument for possession of the equipment. Otherwise, individual branches tend to find their own equipment or expect their members to make the necessary provisions.

The Church has developed major contacts in the paranormal field, given its emphasis on supernatural forces to increase their understanding of Coatl's wishes. More recently, the Church has made some contacts in the criminal area, mainly as a toe-hold to power. This has resulted from some speculation of late about just how helpful the supernatural forces may be during the Great Return. Because of the Church's criminal ties, the Great Leaders have been working hard to develop contacts with the police to maintain good public relations and to smooth the way should problems arise.

Practice and Beliefs

The Church of Coatl exists solely to bring greater glory to the name of Coatl and to prepare his worshippers for the Great Return. Worship is typically held once a day; the time varies by branch. Again, the degree to which these mandates are carried out depends on the branch to which an individual holds membership, as well as the methods and beliefs of the immediate leadership. Some ceremonies last hours and involve elaborate chanting or singing, with great emphasis on symbolism. Others may last only a few minutes, with focus on devout prayer and the offering of sacrifice, often represented by the burning of incense.

A member's views and lifestyles depend greatly on the location and the specific branch. Some of the branches are fanatical, while others are more laid-back and content to plod along with generations of traditions. To highlight some of the differences, two distinct branches are outlined in the following sections.

El Paso, Texas branch

This branch, located in a large city, uses its connections with the underworld to finance its operation and to obtain information and leverage. There is a steady stream of new membership, most of it generated through word-of-mouth. Currently, an influx of angry and desperate individuals are frequently willing to compromise their principles in order to feel like they have a family in the Church, or to seek revenge. The current leader is Lupe Arronchez, a woman in her early 40s who is extremely bitter. She leads the Church with single-minded devotion.

The urban branch accedes to the universal belief that Coatl is God. They believe fervently that his Return will be glorious and that their devotions will be richly rewarded with wealth and power. Worship takes place every night at 8pm in an abandoned warehouse that has been converted to a shrine to Coatl. Most ceremonies last upwards of three hours, and involve a great deal of debasement before Coatl's might. Ms. Arronchez leads the nightly devotions and swiftly punishes those who do not take part in ceremonies. In addition to nightly ceremonies, at least once a month members take part in religious retreats that consist of meditation, purification, and strengthening of soul for the coming Return.

The El Paso branch of the Church is very well recognized in the poorer sections of the city, and is often associated with crime and less-than-reputable citizens by the upper echelons of society. There is no listing for the Church in any official documentation, but some records exist in the form of newspaper articles and old fliers posted on telephone poles and kiosks. Tax records also show that the Church is listed as a valid religious organization, for tax-exemption purposes. This branch places emphasis on the use of criminal connections to enrich the Church, and many of its members move in criminal circles. A few individuals are part of a psychic network, but this element is not emphasized or overly valued in this branch.

All members look to Ms. Arronchez as a leader, but are reluctant to tell outsiders of her position, since they do not trust many people outside the Church, even members of their own families. Most members are reluctant to volunteer their association to the Church unless they think they might be able to actively recruit someone or if they are fairly certain an individual is a member of another branch. The goals of this branch are to prepare its members for the Great Return, and some of that preparation entails stockpiling food and weapons so they will be able to fight for Coatl when there is dissention amongst the non-believers.

Ms. Arronchez's branch is at a middle level of a pyramidal structure. She has no fewer than five individuals who come in from the surrounding countryside to report to her and to receive instructions from the Great Leaders through her. This branch has worshippers in a small city and a few of the surrounding villages, covering approximately 250 square miles. Ms. Arronchez's branch currently consists of 85 full members, 22 associate members, and 4 individuals that are at the start of their membership. Members in this branch are very dedicated, but also keep a low profile. Many of the members are in dire straits, financially, and as such, are desperate for the support the Church can offer.

This particular branch, with its connections in the criminal underworld, actually has a fair amount of resources at its disposal. A portion of the warehouse contains a stockpile of weapons and food in preparation for the Great Return, and these items are not to be used until that time. Other items can be obtained through criminal circles, and Ms. Arronchez often personally distributes these items. Individuals are expected to obtain all other necessary resources using their own means.

As with resources, the bulk of knowledge comes from criminal circles. This branch sees little need for obtaining knowledge, apart from the opportunity to obtain supplies or to learn about new technology, so there are only a few contacts, and they are used only very rarely. Individual members, of course, have access to their own associates, but there is no group connection to specific contacts within the organization. Ms. Arronchez has access to the Accomplices and Pool Access pulling strings, and employs them as needed. If individual members request assistance, she will consider whether or not their use will benefit the Church and reply within a few days with her decision.

La Paz, Chihuahua, Mexico

This rural La Paz branch places much more emphasis on the supernatural than the El Paso branch, and employs magic to obtain information and to enrich their group. All of the members have known each other for a number of years, and most recruiting is done through extended family connections in the immediate region. The current leader, Jaime Villacruz, is a respected member of the village council as well as a responsible small businessman.

This branch follows the universal characteristic that states that Coatl is God and that He will return to bring glory to his loyal followers. The group structure is roughly that of a cult, and worship takes place every night, without fail. Mr. Villacruz has the role of a benevolent, grandfatherly figure, and encourages his followers to learn from the supernatural world around them. As such, this branch places a great emphasis on magic circles, but does not expect other branches of the Church to follow suit. The nightly ceremonies typically last a half-hour, and are followed by in-depth conversations amongst the members on a variety of topics.

In this region, local residents can fairly readily identify the branch of the Church, but outsiders to the community will not find any listing for the organization in the phone book or through a religious registry. Its existence is spread through word-of-mouth. The residents of the community know of Mr. Villacruz's involvement, and partially

because of his generosity and charm, view the Church as a benevolent group. Most members will not volunteer their association with the Church, but they will also not hide their involvement if questioned. The goals of the Church are poorly understood, due to conflicting reports, but most people see the Church as a spiritual community, nothing more. There are rumors that the Church is preparing for some Great Return, but individuals who are not members of the Church do not understand this reference.

The rural branch of the Church is at the bottom of a pyramidal power structure. Mr. Villacruz reports to a senior church official, and he has no subordinates, other than his church branch members. The branch encompasses a small village and its surrounding rural region -- approximately one hundred square miles. Mr. Villacruz's branch currently has 38 full members, and nine individuals that are in the year-long process of joining the Church. All members of this branch are considered dedicated, and a select number might be seen as absolutely loyal, due to their blood ties with Mr. Villacruz.

This particular branch, with its focus on the supernatural, has some access to items in a paranormal sphere, but they are extremely limited, and generally handled and used only by Mr. Villacruz. He will, on occasion, bestow them on other group members during special ceremonies and other unique occasions. The individual members obtain all other resources.

As with resources, this branch has some access to paranormal contacts. Because of their remote location, these contacts are only minor, and are located approximately 35-40 miles from the village, which makes them difficult to access with any regularity. Again, Mr. Villacruz is usually the repository of information, but he sometimes sends other Church members to speak with the group's contacts. Mr. Villacruz, as leader of this branch, has access to the Supernatural Contacts and Library pulling strings. He is willing to help his branch members using these abilities, although he is hesitant to call on his supernatural friends unless he feels the request is worthwhile. He generally grants open access to any library facilities over which he has jurisdiction.

Church of Coatl

Characteristics
Criminal Syndicate: Individual
Cult: Territorial
Magic Circle: Individual
Philosophical Movement: Universal
Psychic Network: Individual

Profile
Group Identity: Normal
Leaders' Identities: Normal
Members' Identities: Normal
Group Goals: Normal

Structure: Pyramid

Group Territory: Multiple Entity - Country

Membership Size: Large

Membership Loyalty: Dedicated

Resources
Military: None
Intelligence: None
Science & Research: None
Law: None
Criminal: Minimal - Restricted
Paranormal: Good - Select
Civilian: Grand - Restricted

Knowledge
Military: None
Intelligence: None
Science & Research: None
Law: None
Criminal: Minor - 6t
Paranormal: Major - 5t
Civilian: Major - 5t

Pulling Strings
Border Control (Mexico): The Great Leaders have access to this pulling string, which can be accessed only by leaders of each branch. Individual members must appeal to their branch leaders, who may or may not choose to pass along the request. This pulling string is frequently used to transport not only members and their families, but also items of a sensitive nature.

Others: Other pulling strings vary depending on region, and individual branch. Each branch has access to one Paranormal and two Civilian pulling string, usually related to its membership.

Chapter Six

The Circle

Germination

A growing number of people in the environmental movement believe that unless monumental changes are made, the destruction of the Earth's delicate ecosystem is imminent. Humanity has lain waste to nearly every continent it infests, eradicating more plant and animal life than ever before. The endangered and extinct species lists continue to grow, and greenhouse gasses choke the atmosphere.

Several highly placed members of Teal AG, an environmental research corporation, share this view. They have assembled a group of true believers from the ranks of Teal AG's massive science and research programs. This group, known as the Circle, aspires to give Mother Earth the time she needs to heal her wounds. In their eyes, the only way to help is to reduce the global population drastically.

The Circle Grows

Teal AG was bought from a Germany consortium in the mid-80s by an American, Michael Davis. Davis acquired Teal AG for its science resources, media connections, and political ties. After moving the company from Bonn to Northern California in 1985, he replaced key people with his own, and formed the Circle. They began recruiting from Teal's diverse employee base, many coming from progressive backgrounds that condemned destructive eco-practices such as strip mining and clear-cutting of forests.

The group began to investigate biological solutions to the globe's overpopulation in the early 90s. Creating a killer virus proved to be easy, but creating one that would not mutate out of control was not. This last research hurdle has kept them from simply releasing a strain of Hanta or Ebola into any international airport during the holiday season.

Umbra

The Circle views itself as modern day knights, doing what must be done to save the Earth. With Teal AG as a public front, the Circle has nearly unlimited access to vast research, media and political connections. The group targets all political parties and lobbyists that support pro-environmental legislation and uses Teal AG's resources to fund these objectives. The Circle, through Teal AG, has hired several ex-FBI agents and private investigators to collect blackmail material on opposing lobbyists and politicians. This data is used to "persuade" politicians to do more for the environment. All investigators are hired for their skills, contacts and influence. The investigators are not aware of the Circle's ultimate goal.

Profile

The Circle's primary goal is the development of a lethal bacterium or viral agent that will not harm any other species or plant life on the planet, mutate uncontrollably, or be too easy for the CDC/USAMRID to defeat. They are also burdened by the need to develop a vaccine for themselves. All these constraints have increased the difficulty and research time needed significantly. The Circle expects the research could take up to twenty years to complete.

Fearing that the world may not understand or appreciate their ultimate solution, the Circle maintains utmost secrecy about its intents. To the outside world Michael Davis is a well-known CEO, and the public identifies him as a spokesman for the environment. Only the top members of the Circle know that Davis heads up this secret organization. For obvious security reasons, membership is kept very quiet. No one ever speaks of Who's Who in the Circle. This is the quickest way to an early grave, as some have found out. The Circle's ultimate goal is the eradication of three-quarters of the Earth's population. Only Davis and his closest friends know this. They are the Inner Circle. The rest of the membership is unaware of the ultimate goal, but may catch glimpses of odd research requests or other tidbits. Of course, nothing is definitive.

Currently, Teal AG employs over 200 individuals, and within that group, less than half are considered to be part of the Circle. The general membership believes that they are working to make the Earth a better place. Most of the members assume that this involves some form of illegal activity (sabotaging logging equipment, blowing up dams, etc.) and that's why they are not told "everything." They accept this necessity and follow the Inner Circle's requests without question. Members of the Circle are very dedicated, and believe that "the end justifies the means."

Resources

The very nature of the Circle's conspiracy gives the members access to exceptional science facilities and research equipment. Most requests are readily granted to expedite achieving the group's goal. Sensitive data pertaining to the ultimate goal is delayed before it is forwarded so that the Inner Circle can review it, however. The Inner Circle also keeps a tight hold over intelligence assets due to the fact that the investigators are hired through Teal AG and have no knowledge of the Circle's plans. From time to time, Teal AG has had to smuggle rare or endangered botanical specimens into the US. The Circle often uses the smugglers to find "exotic" items or to deliver contraband. As a corporation, Teal AG has a wonderful rapport with the media, but only a select few deal with them directly. Most of the time Davis oversees media events personally.

Knowledge

Teal AG's knowledge base is steeped in science and research. They have numerous research facilities, plus contacts within the CDC and USAMRID, not to mention high-level contacts in other independent research firms. This gives the Circle access to information from outside sources. Likewise, because of Davis's reputation, the Circle has a fair amount of pull in the media. In terms of the intelligence arena, several members are former FBI officers

recruited for their skills and connections. Teal AG also keeps a number of private investigators on the payroll, giving the Circle a wide selection of information sources. Finally, because of their botanical smuggling, they have contacts to the criminal world. Most of this information is related to the black market and smuggling.

Facilities

Shasta Basin HQ: The northern California site is the headquarters for Teal AG and home to an environmental think tank. A variety of research facilities dot the landscape, all within view of Mt. Shasta. Notable resources include a satellite communications suite and two computer research centers with expert systems in genetics and biochemistry. For transportation needs, this facility houses ten electrically powered sedans, six converted SUV's, two Bell 222B-twin helicopters, and one small corporate jet, all of which are designed to be as environmentally friendly as possible. The facility supports 175 specialized staff (scientists, engineer, lab assistants, and security) in addition to a large administrative staff. Of the employees at this facility, only 75 individuals are members of the Circle.

Sankuru Immunology Facility: Located east of Ilebo, on the Sankuru River in Zaire, Africa, this facility does legitimate pathogen and transmission vector research, specializing in Ebola. Currently, researchers are trying to develop a treatment or vaccine for the Ebola-Zaire virus, and have a close working relationship with the CDC and USAMRID. The facility sports an on-site hospital with a level 4 biohazard suite, in addition to a barracks and a satellite communications suite. A supercomputer with expert systems in biochemistry, virology, and genetics is also housed in the facility. On site are 6 doctors, 3 scientists, 15 lab assistants, and 12 security agents that have extensive military training. Of these individuals, all but 1 doctor, 2 scientists, and 5 assistants are members of the Circle. A portable base camp for fieldwork is made available to staff who put in a legitimate request. This base camp is in addition to a large, heavy-duty ambulance ("Haz-Mack") with an onboard level 4 biohazard suite. The Haz-Mack has off-road capability to get it to almost any hotzone in Africa, given time. Additional transportation is provided by a UH-1 Huey helicopter, a Chinook cargo helicopter, and 10 standard SUVs.

Costa Rica: Mainly specializing in reforestation techniques, the Costa Rica facility does some work in botanical pharmacology. This facility is little more than a rented office with some eco-engineers and doctors. The Circle primarily uses them for their smuggling connections.

Training

Davis promotes a healthier existence by encouraging employees to train in Chinese internal and external arts (Chi Gung and Kung Fu respectively). Chi Gung gives individuals greater control over their energy flow, and has been described as the first step towards immortality. The ability to obtain control over one's energy also boosts one's physical strength and willpower. This training becomes apparent should anyone engage a member of the Circle in hand-to-hand combat or use torture/drug therapy.

Alien Involvement

The ultimate goal was expected to take twenty years to come to fruition. All that changed with the "acquisition" of some advanced biotechnology from USAMRID. The Circle is unaware of any alien influences on Earth, so it assumes that this technology is military in origin.

The Circle's ultimate goal would definitely further the Saurians' agenda. Because the lizard aliens have not made any overt moves to co-opt the Circle, it is assumed they are unaware of the group. That may be a misconception.

The Circle

Characteristics
Defenders: Universal
Investigation: Territorial
Paramilitary: Territorial
Political Parties: Territorial
Research Institutions: Universal

Profile
Group Identity: Covert
Leaders' Identities: Public/Covert
Members' Identities: Covert
Group Goals: Covert

Structure: Pyramid

Territory: Single Entity - Global

Membership Size: Small

Membership Loyalty: Dedicated

Resources
Military: None
Intelligence: Mininal - Select
Science & Research: Grand - Restricted
Law: None
Criminal: Mininal - Select
Paranormal: None
Civilian: Good - Select

Knowledge
Military: None
Intelligence: Major Contacts - 5t
Science & Research: Deep Infiltration - 7t
Law: Minor - 6t
Criminal: Minor - 5t
Paranormal: None
Civilian: Major Contacts - 7t

Pulling Strings
Chemical Stores, Dangerous Virus, Laboratory, Funding - Excellent

Chapter Six

Directorate X

Directorate X is slowly resurfacing as a major power after having been forcibly removed from "official" existence while at the height of its power. Operating as an elite enforcement arm of Project Rasputin, they were suddenly and violently stripped of the very reason for their existence when a non-aggression pact was signed with the Greys. Most Directorate X members took advantage of their considerable resources at that point, and swiftly moved underground, cutting all ties to protect their continued existence. Following the fall of the Soviet Union, its members were free to move about the world and to recruit additional members and allies.

History

In 1978, the autopsy of a Russian postal official revealed the presence of mechanical implants of an extraterrestrial origin. While a number of subprojects of Rasputin were investigating UFOs and the possibility of alien life, this evidence confirmed it once and for all. Within a month of this finding, all psi-research was pushed even further underground and Andropov declared a new focus for Rasputin. A systematic examination of all high-level researchers and officials was instituted to determine who else had been implanted. Orders were issued to remote viewer teams and telepaths to find out everything that they could about these aliens. The KGB employed any and every means to secure this information.

The next year, Directorate X, or the Tenth Directorate, was formed and recruited top scientists and crack special forces troops. Its mission was to develop methods of finding UFOs. Although initially the goal had been to open communications with the aliens, intervening incidents (still classified) changed this focus. The Directorate was soon tasked with destroying any UFOs discovered. Among the members was a former submarine captain with the Soviet Navy. He helped develop a technique for tracking and locating unidentified submersible objects (USOs). This method was released in a manual to the most trusted submarine captains. Despite the increase in security, rumors continued to trickle out of Russia that showed that the Soviets had made significant advances in psychic research. In 1979, rumors of an experiment at the research Institute of Psycho-Neurology at Kharkov University began to surface. It was reported that a human psychic had linked to the brain of a dead rat and had controlled its muscular contractions for nearly 3 minutes.

From the very beginning, Directorate X was supplied with the best scientists, the best troops and all the money it needed. Directorate X first set up bases in remote regions to research evidence of the aliens, but soon realized that they could be easily located that way. They began working from planes, staying only for brief periods at existing air force bases. In this manner, Directorate X became the first mobile organization with no fixed address. Their psychics worked hard first to become invisible to the Greys and then to develop methods of hurting them.

Directorate X put all their power to bear in learning ways to have an impact on the Greys sufficient to deter their activities and to strongly encourage them to remove themselves from Earth. Purely by accident, they stumbled across an insidious form of beamed telepathic torture (later dubbed The Raukov Protocol) that resulted in the complete destruction of a Grey base, located in the Ukraine. This event, in August of 1988, demonstrated quite clearly to the Greys that Directorate X had discovered a way to annihilate them. Working quickly, the Greys manipulated and maneuvered their way to the leaders of Project Rasputin, completely bypassing Directorate X. The Greys and leaders of Project Rasputin coordinated a joint meeting, with the Soviet Air Defense Command Center as an agreed-upon neutral meeting site. There, Soviet officials signed a non-aggression pact that stipulated the cessation of abduction of Soviet citizens, the removal of all Grey bases from Soviet territory by 1990, and the agreement that the Raukov Protocol would never be used again. Both sides also agreed to maintain complete secrecy of the meeting and the treaty. Members of Directorate X were informed about the treaty only after it had been signed, and were ordered to comply or suffer the consequences. Steps were taken to dissolve the Tenth Directorate and to re-integrate former members into other divisions of Project Rasputin. Bitter and betrayed, over 90% of Directorate X members disappeared from view in less than a week. Within another week, of the 10% that remained, only a handful survived following a rash of deaths attributed to natural causes.

After the collapse of the Soviet Union, members of Directorate X were unsure just how the Greys would react. Instead of sticking around to find out, the majority of Directorate X went underground and kept tabs on events from remote bases. They were able to pull on a few resources from remote contacts in the military and the KGB, and together they formed a loose alliance to trade equipment and vehicles for some assistance in smuggling important military personnel and KGB agents to safer areas of the countryside. Directorate X agents were able to assume some of these individuals' identities for short periods of time to garner further assistance without compromising their own security. After the immediate crisis, Directorate X members once again, blended into the woodwork to keep an eye on unfolding events. To this day, Directorate X remains in existence, although their guise these days is more often that of various Russian organized crime syndicates. Officially, there are no Directorate X members, they have all scattered to the winds, using a kind of psychic Internet (developed internally) to keep in

touch and get back together for operations. Even with this kind of communication, members are very secretive and usually only work with individuals they either know first-hand or who have a common connection to a colleague.

Directorate X members know of Aegis and Black Book, but they are hesitant to make contact with either. Project Rapustin's betrayal of Directorate X leads them to believe that Aegis is not to be trusted, since their former comrades seem to have been welcomed with open arms by them, and may have already tried to sell Directorate X out to Aegis. They know that Black Book appears to have some kind of treaty with the Greys and that joint Grey-Black Book operations are relatively common. Aegis seems to be more independent and secure, but Directorate X members value their own mobility and secrecy above all else. At the heart of the matter is a bitter tenacity to be independent and free from "outside forces." They have been betrayed by "higher-ups" before. At this point, Directorate X has worked incredibly hard to build its power base and isn't about to share it with anyone without some kind of return.

In recent years, Directorate X has learned something about Saurians and Atlanteans through their own operations and through infiltration of Aegis and the Black Book. These aliens appear to be Voids, however, so Directorate X has been hindered in gathering intelligence on them. In all, Directorate X considers the Saurians and Atlanteans to be minor threats compared to the Grey menace. However, their limited and outdated information makes it difficult for them to gauge the relative strengths of these two groups, and heretofore has created gross underestimates of these group's infiltration and impact on human affairs.

Current Activities

Directorate X has recently been rejuvenated by the discovery of a hidden colony of psychics tucked away in Siberia. In the late 1930's Stalin launched a major witch-hunt for anyone who claimed to possess paranormal powers. Individuals who publicly admitted to superhuman abilities were either executed or banished to Siberia. A group of almost fifty individuals were segregated from others in a work commune, and over half of them possessed strong psychic powers. After half a century of inbreeding, they have produced about 45 talented psychics, all with a strong desire for revenge for their lot in life. Two years ago, Directorate X operatives stumbled across this group, and have been actively recruiting their members and attempting to introduce them into society, so far with little success due to their isolationist natures.

Directorate X members continue to experiment with use of the Raukov Protocol, training all of its members in its use, at least in theory. They are careful not to use it unless it is an emergency, since it is an all-too-easily-spotted flag of their continued existence. Any usage of the Raukov Protocol must be reported to two other groups who work to protect the larger entity from discovery in the event that the compromised group is captured.

Members hide out in remote and desolate areas as well as in plain sight in large cities and towns. They work together in small teams who generally have trained together for years. With the influx of new blood, some methods are changing to incorporate new members, but for the most part, active operatives in the field have been extensively trained to work in concert. Members usually have old equipment, patched together with outdated spare parts, but for the most part, this is all too common in the former Soviet Union, so this is not remarked upon. They often feel they are running out of time as the number of complicated changes in world order and technology pass them by and make it increasingly difficult for them to complete their goals of ridding the world of the terrible Grey influence. What good equipment they have is allocated specifically to teams who are in active confrontation with aliens, and standing orders are for any member to turn over their best equipment to any member who can demonstrate this need.

Group Characteristics

Above all else, Directorate X's primary objective is the liberation of Earth from the alien influence. The common belief is that aliens' only motivations are to destroy humanity, and thus, the only appropriate response is to retaliate as quickly as possible, before they become too entrenched. Directorate X is heavily involved in a number of psychic underground movements, and every team has a healthy respect for psychics and regularly includes psychics as part of operations. Members of Directorate X are constantly searching for ways to rid Earth of the alien infestation, and they use a wide range of techniques. For example, several of the older holdings of Directorate X have access to KGB files, and use techniques from the Intelligence community; newer groups may use their criminal connections to access information on alien technology or movements. Within each branch, individual members may ascribe to the belief that the best way to be rid of the aliens is to expose them to the public, but this mentality is not prevalent in all of Directorate X. Likewise, some branches emphasize paramilitary activity, stating that terror is the "only" option to dealing with the aliens.

Profile

The public knows absolutely nothing about Directorate X. Intelligence agencies that pride themselves in knowing who is who in the game of espionage and secret organizations are almost as clueless as the public. Very thin rumors exist of a shadow group, but what their objectives are, their membership, and who leads them are all blanks. For the most part what little is known of Directorate X seems to imply that it is just an organization of thugs and criminals. Those few secret organizations that suspect more are concerned because they know so little and don't have a clear idea of what this unidentified power player is after.

Even within the ranks, knowledge of who holds leadership positions remains a mystery due to a psychic network the members have set up. The original members from the Soviet Union meet using ORV and ERV, thus minimizing direct contact with the teams. As new groups, called Guards (see below) are formed, they are brought into contact with the larger network, thus establishing almost immediate contact with any other member in the network. As a consequence, members would be more likely to rec-

ognize one another on the street by their psychic auras rather than their physical appearances. The members themselves are hidden in shadows; most are criminals on the run, or have faked their deaths, or have been underground for so long that no one cares.

Within the group, however, members are all made aware of 3 goals: 1) Alien eradication (Humanity is threatened by the aliens upon this planet and forcing them to flee or killing them are the only options left to save humanity) 2) Recruit new members (Directorate X suffers from the lack of membership, and hence, manpower, and therefore is in the process of executing a massive recruitment program) 3) Gain resources (Through blackmailing, theft, and new members' contributions Directorate X is working on building an infrastructure of support.)

Structure

When Directorate X gathered what resources it could and fled the scene of the collapsing Soviet Union, they were nothing more than a rag tag group of rebels. The first year was hard on the organization, with relocation, no set headquarters, and internal conflicts. Directorate X is essentially self-governed, partially due to the fact that the leaders are hidden in shadow, which makes it difficult for the overall organization to have a designated group of leaders; plus with the importance the group places on mobility, it only makes sense to make each branch autonomous. Directorate X spread to the four corners of the world when the Soviet Union collapsed in 1990. Now they work at finding the holds of aliens and building an infrastructure for their conspiracy. Agents were sent to each of the major countries to begin recruitment and building of teams and branches. After fleeing with around 200 members, the Directorate is now nearing the 1000 mark. Members of Directorate X often do not know their superiors, and hence have no personal loyalty, but they are fiercely dedicated to the cause. They do have a healthy respect for their own skins and, as such, cannot be considered to have an absolute loyalty.

The typical Directorate X member is older (over 35). She is a combination psychic, scientist, and soldier, meeting the rigid training requirements of the group. Directorate X operates in cells of three to eight, but psychically have contacts in at last three other cells. This way they can never be completely isolated. Their exact agenda is not entirely known, and at least some are quite insane. The newer members are recruited from carefully selected individuals. Directorate X initially preferred to do extensive background checks and monitoring of potential members, but over time, they have been forced to become more relaxed about their review of candidates in order to keep the organization going. Some remote groups are able to get by with kidnapping children who show psi potential, but then they are burdened with raising and training them as well, and they often lack the resources to do so. Some groups have gone so far as to recruit individuals with potential psi, which they then attempt to trigger through drugs. If the effect is less than desired, more ruthless groups execute the potential member; some others simply erase the affected memories and send the individual back home.

Current estimates place approximately 60-75% of all members as having some kind psychic talent, even if this power is latent. Some members are tied to the group through family or through other alliances, and so some of these individuals are used for different mission types than psychics. Directorate X also has a handful of Void members, who are specifically recruited for confrontation with Greys. More often than not, these individuals are incredibly depressed and disaffected with life and often see their role as a suicidal one, which many see as feeling like they have some purpose in life.

Members generally act in groups up to 10 individuals called the Guard, with a trio of individuals that governs the actions of the Guard. This "triad" consists of three key positions: Director, Fixer, and Captain. The Director is the leader of each group; she is always a remote viewer so she can contact the Directorate. She alone holds the details of each mission, and when not on assignment determines the actions of her Guard. Typically she demands absolute loyalty of her followers as she is all they know (and probably ever will know) of the Directorate hierarchy. She is usually referred to as "Director" or using the title of Director followed by her name. The second position of the triad is Fixer, who is in charge of recruitment and supplies. It is his job to gather potential members, do background checks, manipulate/bribe/blackmail whomever to gain the needed supplies, and handle the transportation of the Guard. The Fixer is almost always a member of the country in which the group is operating, and has been handpicked by the Director. Most Fixers have some connection to the criminal communities of the area the group operates to help "facilitate" the needs of the group. The last member of the Triad is the Captain. On any mission the group takes, he leads the members, coordinates movement, and is the only member of the Triad to actually go into the field on dangerous missions. He also is responsible for the training of all new members. While not always so, the Fixer and Captain are usually at least latent psychics under the Director's training.

Resources

Directorate X has sparse resources at its disposal. In general, it relies on each individual team to come up with the resources necessary for any given mission. The one arena in which it does have a decent selection of resources is in the paranormal field. Between their investigation of alien activity and their use of psychic powers, select members can receive 4RP of paranormal resources per month by achieving a Df3 C-Inf (Dir X) test. Thanks to criminal circles, resources obtained allow for specific members to request up to 3RP of criminal resources per month by passing a Df3 C-Inf (Dir X) test. Directorate X has a few odds and ends related to military and intelligence areas, usually leftovers from old contacts or the results of finally cashing in on information decades out of date. This allows select members the ability to request 3RP per month of military or intelligence resources by taking a Df4 C-Inf (Dir X) test for each type requested. Directorate X has no resources in science & research, law, or civilian fields.

Knowledge

Directorate X has deeply infiltrated the criminal underworld through a massive recruiting of suspicious individuals with few scruples. Its ties to several criminal organizations put it in a position to obtain obscure knowledge about this slice of life. In paranormal circles, Directorate X is very careful to keep a low profile, but with its expansion to infiltrate all areas of the globe, specific effort has been directed at getting their fingers into as many research projects, experimental teams, and theoretical discussions as possible. Directorate X has a wide range of contacts through not only the military but also in intelligence fields. These contacts provide a variety of information, depending on the agencies accessed. Directorate X has no knowledge about the science & research, law, or civilian fields.

Final Comments

Overall, Directorate X is a struggling group of intense psychics who are willing to do anything to reach their somewhat-altruistic goal of eliminating the Greys from Earth. They are hard pressed for resources and members, and are becoming a little sloppy in their recruitment in order to get fresh bodies. They are quite capable of being ruthless and if they ever found a traitor in their midst, she would be dealt with quickly and harshly. This group has a lot weighing in the balance and could be a powerful ally if someone could win their trust, but this is an awfully tall order to fill given their level of paranoia and distrust.

Directorate X

Characteristics

Anti-Alien: Universal
Criminal Syndicate: Territorial
Information Liberation: Individual
Investigation: Territorial
Psychic Network: Universal
Paramilitary: Individual

Profile

Group Identity: Covert
Leaders' Identities: Shadow
Members' Identities: Shadow
Group Goals: Shadow

Structure: Self-governed

Territory: Multiple Entity - Global

Membership Size: Medium

Membership Loyalty: Dedicated

Resources

Military: Minima l- Select
Intelligence: Minimal - Select
Science & Research: None
Law: None
Criminal: Good - Restricted
Paranormal: Grand - Restricted
Civilian: None

Knowledge

Military: Major Contacts - 5t
Intelligence: Major Contacts - 5t
Science & Research: None
Law: None
Criminal: Deep Infiltration - 7t
Paranormal: Deep Infiltration - 6t
Civilian: None

Pulling Strings

Accomplices: All members can obtain accomplices, and if no member of the group has the Criminal Sphere of Influence, then the Fixer can contact another member who does. This person will request the accomplices, and their arrival is delayed by 24 hours. Otherwise, this pulling string operates as described in Chapter Five: Capacities.

Criminal Resources: Access is available only to members with the Criminal Sphere of Influence. Otherwise, this pulling string operates as described in Chapter Five: Capacities.

Fringe Culture: Access is available to all members. Otherwise, this pulling string operates as described in Chapter Five: Capacities.

Psi-Labs: While Directorate X has no facility per se, they have created spots around the world where they focus on teaching and improving all members. These facilities range from private homes to abandoned warehouses. Any member can attempt to gain entrance into one of these labs by having his Director place a request on his behalf. The labs are Excellent in quality and thus require a successful Df3 C-Inf: Directorate X test. If the character fails his Influence test, the Director feels that he is not ready to go, or refuses for some other reason.
Directorate X labs typically teach Apportation, Bilocation, Bio-Information Transfer, Bodywork, CRV, Dermo-Optics, Divination, ERV, Levitation, Micro-PK, ORV, Psi-Interception, Psi-Warfare, Psychometry, Remote Cardiac Manipulation, Remote Influence, Scrying, Telehypnotism

Psychotrons: Only available to members who have been with Directorate X for over two years and have proven their loyalty to the satisfaction of their Directors. Otherwise, this pulling string operates as described in Chapter Five: Capacities.

Chapter Six

The Forever

"Normal humans come and go like mayflies. You won't like everyone here, but it's refreshing to know someone who is around long enough to hold a decent conversation. Many of us have nothing in common, but we're going to be bumping into each other for the next few thousand years or so. Even if you don't much like somebody, after you've known them on and off for 400 years you get used to seeing them and look forward to having them around. Remember that almost everyone here takes the long view about most things. It's the only way to survive. Unlike the Monsters and the Eternal Ones, we can still die. One bullet, one slip in a bathtub, and 1,000 or more years of life end in an instant. All of us who have made it past our second century have learned this lesson exceedingly well."

-- Immortal Creed

Overview

One of the most enigmatic and possibly one of the oldest magical groups, the Forever is nothing less than an organization of immortals and near immortals. The origins of the Forever are lost in history. Even before humans gained freedom from their Atlantean masters, a few humans had mastered the difficult and complicated magical rituals to extend life and maintain health. With the development of alchemy (see Bodyguard of Lies 2: Mokole), even more humans became immortal. All of these immortals were highly skilled occultists. While the rest of humanity aged and died, these individuals lived on, continuing to learn and to accumulate wisdom and experience. In time, these immortals and those that followed them grew apart from the rest of humanity. Some became extremely eccentric and reclusive, or eventually commited suicide or died of carelessness as loneliness and boredom sapped their will to live. Some sought out each other's company. The Forever was born out of one such gathering of immortals.

Because of the supreme importance placed on continued existence, the first rule of the Forever is never to kill or seriously harm another immortal. Pranks, even significantly dangerous ones, are acceptable, but murder is not. Any Immortal found guilty of such an action is killed. So as not to break their own rules, members of the Forever agree to make arrangements to have the murderer killed by normal humans. In the history of the Forever, only three members have ever broken this rule, resulting in two arranged murders. In the third case, the member ritualistically committed suicide in the presence of two fellow members after one of his jokes went too far and resulted in an accidental death. Also, because of the importance placed on maintaining the secrecy of the Forever, any members who, through their actions, threaten that secrecy are dealt with harshly. For example, members who become corrupted are immediately brought in for questioning. Typically, these individuals are cured using the formidable resources of the organization, but those who cannot be cured, or who refuse treatment and cannot be captured, are killed.

Membership is extremely exclusive -- only individuals who have developed some form of personal immortality or life-extension may join. Some members recruit promising young students and teach them some form of magical or alchemical life extension, often after an apprenticeship of a few decades. The Forever is one of the most eclectic magical groups known. The membership consists of a diverse group of alchemists and Taoist, Caribbean, and Ceremonial magicians, along with a smaller number of Shamans. Most members use their abilities primarily to ensure their continued prosperity and survival and are as careful about the magic they cast as they are about every other activity.

Structure and Demographics

The Forever is a very loosely organized group with a rough hierarchy based on age. The oldest members are at least 2000 years old and a few claim to be significantly older. Members come from all over the globe, but most are from the settled urban regions of the world. The Forever is largely a mutual-aid organization that is composed of people who are essentially drawn together because they shared a drive to find a way to live forever and managed to achieve their desire. As a result, a greater degree of organization or more unity of purpose is essentially impossible. Members periodically appoint themselves as managers or guardians of the Forever. These individuals keep track of the organization's resources and actively work to prevent its discovery. As long as the managers do their job effectively, their positions are not challenged. If they prove incompetent, they are asked to step down.

Any mortal who discovers the existence of the organization and asks to join is carefully watched. If the person proves both trustworthy and sincere in their desire to live forever, an immortal will usually take them on as an assistant. After several decades of service, such people are granted the opportunity to achieve immortality. If they prove untrustworthy or incompetent, they are killed, or portions of their memories are erased. Non-humans have a much more difficult time. A few ghosts have been allowed to join, but only if they are truly exceptional individuals. Incarnate are flatly refused admittance. The members of the Forever realize that even the sanest Incarnate will eventually succumb to the madness of their archetype as the decades and centuries pass. Indeed, many members of the Forever regularly kill any Incarnate they encounter.

Many of the older members have had some contact with the Atlanteans, who they call "the Eternal Ones." Members of the Forever deeply distrust the Eternal Ones, both because they are Voids and because of legends passed down by the oldest members about how the Eternal Ones once ruled humanity. Eternal Ones and members of the Forever largely avoid each other, but there have been occa-

sional conflicts. In some instances, a few of the Forgotten, ignorant of their true nature, have asked to join the Forever. These requests are usually granted, in part because such beings are useful allies against the Eternal Ones. Most members of the Forever understand that the Forgotten are Eternal Ones with their memory stripped away, and make it a practice to inform any Forgotten who wish to join of this fact. However, since Forgotten are incapable of learning magic, they are looked down upon by many members and tend to be regarded by some as lesser beings.

Starting in the mid-19th century some Eternal Ones began implanting nanotechnology in humans. While most humans who have been given access to nanotechnology are loyal servants of the Eternal Ones, a few have managed to obtain it by more nefarious means or as a reward for a short term of service. Since humans who receive Blood Surgeons become ageless and immortal, there are now several dozen such individuals, including a few who are over 150 years old. Humans who gain immortality though nanotechnology are given the opportunity to join the Forever. Most who join begin to learn magic, because magical ability and age are the two primary measures of status in this organization. Today the Forever has more members than ever, with a membership of around 1400 humans and 17 ghosts.

Profile

The Forever is primarily a mutual assistance organization that is dedicated to aiding the members in their goals and protecting them from exposure by the outside world. The most important goal of the organization is to guard the safety of its members. While some of the members are pacifists and seek non-violent means to resolve possible threats, others regard ordinary humans as little more than interesting distractions and will calmly destroy them if necessary.

Members of the Forever have access to extensive knowledge due to the large collections kept by many members. Such collections are made available to each other on a regular basis. For the most part, individuals in the Forever willingly contribute odds and ends to members who ask, but the group has very few cohesive goals. Furthermore, the mere logistics of moving items around the globe often means that there is some difficulty in transporting goods. Similarly, although the Forever have a vast amount of knowledge in the form of historical texts, they have a more difficult time obtaining knowledge through the use of personal contacts unless it is second or third-hand through their assistants or junior members. Finally, younger members of the Forever often lack the linguistic skills to translate written works that are centuries old, from all parts of the globe.

Since most members are over a hundred years old and some are more than a thousand years old, threats are often interpreted quite broadly, and long-term planning is extremely common. Some Immortals will rapidly deal with a threat posed by a social movement that might possibly become dangerous in two or three decades. Also for many in the Forever, anything which might cause massive death or social upheaval is considered a threat because such events could indirectly harm the members. As a consequence, the motivations of many Forever are very difficult to understand or comprehend, and many of them seem capricious at best. In this, they sometimes may be confused with the Atlanteans, who work independently and for reasons known only to themselves.

Generally, members of the Forever have some kind of natural curiosity, especially if they are over 300 years of age. It is understood in immortal circles that to live past the age of 300 is indicative of truly long-term survival, since at that point the member has watched enough history pass to have learned to be apart from the world. During the first 100 years, most of the Forever endure the deaths of all of their closest friends and relatives. In the second century, an immortal must learn to find something that interests her or intrigues her, beyond the pursuit of companionship. Most humans who live more than a few centuries become deeply obsessed with a small number of pastimes and only worry about other events which directly impact their lives. Since each of the members has different interests, getting members to work together on any project not directly related to mutual survival is difficult. There are small groups that form amongst members on certain issues or following lines of research, but these groups spring into existence and fade away over time.

Threats to human sovereignty on Earth, whether from aliens, demons, or the Incarnate are usually also seen as a threat to these immortals. Again, while members of the Forever have some knowledge of the Eternal Ones, they do not know of their alien origin. In their collected works, the Forever only have a smattering of references to the Eternal Ones, and their best guess is that these other immortals are some kind of offshoot of early humanity. They also have some information about the Pilosi, but most of the members who once had contact with the Pilosi believe them to have become extinct many centuries ago. If some of the Forever are still in contact with the Pilosi, they are not telling anyone -- even fellow members of the Forever. Several members of the Forever have made contact with the Saurian Dreamspeakers, but only know that they are an obscure religious sect that has a number of odd magicians in their number. None of the Forever realize that the Dreamspeakers are not human.

In the 20th century, Earth has been visited by both the Saurians and the Greys. Some members are aware of such activities, but not of their true nature or extent. Some believe they are aliens, others theorize that they are some new form of Incarnate. Like everything else, some members see the strange incidents as a threat to be rapidly dealt with, while others counsel that these problems have been going on for less than a century and will likely vanish in a few decades. Even so, an increasing number of members have begun to investigate these incidents. They know that some humans are working with the aliens, but have not fully distinguished Aegis from the Black Book, or any number of other human secret societies.

Activities

The Forever, with its expertise garnered over the centuries, makes it possible for certain people to simply disappear. Prior to the 20th century, vanishing was extremely easy for anyone with the price of a ticket to another country, or even another state. However, beginning in the last decades of the 19th century, improved record keeping and shared information have made disappearing increasingly difficult. A number of the Forever worked to become specialists in creating this "disappearing act," using documents and records. They discovered it was not only possible to disappear themselves, but that they could make others disappear as well. In time, it became a distinct advantage to have such impersonal records and increasing geographic mobility, since it was harder for a person to be truly noticed by the immigration clerks.

Following the stock market crash in 1929, and the upheaval of two World Wars, a number of the Forever experienced serious setbacks in their fortunes. Used to having access to great wealth, they began to cast about for ways to rebuild their fortunes. Soon, a number of the members of the Forever began providing new identities for wealthy people that wished to disappear and have a new life. Since most members of the Forever use these same services every few decades to conceal their immortality, the network was already in place.

They will happily help anyone disappear, provided she can pay a price of no less than $1,000,000 in cash. In return for this fee, those involved fake the individual's death and provide them with a new identity. Since this service was started in the early 1930s, it has helped more than 400 wealthy individuals vanish. So far, none of the Forever's disappearances have been uncovered. The members involved in this operation make sure to always use different methods and assistants than those used to help create new identities for the members, and all transactions are brokered by mortal assistants and potential recruits. However, everyone involved in this venture realizes that the discovery of even one disappearance could jeopardize the entire operation and might possibly put the Forever itself at risk. Knowing the dire consequences to their lives of such a discovery (surely the other Forever will impose the harshest penalty -- death), those involved in these activities are exceedingly careful.

The service is known as "Shuffling," and with a very few exceptions it is offered to prospective clients rather than to those who actually seek out the Forever. The whole procedure is very secretive and in most cases it is conducted exclusively by scrambled telephone calls, blind drops and post office boxes. Often the client never encounters a member of the Forever. In general, the Forever helps embezzlers, burglars, crooked accountants, wealthy dilettantes trapped by unfortunate marriages, people seeking to leave a life in organized crime, and rich people seeking to avoid creditors or prosecution for financial crimes. However, someone who shoots a Mafia Don or who kills three FBI agents during a daring daylight holdup will not be helped by the Forever, no matter how much money they offer. The Forever carefully investigates all of its potential clients and refuses to take any case that seem too dangerous.

The Forever does occasionally make mistakes, however. Last year, the Forever helped Janice Tanner, a wealthy Grey-Human hybrid, disappear from the Black Book agents who were following her. Having no knowledge of such hybrids or of the true nature and extent of the Black Book, the Forever compounded their error by failing to exhaustively conduct all possible background checks. The Book now suspects some outside influence is behind the disappearance of Tanner, although they know little more than that. Additionally, one of the younger members was recently contacted by Aegis and hinted at the group's

Shuffling services. As a consequence, Aegis has begun an investigation, mostly to insure that individuals they are keeping an eye on are not Shuffled.

The Forever have other abilities, ranging from a wide variety of contacts and numerous sophisticated mundane resources to the ability to alchemically create a body which is an identical duplicate down to the genetic level. The capabilities must be bartered for between the Forever.

Outside Relations

Some Aegis operatives recruited from CAPS and other occult organizations have heard stories of the Forever, but no one in Aegis has any concrete information about the group. Recently, a few members of the Forever have made limited contact with Aegis and several members and apprentices have secretly joined. However, they have not revealed their true nature or affiliation to anyone. Actively infiltrating the Forever would be a very difficult and dangerous task, but some members of the Forever do seek out skilled magicians to serve as apprentices, so this is a possibility. Aegis, using its contacts in CAPS, has made contact with several of these magicians as well as a few of the Forever's younger members. While the true nature and extent of the Forever and Aegis remain closely guarded secrets, both sides have exchanged useful information, and this tentative alliance is likely to continue. However, all such contact is done without either the knowledge or the permission of any of the more senior members. Many of the older members are somewhat paranoid and might seek to limit any contact with Aegis or any similar group unless such contact was presented in a highly positive light.

The Forever itself is unlikely to ever formally ally itself with any mortal organization. However, it shares a number of common interests with Aegis, and individual members of the Forever might well be convinced to work with Aegis. However, if Aegis agents attempt to expose the true nature of the organization or begin to uncover the identities of its members, the agents involved will likely be dealt with as harshly as any other mortals who threaten the group's secrecy. Members of the Forever could become potent allies or dangerous enemies, and it is quite possible for some members to be working with Aegis while others actively work to keep Aegis from uncovering their secrets.

With respect to Black Book, the Forever might also be willing to work with them; however, their relative lack of magical knowledge and respect for the supernatural tend to place them in an inferior position to Aegis, or indeed, any organization that values magic. Overall, the Forever does not operate as a single entity, and each member interprets every situation as he sees fit, so any individual member might become involved with a variety of organizations.

The Forever

Characteristics
Criminal Syndicate: Individual
Curiosity Seekers: Individual
Financially Motivated: Territorial
Magic Circles: Universal
Philosophical Movements: Individual
Research Institution: Individual

Profile
Group Identity: Shadow
Leaders' Identities: Shadow
Members' Identities: Shadow
Group Goals: Covert

Structure: Self-Governed

Territory: Single Entity - Global

Membership Size: Large

Membership Loyalty: Mixed

Resources
Military: None
Intelligence: Minimal - Restricted
Science & Research: Good - Full
Law: None
Criminal: Good - Restricted
Paranormal: Amazing - Full
Civilian: Grand - Limited

Knowledge
Military: None
Intelligence: Minor Contacts - 4t
Science & Research: Major Contacts - 5t
Law: None
Criminal: Minor Contacts - 5t
Paranormal: Deep Infiltration - 6t
Civilian: Major Contacts - 5t

Pulling Strings
Translators, Safe House, Library, Cleansing Retreats, Pool Access, Trait (Favors), Ear to the Ground, Trait (Wealth)

Chapter Six

The Hand of Moloch

History

The Hand of Moloch began as a countermeasure against enemy actions in the dark jungles of Vietnam during the American-Vietnamese conflict. For a time, the Vietcong forces displayed extraordinary effectiveness that could only be based on superior information gathering, and impossible maneuvering. The shadow players in the halls of the Pentagon had an idea of what was going on, and thus a project was born from minds of those many would call mad. Project Subtle Flame began to gather men with the strongest wills, deepest faiths, and toughest psyches. The goal of the program was to train 200 men in the basics of the occult to counter the Vietcong sorcerers who were believed to be thwarting the U.S. war effort.

The men were broken into small teams and split up, no two teams knowing who made up the others. The operational aspect of Project Subtle Flame, Operation Napalm Supplement, was a success, and while the war effort continued to be a losing battle, the VC occultists lost their edge over the U.S. military forces. Needless to say, a great number of horrors were witnessed by the men in the operation, and many of those who didn't die became corrupted, an unforeseen consequence resulting from a lack of knowledge about the supernatural. Some of these men formed an organization after they left Operation Napalm Supplement, seeking to delve deeper into the occult and gain the aid of the dark entities they'd called upon to help them. The government was ignorant of these men's secret pacts, one of which was to a dark spirit. The entity was named Moloch, a pagan god of flame and destruction, and it had aided the men in a time of need by causing their enemies to burst spontaneously into flame.

Motives

A great deal of time has passed since the formation of the Hand of Moloch, and most of the original leaders have passed to the other side. Only one man, Robert McDonald, was left behind. McDonald's force of personality has brought a new breed of leadership into the cult, and its numbers have grown. This is all the more frightening since he has yet to retire, and is still a General in the U.S. Army. McDonald has a hate for the government and what it did during the war, and revels in causing disorder against those who try to control, who try to "own." He has had no difficulties using this calling alone to bring others into the fold. While anarchy isn't a universal call, it is common enough among members. One common bond which is universal is following the call of Moloch, who promises to bring redemption, and defeat of all opposition through its holy flame. Studying the occult binds a few members together as they search for a ritual to bring forth Moloch in physical form, but most of the cultists are unaware of this research. In

fact, most of the lower members are more interested in using Army surplus for terrorism in the name of their personal "savior," Moloch. They fervently believe that if enough carnage is caused, the world will be prepared for Moloch's coming.

The Hand has a good deal of occult power, and that power is boosted by human sacrifices. While the specific number is not known, McDonald believes that after a certain number of violent deaths (sacrifices), Moloch will "come forth" into our world, where he will crush the enemies of the Hand and usher in a new age of strength for the United States. No longer will the country be run by a partisan democracy, but instead it will become united under Moloch's hand. From there the world will tremble, and Moloch will conquer nation after nation. Again, McDonald doesn't have the details of this process, but is making sure that Moloch's followers are ready when the time comes.

There are rumors amongst the cult's lieutenants that McDonald was actually corrupted at some point in his past, and has developed an insane desire to rule (becoming a God-King Forsaken, in Queens Tome parlance). This has not been verified, nor have the lieutenants with the suspicion pushed very hard for the information. If so, McDonald has the potential to be one of the most successful Forsaken in a long time. It has also been rumored that Nicole Allen, SunTech CEO and one of the Hand's leaders, is a Psychic Void, and is not involved much in the supernatural aspects of the cult. Further, it is not clear if she even fully believes in Moloch's coming. What this says about the relationship between McDonald and Allen is unknown, but it is clear that Scott Graham, the third of the group's leaders, has more than a few doubts about Allen's loyalty. At this point, however, no one in the cult is questioning McDonald's acceptance of her leadership.

Notoriety

The Hand obviously cannot withstand too much scrutiny due to the massive illegality of most of its actions, and thus it is hidden from the public view. It is clear that organizations like the Montague Club and CAPS are aware of the cult's existence, but they have been unable to penetrate anything but the outermost layers of the conspiracy. The leaders of the cult are likewise hidden, although they are public figures themselves. Robert McDonald is a low key General in charge of a logistics program for the U.S. Army. Scott Graham is a mid-level member of the Bureau of Alcohol, Tobacco, and Firearms, and he leads a sizeable strike team that handles firearms traffic in Washington D.C. Nicole Allen is the CEO and owner of SunTech Industries, a high-tech weapons firm. None of these individuals are known outside of the cult as Hand members, but inside the group all are known as the chief executors of Moloch's will. Members of the Hand of Moloch have likewise infiltrated other government and civilian agencies with the goal of overthrowing the government from the inside when the time comes for Moloch to take over. None of the cult members would reveal their association, as they know the penalty for such treason is far worse than death.

Leadership and Members

Robert McDonald has spent years in the Army searching out other black projects, using Project Subtle Flame as a springboard for his investigations. The things he has found have given him exceptional blackmail defenses against those who might try to stop his efforts. He has even discovered evidence of another conspiracy much larger than his in the U.S. Army (the Black Book), and has used that knowledge to gain resources from them in exchange for his silence about the group, and his cooperation on certain projects. Despite the Book's best efforts, they have not been able to eradicate McDonald's influence, and over the years, the Book-Hand "understanding" has come to be viewed by some as tradition. McDonald's main activity since the end of the Vietnam War has been developing the Logistics Development and Refinement Project (LDRP), which studies patterns for supply movement and troop support. This project has, over the years, been used over and over to arrange for military hardware to "fall off the truck" and into the hands of the cult. The project has also been McDonald's test bed for his plans to stage a revolution. A number of experimental projections have been created for the Hand's takeover, to take place as soon as Moloch can be brought forth.

Scott Graham is the youngest of the three leaders, and is considered by some in the ATF to be a prodigy. His leadership skills and physical condition are excellent, and he has risen through the ranks quickly. For all of his skill, however, Graham is resentful of authority, and wants to be the top man in charge of Moloch's military. McDonald has kept a close eye on Graham, and is convinced that Graham considers him almost a father figure. On the other hand, Graham's opinion of Nicole Allen is less than favorable. He feels she lacks the fire that Moloch wants from his worshipers, but so far McDonald isn't taking opinions on the subject. Graham's biggest failing is his overzealousness, and his desire to accelerate the coming of Moloch. McDonald has laid out careful schemes and long-range plans, and finds Graham to be too aggressive for his own good. Graham has been exhaustively studying the occult under McDonald and his knowledge in that area makes him valuable, but the fine line Graham walks may cost him his position (or more) in the future.

Nicole Allen is the newest member of the Hand's leadership, but she is perhaps the most ruthless. She turned SunTech into a formidable weapons contracting company in a short amount of time, and successfully designs weapons and gear for both military troops and civilian security companies. It is no coincidence that a lot of the Army's LDRP test runs have used "surplus" from SunTech, or that the ATF has been slightly better equipped recently, at least in the Washington D.C. area. One interesting aspect of SunTech's other business is the strong headway they have made in AI technology. The corporation is creating automated weapons platforms with sophisticated targeting and recognition computers, to help minimize risk to armed security or military forces. All of SunTech's processors have backdoors, however, which allow custom transmitters to access the platforms by

remote. One of McDonald's big pushes is for the Army to purchase large amounts of SunTech hardware, and then seize control of the weapons when they are being used to defend against the Hand. What Allen gains from this is an insider to give her business large government contracts, thus profiting her and the Hand. While profiting her company is an important motivation, and bringing the U.S. Government to its knees is an interesting project, Allen's true goals are hidden, and her steel visage rarely reveals her thoughts even to Robert McDonald.

The truth about Allen is that she is in fact one of the Forgotten, and through her two hundred years living among human society, she has come to believe she is something of a demigod. While producing instrumental research and development in the computer industry since the 50s, she realized her affinity for computers was perhaps not natural, but a gift, much like her longevity. While doing military contract work during the Vietnam War, she visited the country and encountered rumors that fluttered about Operation Napalm Supplement. While she never encountered any of the operatives involved in Project Subtle Flame, it piqued her curiosity that the U.S. Government might have an actual interest in the supernatural, no matter how unlikely it seemed. She began her own research at that point into the occult, and realized that she appeared to be too "disconnected" to get a handle on practicing magic. However, she did continue her research throughout the next few decades, developing a complex paradigm around her unique characteristics and her place among normal humans. Finally in the 80s, after her new company SunTech was formed and began to become a major success, she pieced together enough of the puzzle that started back in Vietnam to contact Robert McDonald. While Allen withheld information about her "superior" nature, her expert knowledge of the occult and powerful business contacts made it clear that a working relationship would be incredibly profitable for both the Hand of Moloch and SunTech.

The leaders of the Hand use lieutenants to carry out orders and direct the rank and file. Due to the volatile personalities of some members, the leaders of the cult do their best to keep absolute control, and to keep any unauthorized terrorist actions from bringing the organization to its knees. To keep things like this from happening, members are screened thoroughly before being allowed to join, and even then they are only allowed to attend "mock" rituals which are much like satanic rituals. Members who begin to see that these rituals are a screen are brought further into the group, and learn more about the group's true goals. The lowest members are kept as cannon fodder, while the most observant members become lieutenants. All are steadfastly loyal, however, as stories of Moloch's benefits are told early on. Further, sometimes examples are made of traitors -- the penalty for treason being immolation. This weeding process has so far kept the cult's almost 2000 members from being compromised.

Locations

The Hand is primarily located on the east coast of the United States, with its prime power center in Washington D.C. New York is also a central holding. The cult is seeking to expand to the West Coast, particularly California; with a stronghold on both coasts, revolution will be simple (according to McDonald's complex schemes).

Resources

The Hand of Moloch has a sizable quantity of occult knowledge, but they also have access to a wide variety of military hardware. This combination makes the cult very dangerous both naturally and paranormally. Military resources find their way into the hands of lieutenants leading special terror actions, but the lower members often have to settle with equipment from criminal contacts or equipment that comes from the ATF (most of which has been confiscated from criminals anyway). While science is not a focus of the Hand, SunTech does provide a conduit for procuring research equipment with little risk of a trace. All research usually must be authorized with the leaders of the cult, regardless. While the membership of the Hand do not know much about Earth's alien visitors (nor would they particularly care), their magical resources are sizable and available to members who have proven responsible with such power. While the resources in the paranormal are above average, their contacts in the same area are weak. The heads of the cult are paranoid and somewhat megalomaniacal, and have been unwilling to share their views or research with many contacts. On the other hand, with the power base of the Hand's leadership, and the goal of destabilizing the government, it is no surprise that the non-supernatural knowledge base of the group is well established. Military and law enforcement sectors have been bolstered, and many contacts in these Spheres of Influence have been promised a role in the new regime as Moloch's enforcers. SunTech, on the other hand, has relied on more subtle methods to gain contacts in the Civilian and Science and Research sectors.

SunTech has been reporting stolen goods and misquoting inventory statements for some time, all reported as theft. In reality, criminal groups and Hand members have been given these new technologies for testing purposes. The most common of these "street releases" is the SunTech Hand Flamer. While not marked with serial numbers or logos, these hand-held flame-throwers are clearly designed by SunTech, and the corporation has reported a large shipment of them stolen. McDonald hopes to find an enchantment that will cause all deaths at the hand of the SunTech hand flamers to become sacrifices towards Moloch. For now, they contribute to the lawlessness of society, and provide a good justification for Graham's elite anti-gun unit.

Activities

One terrorist action conducted by Hand members was the Oklahoma City Bombing, which contributed many souls to bringing forth Moloch, but at the cost of almost compromising the cult's security. A rogue cult member orchestrated the whole scenario, and planned it out, but McDonald never approved the operation. As a result, the instigator of the action was burned alive as a sacrifice to Moloch (and an example of the punishment for disobedience), and a dupe was found to take the blame. The dangerous aspect of the scenario started with Graham somehow getting hold of information about the bombing and warning the ATF agents stationed in the Alfred P. Murrah Federal Building to not show up on the day of the incident. The subsequent investigation required a large number of resources to cover up, and Graham is still living down the mistake in judgment to McDonald and Allen.

While it will be some time before the Hand of Moloch bring forth their patron god, the cult is actively pursuing preparations for his coming. To this end the group is actively searching for new members and reorganizing in anticipation of the swell in numbers. McDonald is aware of the double-edged sword that expansion represents, in that the centralized leadership the Hand now maintains may have to be sacrificed for a more hierarchical structure. McDonald has been devoting resources from LDRP to analyze the situation and capitalize on it in the best way possible, but all of the cult leaders are nervous about the change. On the other hand, there is no other way to prepare for the end times and the leap must be taken. A push is being made to expand into other Spheres of Influence such as intelligence to help make the transition smoother. Only time will tell how this aggressive posture pays off.

Graham, on the other hand, has been fervently planning his own schemes to further his personal idea of Moloch's plan. These schemes involve the mass murder of over one hundred people, using a sample of nerve gas procured by other law enforcment agencies and delivered to Graham as a favor. The crazed cult leader is attempting to arrange a massive ritual which will collect the energy of the giant sacrifice and summon Moloch. McDonald and Allen have no clue about the situation, and if carried out as planned the result will be disastrous for the Hand of Moloch. The missing gas has been discovered already, and government agents are investigating its disappearance; if linked to Scott Graham, it could reveal his involvment in the Hand, and subsequently lead to McDonald and Allen. Worse, the ritual Graham wants to attempt is a hack, a modification of a summoning ritual that won't work without the sacrifices being burned alive. The use of nerve gas will completely alter the nature of the summoning, and the result is unforseeable. Whatever would be summoned would be powerful, and worse, uncontrolled, and could be a very difficult adversary to defeat. If Graham goes through with the ritual and can't cover for his mistake, the Hand of Moloch will undergo a radical power shift, as Graham is eliminated and another is recruited to fill the power vacuum. Further, some entity may be loosed on the world, and the Hand would probably be forced to address the situation. That could get bloody quickly.

The Hand of Moloch

Characteristics
Anarchist: Universal
Cults: Universal
Magic Circles: Territorial
Paramilitary: Territorial

Profile
Group Identity: Covert
Leaders' Identities: Covert
Members' Identities: Covert
Group Goals: Normal

Structure: Universal

Territory: Single Entity - Large Territory

Membership Size: Large

Membership Loyalty: Dedicated

Resources
Military: Good - Restricted
Intelligence: None
Science & Research: None
Law: Good - Limited
Criminal: None
Paranormal: Good - Limited
Civilian: Grand - Full

Knowledge
Military: Deep Infiltration - 6t
Intelligence: None
Science & Research: None
Law: Deep Infiltration - 8t
Criminal: None
Paranormal: Minor Contacts - 4t
Civilian: Deep Infiltration - 8t

Pulling Strings
DARPA Labs, Military Stores, Asset Forfeiture, Search and Seizure, Library, Business Connections, Corporate Espionage, Laboratory

Chapter Six

The Inquisition

Motives

This group, jokingly referred to by its members as "The Inquisition," focuses on obtaining information on politicians and higher-level administrators in order to keep them from abusing their power and authority. As such, it is comprised of a number of political officials and is currently headed up by a select group of five U.S. senators. The group's existence is not publicized, and neither are its goals or membership. Its purpose is not blackmail, per se, but to regularly monitor key leaders and decision-makers to determine if they are being unduly influenced by interest groups or by "elements harmful to the American Way of Life." The leaders of the group also regularly encourage each other to perform audits of their own interactions and to examine ways they are being influenced. This group is still in formation, and the five key members have been meeting together for only the past three months.

The single underlying, universal characteristic in this organization is the belief that it is important to investigate all avenues of influence on key lawmakers and on other important individuals in government. All of the members are involved in some kind of investigatory activity, and all members contribute to these activities with equal effort. Investigations are to assemble information to support or refute hypotheses about suspicious behaviors, transactions, or patterns. One common element is that all of the members have some connection to political parties. Because this association is not in the forefront of the organization's goals, but merely a byproduct of the grouping of members, this element takes a backseat, depending on the needs of the group. As such, the group has access to many of the strings, traits, and skills due political parties, but may only rarely use them, for fear of detection. Some of the members have joined this group in order to be a police-force for the government, while others have joined because they feel that the public should be aware of the underhanded dealings of its law-makers. As such, some members of the group express a need to liberate information, while others are content to enforce the predetermined rules, depending on the individual members' interpretations of the group goals.

Profile

The general public knows nothing of this organization. Other organizations with similar goals may wonder if a group of high-powered watchdogs exists, or may hope that such a cabal exists, but the Inquisition has been extremely careful in disclosing its existence. Part of the reason this group is so successful in remaining covert is the fact that it is so very small.

There is no record of the leaders' identities. This is partially so, again, because the group is so small, but also because the group does not record individual names of either leaders or members. They instead refer to each other by code name. Members of the group actively disavow any ties to the organization should the question ever come up. But they would be shocked to be directly confronted, because they believe they are secure in their secrecy.

Only members of the group have any awareness of the group's goals. Even then, the larger picture is often difficult to see for internal personnel. They are purposefully given random segments of different investigations to keep the group's knowledge compartmentalized. The general goals of monitoring are known by all group members; it is the details that are not commonly known. Regardless, all members believe their activities and the group's activities as a whole serve the common good. The secondary and tertiary goals are dictated only by the leaders, passed to their hand-picked adjuncts, and are not disclosed to the other group members.

Since the Inquisition is currently so small, it operates with a simple universal power structure -- the leadership has direct control over the individual members. This group operates as a single unit, and attempts to cover a fairly large area. If there were greater numbers of members, they could expand over the entire country, but currently they lack the manpower and resources to do so. They are currently working at expanding the membership to achieve such coverage, but they are cognizant of the risk of too much growth too soon. In sum, because they operate in Washington D.C. and have access to multiple segments of the country through political connections, they are considered to operate within a large territory.

The group currently has five leaders, each one in charge of five "senatorial aides," for a total of 30 members. Because the group is relatively newly formed, the type of loyalty can only be considered mixed. For the most part, individuals are dedicated, and there is consensus that the group must remain a secret, but the extent to which individual members will apply themselves and give of their free time and personal resources varies widely.

At this stage of development, membership is by direct invitation only. The invitation is made only when there is consensus amongst the five leaders, and when an extensive background check has been completed on the potential member. If, following an interview, it is decided not to continue with the invitation, the interviewee is simply given a gopher position in the Senate, or some other clerical patronage job.

Resources

The organization has good resources within the intelligence field, and allows its members full access to these resources, so as to maximize their ability to perform their investigations. While the group has access to resources in the media (treated as Civilian Sphere of Influence), these resources are not extensive. Further, they are kept under tight control, lest an unwary individual leak the wrong kind of information at the worst possible time. Finally, this group has access to resources in both the military and the law Spheres of Influence, but, again, these resources are fairly limited. Also, they are not shared widely within the group, mainly because the group does not want to draw any attention.

This group's lifeblood is the knowledge that it gathers, so it places a lot of emphasis on some very important fields. Through its membership, the Inquisition has fingers in every pie when it comes to local government and the media, and it uses its civilian knowledge base to obtain important information for its investigations. Members are very careful to collect information in a seemingly random fashion, or to inundate contacts with requests, so the information obtained cannot be traced back to the group. The group also has some pretty hefty informational sources within the law and intelligence fields, and relies on them to gather data that may not be publicized. The organization has some connections in the military, but these are not as reliable or as well-versed as contacts in other areas. The group has no contacts of any worth in the science and research, criminal or paranormal spheres. They are beginning to see this gap in their knowledge coverage, however, and are planning to extend themselves into those areas as soon as they are able.

Final Comments

This group profile is fairly unique because it is still in formation. The key leaders are agreed in their goals, but some dispute regarding methods has arisen. Differences have been papered over at present while the organization builds its resource base. In time, however, this dissention will need to be addressed, or the group will splinter or self-destruct. If this group does indeed manage to soldify around a set group of goals and methods, it may start to ask some very nosy questions about where certain government officials spend their time and what goes on in certain black budget projects. A few well-placed questions may put them in position to reveal information that others would very much like kept quiet. Once the Inquisition or its activities come to the attention of Aegis and the Black book, their fate may be taken out of their hands.

The Inquisition

Characteristics
Enforcers: Individual
Information Liberation: Individual
Investigation: Universal
Political Parties: Territorial

Profile
Group Identity: Covert
Leaders' Identities: Covert
Members' Identities: Covert
Group Goals: Covert

Structure: Universal

Territory: Single Entity - Large Territory

Membership Size: Small

Membership Loyalty: Mixed

Resources
Military: Minimal - Limited
Intelligence: Good - Full
Science & Research: None
Law: Minimal - Limited
Criminal: None
Paranormal: None
Civilian: Decent - Select

Knowledge
Military: Minor Contacts - 4t
Intelligence: Major Contacts - 5t
Science & Research: None
Law: Major Contacts - 6t
Criminal: None
Paranormal: None
Civilian: Deep Infiltration - 8t

Pulling Strings
Intel Files, News Archive

Ordo Templi Orientis

History

In late 1898, young Aleister Crowley joined the Victorian age's most prominent occult society, the Hermetic Order of the Golden Dawn. One and a half years later, he was expelled, on grounds of breaking the order's rules concerning magical invocations. In truth, Crowley had discovered the manipulation of the order by mysterious "Secret Chiefs" (in actuality, the Atlanteans) and voiced his opposition to it. Throughout the next two decades, he increased his occult knowledge and magical repertoire. In 1920, he became head of the Ordo Templi Orientis and although he never learned the truth about the Atlanteans' extraterrestrial origin, he devoted all the order's resources to hunting for and systematically destroying any Atlantean influence in the Western world. Crowley died in 1947 and the public soon forgot all about the order. Hidden in obscurity, it continued its work, and its members continue hunting for Atlantean involvement.

Motives

The modern order is the embodiment of Crowley's philosophy and ascribes to his motto: "Do What Thou Wilt Shall be the Whole of the Law." While the order is deeply spiritual and dedicated to promoting human spiritual evolution and to ridding humanity of the manipulative influence of the Atlanteans, it is also very hedonistic. Freedom of the spirit can only be achieved through following every whim of the flesh. The strong will survive this process and the weak will perish. For this reason, members of the order are willing to sacrifice their lives in the battle against the "Secret Chiefs," as well as actively support and participate in slave trade, drug trafficking and all manner of unsavory vices. They have no scruples and do not hesitate to achieve their goals thorough criminal means.

Most members keep in mind that their main goal is to lead humanity to ascension, but to many the thrills, the sex and drugs, the fellowship, the magical knowledge and the power are almost as important. Of course some go too far and sink as low as to become mere criminals or even go psychotic, unable to deal with the psychological toll of this unlimited freedom. Some also dislike the slow pace at which spiritual enlightenment of the masses is sought. These anarchistic minds take matters into their own hands, and try to speed things up with a large scale ritual and an appropriately large blood sacrifice. If matters get out of hand or if a member begins to endanger the group, the higher levels of the Ordo Templi Orientis quickly and efficiently deal with the troublemaker.

Members

In general, the public does not know about the Ordo Templi Orientis, but its existence is not exactly secret. The order is based in London and has various holdings throughout the British Isles. Its stated goal is the spreading of enlightenment through Crowley's teachings. Few members join the order directly. The O.T.O. uses many different front organizations and groups (e.g. university fraternities and sororities with an interest in the esoteric, liberal minded gentlemen's clubs, clubs and groups active in the British New Age and Bondage & S/M scene, and small criminal fraternities with an occult slant). Members of these groups are selected according to their suitability, but also because of their influence and their wealth. They function as menial workers in less important projects or as dupes and cannon fodder in magical battles. In game terms, these members have a Covert Influence rating of 1.

Those that seem to be more promising are initiated into a second layer of false fronts, a phony Occult Lodge, a local Green Table Conspiracy, a small New Age cult or a magical criminal syndicate. Initiates are slowly introduced to Crowley's teachings, both the hedonism and the Theosophic philosophy behind it. These groups have a similar function as the outer ones, but may be involved in slightly more important projects. Members have a Covert Influence rating of 2.

Members whose interests go beyond the flesh may be initiated into the higher levels. They will be invited to join the Ordo Templi Orientis itself. It is also structured in strictly hierarchical Masonic levels. Initiates are told about the order's mission to revolutionize world consciousness and to bring the fight to those who suppress spiritual freedom. They are also given access to real magical training and take part in important operations of the order. These members enjoy the resources and influence of the order for their own good and know of the darker criminal activities. They have a Covert Influence rating of 3 or 4.

Only the most trusted initiates are introduced to the "Order of the White Lady of the Crescent Moon." Only these members are fully informed about the mysterious "Secret Chiefs" and their dark designs. They are also told of the order's findings about other alien entities active on earth, entities seen as malevolent spiritual presences detrimental to human evolution. Certain groups, such as the Montague Club and the Titanidae, are identified as servants of these fiends and as mortal enemies of the order. All core members have the same rights and duties within the order. While no member may give orders to another, working against the general consent will be punished. Membership can only be terminated by death. All members have a Covert Influence rating of 5.

Over 2000 members belong to the outer and another 700 to the inner front groups. Only about 200 persons are initiates of the O.T.O. itself, with most members in the lower Masonic orders and less and less in each hierarchically higher level. Only 13 persons belong to the "Order of the White Lady of the Crescent Moon." Members of all levels must be extremely loyal, as treason will always be punished harshly. All members can be considered dedicated, the core members even fanatical.

The order operates out of a large but difficult-to-find building in Soho. From there most of the first and second level front groups are controlled. Most members are scattered throughout the British Islands. Some members also live in mainland Europe and a few in former British colonies in the East or in the Americas. Members are spread throughout all strata of society, and many are in influential position, from small criminal gangs and the clubbing scene to universities, civic clubs, organized churches and even the government.

Resources

While the order has people with influence in academic institutions, it is not overly interested in science, considering it a modern fad and not fit to explain the mysteries of the universe. The order also has connections in the criminal community, but generally shies away from being overtly involved in illegal activities that might put it at odds with law enforcement. Its resources in these areas are minimal and access is limited. Various dealings of the order make minor contacts in these areas a must, though. Individual members and groups (e.g. those parts of the criminal community heavily involved with drug traffic or even with slavery) can differ from this greatly.

The order has always thought itself above the dealings of the general public. Journalists with their nosy curiosity are disliked by the higher ups. The group enjoys the ability to hush up occasional blunders and, moreover, as a source of news about the enemy, an exhaustive network of contacts is entertained. Through their infiltration of the universities, the order also had the chance to foster many contacts to the British intelligence community.

Throughout the century the order has been aware of the rising importance of money. To increase their wealth, they have used all their influence and their magical might. Today they can call on millions of dollars and have contacts in banking, business and the stock markets all over the world. They are very restrictive with this wealth, though, and will only part with it if it is deemed necessary.

The order keeps several magnificent occult libraries and has collected many powerful magical rituals and items. The leadership is not afraid to use these resources, but it is very restrictive in sharing it with the members. The order also has more than just infiltrated the British occult movement; in many parts they more or less control it.

In game terms, the order's pulling strings are limited to certain members. Those with C-Inf 1 are granted access to the Fanatical Support pulling string; C-Inf 2 are given SPR Library; C-Inf 3 get Demon Lore; C-Inf 4 have Pool Access; C-Inf 5 gain Library.

Ordo Templi Orientis

Characteristics
Anarchist: Individual
Anti-Paranormal Group: Individual
Cult: Universal
Curiosity Seekers: Territorial
Criminal Syndicate: Individual
Financially Motivated: Individual
Magic Circle: Territorial
Philosophical Movement: Territorial

Profile
Group Identity: Normal
Leaders' Identities: Shadow
Members' Identities: Covert
Group Goals: Enlightenment (Normal)
Group Goals: Change society and gain knowledge, resources, and power (Covert)
Group Goals: Rid humanity of Atlantean manipulation (Shadow)

Structure: Territorial

Territory: Multiple Entity - Country

Membership Size: Large

Membership Loyalty: Dedicated

Resources
Military: None
Intelligence: None
Science & Research: Minimal - Limited
Law: None
Criminal: Minimal - Restricted
Paranormal: Grand - Select
Civilian: Good - Restricted

Knowledge
Military: None
Intelligence: Minor Contacts - 4t
Science & Research: Minor Contacts - 5t
Law: None
Criminal: Minor Contacts - 5t
Paranormal: Control - 7t
Civilian: Major Contacts - 5t

Pulling Strings
Demon Lore, Library, Pool Access, SPR Library, Fanatical Support

Chapter Six

The Princeton Engineering Anomalies Research (PEAR) Laboratories

Overview

The Princeton Engineering Anomalies Research Laboratories are home to the most intensive psi-warfare research currently going on in the United States. In other areas, working with psychokinesis, PEAR Labs' psychics can bring down drones with a thought and disable powerful mainframes with no apparent cause. At PEAR Labs, everyone knows that the phrase "mind over matter" is more than just a clever saying.

PEAR Labs is very closely monitored by Aegis and is essentially under complete Aegis control. At one point or another, all those that remain at the facility are made aware of Aegis' existence and recruited; in only one case over the past ten years has a "lifer" rejected involvement with Aegis. For the most part, however, members believe they work for a secret Department of Defense project.

Members

PEAR Labs' staff members are united by one commonality: all individuals have some form of psychic power. Those who have the honor of teaching tend to have some ability with psychokinesis, but they also have other psychic backgrounds as well. Students at PEAR Labs are encouraged to develop as many psychic talents as possible, to empower them across a variety of situations. Due to the nature of the psychic community, most individuals have some contact with other members of the psychic underground, but they never acknowledge their affiliation with PEAR Labs, and go to great lengths to mentally block their association so it will not be detected by other psychics. Because of this additional strain, connections are infrequent and brief.

A number of individuals engage in research and experimentation to understand the mechanics of psychokinesis and to improve trainees' performance. They often have loose affiliations with other research institutes, but perform all of their psychic research in-house. Individuals who are participating in the psi-warfare training are also put through a rigorous physical training program. This paramilitary training includes infiltration of enemy territory, survival under adverse conditions, and operation of standard military-issue equipment, including weaponry. Everyone at PEAR Labs knows they have the ability to make an important contribution to the next generation of warfare; they work very diligently to meet this goal.

A single governing group rules over the small organization, and assigns tasks to teachers and trainees consistent with the group's needs. PEAR Labs operates in a very small facility in Princeton, NJ, and is very localized. Some of their training missions do take them to remote locations, and Aegis calls on their expertise from time to time, but otherwise, they remain in-house performing their research. In many aspects, they do hold sway over a geographic territory. Their domination extends to a segment of the psychic research field instead.

Three leaders (one instructor, one researcher, and one advanced trainee) currently head up PEAR Labs. The remainder of the 34 members include 11 students, 6 instructors, and 17 researchers. All those involved with PEAR Labs are absolutely and completely loyal, and will contribute in any fashion necessary to further their goals. Membership is obtained by invitation only, which typically follows a rigorous training process and years of studying. They have not seen fit to recruit any additional personnel for the past 7 months.

The leaders are all full members of Aegis, and highly placed in that organization. The rank and file believe that they work for a secret Department of Defense project, and are very security conscious. All are kept unaware of the nature of Aegis and its missions until they confirm their loyalty and commitment for 10 or more years. At that time, they are approached and recruited by Aegis, and usually transferred out of PEAR shortly thereafter.

Profile

The general public knows nothing of PEAR Labs, and its existence is obscured by a number of research fronts. Thus, it is difficult to tell where this so-called research group's work begins and another's work takes over. Aegis takes great pains to keep things quiet when it comes to this kind of research, and the leaders and members take their secrecy very seriously. The staff know the leaders by first name only, and Aegis' Division of Administration and Security is the only organization that keeps complete records relating to both leadership and members. For most purposes, individuals at PEAR Labs are more likely to recognize one of their compatriot's psychic "fingerprints" or "aura" as an identifier than any name. The amount of time spent in psychic contact with one another serves to reinforce this type of identification. It is almost completely useless to non-psychics and other outside individuals.

Individuals who work and train at PEAR Labs will not acknowledge their affiliation under any conditions, but they do recognize other members and know their relative place in the organization. PEAR Labs' primary goal is to develop a cadre of trained psi-soldiers who can infiltrate enemy territory and disable enemy equipment and technology through the use of psychokinesis. PEAR Labs consist of the individuals who participate in this intensive training, and those who train them. All individuals directly involved with PEAR Labs know about the primary goal, and the only other individuals who are informed about it are select Aegis agents (on a "need to know" basis) and Aegis Prime. On few occasions, Aegis' Foreign Affairs Department has prevailed upon PEAR Labs' expertise or personnel for global missions, but the members are not made aware that they are working for Aegis. Also, Aegis'

Psychic Division frequently consults with PEAR Labs researchers in the area on psychokinesis; without question, they have no equal in this specialty.

Resources

Trainees, researchers, and instructors alike have access to a wide range of resources. PEAR Labs has a simply astounding collection of equipment relating to psychic research, from both the paranormal field and the traditional research field. These items are granted to anyone who makes the request, unless another individual desperately needs the equipment. Some of the most obscure items are sitting around in storerooms at the facility, and if members need items that are not currently in PEAR Labs' possession, they will make a valiant attempt to obtain them as quickly as possible. Because it is necessary to train individuals in a modicum of military operations, a fair amount of military hardware is also made available, but this is authorized for training operations only, or in the event of a remote training session or test.

When it comes to procuring knowledge about psychic research and related information, PEAR Labs has major contacts in both the scientific fields and paranormal fields, and most individuals have a fair chance at obtaining information from those contacts. There are also a few contacts in the military, but the leadership uses them only sparingly. For the most part, PEAR Labs generates the bulk of its information through its own research and experimentation. Asking questions of outside sources always risks raising others' curiosity and usually that danger outweighs the need to get the information from a contact rather than doing personal research.

Daily Operations

Most staff commute in to the PEAR facility from their homes in or near Princeton, but at least 5 individuals are constantly in a state of readiness, residing at the lab in a well-appointed bunk room. Some individuals also choose to stay overnight at the lab if working on a very sensitive or volatile project that needs careful attention or intensive labors. Staff members generally work, either in research, training, or administration from 8 am to 6 pm Monday through Saturday, but this varies depending on ongoing projects and training rotations. At times, trainees and instructors go out on field exercises, and researchers may leave PEAR Labs to attend conferences or to perform field experiments. Many trainees work on independent projects as part of their training, and this also makes it possible for instructors to work on administrative tasks while the students are so occupied.

Due to the demanding nature of these positions, all but two of the PEAR Labs staff are not romantically involved. Indeed, several of the staff have no connections with family or friends whatsoever, and consider PEAR Labs to be all the family they have. This unswerving, personal dedication makes for the perfect agent for any war. Students are encouraged to develop intellectual and physical pursuits that they can share with fellow trainees, and at times, funding is set aside for such needs, for example, group membership in a local health club. PEAR Labs staff are not very well paid, but so far, no one has complained about this issue. They have enough money for food, clothing, and shelter, and any special requests they make, if reasonable, are granted by reshuffling some budget lines.

PEAR Laboratories

Characteristics
Paramilitary: Universal
Psychic Networks: Universal
Research Institutions: Universal

Profile
Group Identity: Covert
Leaders' Identities: Covert
Members' Identities: Covert
Group Goals: Covert

Structure: Universal

Territory: Single Entity - Localized

Membership Size: Small

Membership Loyalty: Absolute

Resources
Military: Good - Limited
Intelligence: None
Science & Research: Grand - Full
Law: None
Criminal: None
Paranormal: Amazing - Full
Civilian: None

Knowledge
Military: Major Contacts - 5t
Intelligence: None
Science & Research: Major Contacts - 6t
Law: None
Criminal: None
Paranormal: Major Contacts - 5t
Civilian: None

Pulling Strings
Military Training Facilities, Classified Databases, Satellite Surveillance - Standard, PEAR Labs, Workshop. Psi Labs

Chapter Six

PUPPET: People United for the Protection of Peaceful Extra Terrestrials

Overview

People United for the Protection of Peaceful Extra Terrestrials (PUPPET) is a public organization that is interested in learning about and making peaceful contact with alien races. Once they have conclusive evidence in the form of downed craft, alien corpses, and eyewitness accounts, they wish to "blow the lid" off the government cover-up, and show just how badly abused extraterrestrials really are. While PUPPET's assets are spread through civilian and non-federal agencies, the goal of the group is to hunt down whatever tidbits of information the government fails to cover up. This is done by monitoring criminal channels, media networks, and the scientific community. Whenever "interesting" incidents arise that would warrant investigation, small teams are formed with media equipment to observe, record, and if possible procure alien activities and artifacts, while avoiding the government operatives covering them up.

History

PUPPET was formed approximately fifteen years ago during the heyday of the Cold War, although by who is not very clear. Whether it was an "insider" or someone on the outside who saw the big picture, it was obvious that extraterrestrials existed on Earth, and were not being properly represented. The original idea caught on, and soon a core group of approximately twenty people started hunting for others who shared their views. While the tabloids occasionally turned up a hot lead, more often than not it was investigative journalism and police detective work that turned up the most solid leads to new members. Thus PUPPET began weaving its way into these Spheres of Influence, where today it holds its strongest grip.

Motives

The foremost goal of PUPPET members is to establish peaceful relations with extraterrestrials. In keeping with this goal, all PUPPET members gather information first and foremost. They are convinced that forces at work in the government are trying to keep the aliens oppressed and hidden from the public, obviously trying to further their own agendas. The American people are being kept from experiencing the utopia that could be created with inter-species cooperation, and whoever is keeping the truth hidden must be stopped. When enough information is gathered, the truth will be exposed to the populace of the U.S.A. This will encourage peaceful diplomatic relations between the government and the extraterrestrials, since the government will have to comply with what its constituents want. The politicians who do not cooperate will be blitzed by a PUPPET-sponsored media campaign. However, there is some dissention on how much evidence is required before the story is revealed. Some groups want to do so immediately and others want to wait for a more solid case. Along these lines, PUPPET has varying views on researching extraterrestrial involvement on Earth. Some believe that research is critical to compiling a strong case against the government cover-up, while others believe that alien artifacts are all that is needed to show the citizens the truth.

Members

PUPPET is a public organization, and is constantly looking for sympathizers. Curiously enough, a sizable number of abductees believe that cooperating with the aliens would stop the epidemic of abductions that occurs in the United States. Conspiracy theorists are also willing to join PUPPET, even if just to expose the government actions. The primary leaders of PUPPET do not advertise their positions, partially out of paranoia, and partially out of humility. The members of PUPPET have grass-roots origins, and the organization's leaders do not want to adhere to a hierarchical structure like the government's. While being part of PUPPET requires active recruiting, meetings and investigation, there is a stigma attached to being part of an organization of "believers." Therefore, while members do not hide their identities, PUPPET groups do not have public rosters either. If it somehow came up and you respectfully asked a member if they believed in the ideals of PUPPET, you would probably get an honest answer. But for all you know, it could be your next door neighbor waiting to talk to the "space brothers."

PUPPET's goals are to help humanity enter peaceful relations with the extraterrestrials who they know are on Earth, and the government is hiding. The way they intend to do this is by exposing the government's ruthless oppression of our otherworldly visitors with evidence retrieved from crash sites and given by sympathizers in the government. So far, PUPPET is biding its time and building its case. What PUPPET's leaders have not told the main membership is that they have several artifacts which they know are of alien origin.

The leaders of PUPPET do not enforce rigid policies on its members; a level of trust is required and maintained in the group, and so far has kept things moving forward into the new millenium. Geographical area often has a lot to do with the structure of the organization, as different environments provide different levels of acceptance for conspiracy hunters. Curiously enough, the mid-west and the big cities in the U.S. provide equally large pools of people sympathetic to PUPPET's objectives. Today PUPPET is split into six groups, with a North and South "committee" for the West Coast, Midwest, and East Coast. PUPPET's leaders keep in touch with the various groups throughout the country, and a lot of communication goes on through BBS and Internet forums. Otherwise, the various committees manage themselves, and have to date handled themselves well. Dead ends are weeded out while discoveries

and positive leads are reported and distributed to the other committees. The pop culture surrounding aliens in the last 10 years has really flushed people out of the woodworks to join PUPPET. Fifteen years ago, membership was under 100, but today's membership is nearing 750. Roswell's 50th anniversary alone brought in fifty new members.

Agents in PUPPET are constantly on the lookout for potential new recruits, but many are weeded out due to lack of credibility. Background checks are almost always conducted on a prospect, and every effort is made to verify that personal experience, logic, and discretion are strong characteristics. Once it is verified that a recruit is mentally stable and can keep a secret, they are inducted into the group for a trial period. After successfully completing two or three investigations, they are usually given official membership. While this process is not very secure, it also does not risk much more than public information, and PUPPET needs manpower and resources more than secrecy on almost every front.

Even though the organization is not a highly rigid hierarchy, PUPPET is a close-knit group. The members know that they have to work together both to expose and defend against the conspiracy. The government has the upper hand, but PUPPET's motives are righteous, and peaceful extraterrestrials will be given the justice and freedom they deserve. A lot of members dedicate their time to reading up on possible "contacts" and looking for new recruits. Almost all members are willing to give up their livelihoods for the sake of the cause, even though most are not willing to give up their lives. It should be noted that some of the more extreme members are willing to martyr themselves to let the truth be known.

Resources

If PUPPET focuses its resources anywhere, it is in the arena of investigation. If there is anything agents clamor for it is a clear photo, video, or taped confession. To that end, all agents have access to resources from intelligence contacts across the country. PUPPET teams conducting investigations are supposed to have at least one member with the Videography and Photography skills. While this lofty goal has not been wholly realized yet, PUPPET leadership highly encourages training in these skills; only with solid evidence obtained by skilled use of recording equipment can mass distribution of the truth occur.

While PUPPET scrounges for the truth about our alien visitors, it generally ignores the supernatural. Even though agents come across supernatural phenomenon coincidentally, they are not concerned with them. As a result, there are no occult or psychic resources available to PUPPET members. PUPPET leadership is still considering whether or not this policy may need to be changed in the future, but for now it is not a critical issue. A few resources stemming from alien crash sites are listed below, but PUPPET's leadership currently believes they are far too valuable to release to agents for use. This keeps the organization's paranormal resources to a minimum; obviously PUPPET is trying to change this. A long-term goal is to gain control of something valuable of alien origin to attract the "visitors'" attention, to open lines of communication. So far that goal has yet to be met.

Resources obtained by the Law Enforcement sector of PUPPET's membership are for the most part useful in defense. The group has no other real access to offensive or defensive capability. A kevlar vest here and a semi-auto pistol there allow agents a modicum of force when it comes to competing against fully equipped government agents. Resources from this Sphere of Influence are primarily available in urban areas. While a wide variety of scientists provide equipment for analysis of alien paraphernalia, none of these sources provide the highest quality and most expensive pieces. Many PUPPET contacts in the science field

are Academic Outcasts, which limits their access to high quality science resources, but whatever resources can be procured are available to everyone.

Needless to say, PUPPET attracts parapsychologists looking for answers to the questions posed by the stars. These members and contacts have not only revealed something about explanations for UFOlogy events, but they have also given some insight into the supernatural. For the most part, PUPPET obtains information through contacts in the Paranormal Sphere of Influence. The intelligence field holds the juiciest contacts for PUPPET, as there are many individuals who would love to get their hands on a breaking story about a government cover-up of massive proportions. If PUPPET obtains valuable information, members usually try to make this information known to the public. On the other hand, CSICOP itself often runs interference by targeting PUPPET-sponsored articles for debunking. PUPPET has a few contacts in both the scientific community and law enforcement, but they rarely consult them for information unless tracking down a specific lead.

Some members maintain that the visitors from space have been attracted to Earth for either psychic or spiritual reasons. PUPPET has managed to make enough of an impact on the UFOlogy field that several "prominent" members of this community are willing to give information or help analyze findings for the organization. PUPPET is still hoping for a break that will allow them to contact aliens themselves and establish peaceful relations. Police officers and detectives in major cities have been given the runaround by enough federal agents to realize there are secret players behind the scenes, and that there are forces beyond the normal at work in the world. These men have brought some of their special skills to PUPPET and have contributed a lot to their investigation and organizational skills. Several less prominent but skilled scientists have aided PUPPET in the past; while some are interested in the truth, others are just as interested in boosting their career with real evidence of extraterrestrials. There are enough paranoid members of the intelligence community who have a clue about The Conspiracy that PUPPET has managed to gain their allegiance, which has helped clue them in on crash sites and satellite reconnaissance. PUPPET does not have the amount of military knowledge they would like, but they are working on it. While it is rumored that the leaders of the group have contacts in the military, that has not granted the group any idea what is really going on in Area 51.

PUPPET has access to some odd resources, including a large fragment of a biological, coral-like ship that is in their possession; its alien nature still defies analysis. Another "artifact" is a preserved limb of a reptilian alien, which PUPPET fears would be deemed a fake if aired on TV or published in the papers. Its opposable thumb leaves no question, however. At one time, PUPPET had an entire corpse of one of the enigmatic "Greys", but a well-organized team of government agents infiltrated the storage area and stole it. This has not only heightened the paranoia of PUPPET's leadership, but also forced it to increase its resources devoted to background checks and internal security. The one thing they know for sure is that the conspiracy is still going strong, and they have to fight ever harder to stop it.

Of special note is "Area 15," PUPPET's network of facilities used for analysis and storage of alien artifacts. These sites are dotted across the country and are well-disguised, often appearing as basic as an old runway and run-down barn. Inside, however, are equipment and resources that have been built over the years with PUPPET's civilian and science contacts. Several mid-sized research firms have provided equipment for labs while a construction company run by a sympathizer took the contract to maintain the actual facilities (and keep them hidden). Security is an important consideration in Area 15 sites, but PUPPET is usually willing to risk other alien collaborators using "15s" in exchange for information they gather. While only the most influential members of other groups can use the facilities for more than a week or two, the arrangement has so far proven beneficial for all parties.

PUPPET

Characteristics
Alien Collaborators: Universal
Information Liberation: Territorial
Investigation: Universal
Research Institutions: Territorial

Profile
Group Identity: Public
Leaders' Identities: Normal
Members' Identities: Normal
Group Goals: Public

Structure: Territorial

Territory: Multiple Entity - Country

Membership Size: Medium

Membership Loyalty: Dedicated

Resources
Military: None
Intelligence: Minimal - Limited
Science & Research: Minimal - Full
Law: Decent - Limited
Criminal: None
Paranormal: Good - Select
Civilian: None

Knowledge
Military: None
Intelligence: Minor Contacts - 4t
Science & Research: Minor Contacts - 5t
Law: Minor Contacts - 6t
Criminal: None
Paranormal: Major Contacts - 5t
Civilian: None

Pulling Strings
Area 15

RCS: The Royal Cryptozoological Society

History

The Royal Cryptozoological Society (established 1859) is just one of many similar clubs, although it is better funded than most. MI-13 is aware of the purpose and investigations of this group; while they are considered to be an annoyance at times, when contacted correctly through Old School channels, they can be a valuable source of information. Indeed, one or two have even been recruited into a more active roll in MI-13.

Richard Page was born a Greater Telepath and found in himself the discipline to channel and perfect those abilities. During his studies at Oxford in the early-1930s, the SIS approached him as a promising patriot. Alerted by reports that Germany might be preparing for another war and was infiltrating English society at various levels, they asked him to discover the link between Jennifer Tillbury's Gentlemen's Explorer Club and German agents. They feared that the Germans were trying to worm their way into the British weapons industry.

While Germany had indeed sent agents to infiltrate the GEC, their purpose was only to use the GEC as an inconspicuous cover to prepare the re-acquisition of colonies. Page alerted Tillbury to the danger and thus earned her trust. In fact, through charm, and judicious use of his telepathic abilities, Page quickly moved to the forefront of the organization and by 1935 became Tillbury's assumed successor. Taking advantage of this beneficial situation, the SIS asked Page to organize and conduct espionage missions abroad under the cover of cryptozoological expeditions. Page agreed to do it and had some valuable successes in the Far East. In this time, he created links with various criminal organizations, which the SIS sought to use against Japanese and German forces in Africa and the Far East, especially drug and arms smugglers and paramilitary groups.

After the war, Page used his influence with the government to gain the royal charter for the society. For some time, the old contacts to criminal and paramilitary organizations abroad were used only to secure the safety of expeditions into the region. Page still worked occasionally for the SIS, but cryptozoology had truly captured his imagination, and he worked hard in creating a scientific organization that would solve these mysteries.

Over time Page and his closest associates discovered various unsettling clues and items. Originally -- while interested in the paranormal under scientific circumstances -- the society disregarded tales about aliens or the occult as fairy tales, garbled accounts of some scientific truth at best. But Atlantean remains and evidence of the occult eventually convinced them.

Most important was the discovery of an occult conspiracy around many hairy hominids in the late 50s and early 60s. These obviously supernatural forces thwarted the proof or even capture of such hominids several times. It was agreed, though, to keep these discoveries secret, not least because they feared losing what scientific credibility they had slowly gained.

In 1975, the investigation into strange coral reefs off-shore near Costa Rica with reputedly hallucinogenic or even telepathic powers, brought them to the attention of a Grey gestalt. Fearing discovery and the loss of an important coral area, the Greys eventually fought back in one of the first concentrated uses of the meta-humans. After being informed about the madness and death of several members, Page traveled to Costa Rica to investigate. He had briefly encountered a Grey gestalt's telepathic presence before, but had discounted them as unpleasant hallucinatory side effects of telepathy. This time, he dug deeper and encountered psychic resistance.

Page found himself unable to counter the Grey's and meta-humans' attacks, and suffered greatly. Unfortunately for his assailants, the psychoactive coral of the nearby reef reflected Page's suffering back to the minds of the Greys. Frightened by this effect, the gestalt canceled their attack and fled in panic. Before the psychic trauma subsided, one of their number had succumbed.

RCS Timeline

1859	Sir Henry Bastable founds the Gentlemen's Explorer Club
1881	Bastable dies, stewardship of the Club passes to his son David
1909	David Bastable disappears during a journey deep into the Congo in search of the Mokele-Mbembe. His share in the Gentlemen's Club passes to his niece, Jennifer Tillbury
1938	Tillbury turns over control of the Gentlemen's Club to Richard Page. Tillbury also creates a trust fund for Club's financial security that includes several million pounds worth of stock
1950	Richard Page secures a royal charter for the Gentlemen's Club, changing the name to the Royal Cryptozoological Society
1977	Page retires, setting up a board of directors to manage RCS's affairs

While the one Grey died from shock, Page survived but was forever changed. His telepathic powers had been greatly boosted, and he had incorporated part of the dead Grey's personality. Due to his own psychic sensitivity, Page had since his childhood been frightened of Seepage activity. He had turned to science to overcome this fear. Cryptozoology had appealed to him, because it seemed to offer a way to "explain away" the magical. The evidence he had collected of the supernatural during his years as president of the RCS had disturbed him greatly. Now he was confronted with the presence of telepathically powerful aliens on Earth and with the fear and loathing towards the Seepage incorporated from the Grey's personality.

Upon his return to England and a long recovery from illness, he covered up all evidence of alien activity and the supernatural in the RCS. He used his influence in British intelligence, his Old School Ties to the university, the almost limitless funds of the RCS and his connections to various international drug smugglers, arms traders, insurgence groups and guerrilla armies to create an elite cadre of hunters. These hunters are dedicated to the eradication of the supernatural, be it of alien or of terrestrial origin.

Page set up a board of directors in 1977, all of them under his psychic influence, and retired. Later he faked his own death to completely concentrate on his crusade. In 1981, the RCS managed to capture a Pilosi, and experiments soon proved Page's suspicion. These creatures were supernaturally empowered. But when he discovered that they were not magical themselves, but only channel and manipulate Seepage energies around them, he decided to capture as many as possible and start cross-breeding them with humans. This way, he hoped to create a breed of powerful warriors to use against the threat of the supernatural.

When Page perceived his death close at hand, he collected several psychics to him. With the help of the Grey coral he had begun to cultivate and a captured Pilosi, he created an immensely powerful gestalt, to which he entrusted his soul. Richard Page died, as did his memories and personality, but his fear and hatred of the supernatural combined with the Grey's loathing of the Seepage was imposed on this gestalt of psychics. The ritual was so strong and corruptive that it created a strange form of Purifier Prophet Incarnate. This Incarnate gestalt thoroughly dominates the six psychics, who in turn control both the RCS (through the Board) and Page's Underground Army.

Motives

Amongst members of the RCS, two beliefs are consistently held: the importance of searching for the obscure and the bizarre, and the fascination with conducting research on these oddities. Amongst different branches of the RCS, emphasis is often placed on investigation to prove or refute certain hypothesis, but some branches merely seek in order to sate their own curiosity. Other branches appear to be polarized, with some emphasizing community and civic work in an effort to promote a positive public image, while others eschew these efforts and use criminal syndicates to further their own efforts. Still other, more radical branches specialize in paramilitary efforts, which they use to hunt down, trap, or kill targets identified by their superiors. Finally, some small sections of the RCS are run under the guise of a cult, usually focusing on only a singular element of the overall RCS goals. These sections are usually fanatical and explore only their special aspect of research or investigation.

Profile

The public is aware of the existence of the RCS, and believes that it exists to search out new species, usually in very obscure parts of the globe. Its leaders and members are not readily identifiable; indeed, they go to reasonable lengths to hide their affiliation with the RCS. Leaders in the upper echelon are made aware of the RCS's hidden agenda, to breed Pilosi-Human hybrids, with the intent to wage war on the Seepage and its phenomena. Lower-level leaders and regular members know about different types of goals, depending on their branch. This results in some members believing that the RCS's goal is to discover new species while others think the RCS's goal is to cover up knowledge of the supernatural and aliens. Higher-level members know about the goal to infiltrate organizations like Aegis and MI-13, and still other members believe their goal is to become involved in paramilitary groups. No one other than the six psychics is aware of the Pilosi-Human breeding project.

The RCS is structured like a pyramid, with a single central figure at the top, who then gives directions to a set of subordinates, who then send commands down the line. Each of the leaders who has direct contact with the central leader has responsibility for a specific branch of the RCS, either investigation of aliens, investigation of the supernatural manifestations, maintaining a positive front to the public, securing resources, etc. The RCS has members from across the globe, although it is nominally stationed in London. It currently has 500 members, who have varying degrees of loyalty, usually depending on their position in the hierarchy, such that the higher members are almost fanatically loyal, while those at the bottom of the pyramid are merely dedicated.

Resources

The RCS obtains most of its resources from civilian sources, either through soliciting donations from the general public, or obtaining monetary contributions from individuals within the group who have access to banking facilities. Because the RCS ostensibly studies new species, it has a large array of scientific equipment at its disposal that is used to perform research on these undiscovered creatures. The RCS also has access to equipment through criminal channels, although it works hard to keep this quiet so as not to sully its reputation in the public eye. Similarly, the group has been able to obtain some military equipment since a number of its members are in branches of the service, but it keep these connections quiet as well. Finally, the members have some resources in the paranormal field, but this is not the norm. Likewise, they obtain a nominal amount of equipment from the intelligence/investigation field, partially because this type of equipment is usually poorly tasked for their type of research and investigation.

Knowledge

Because of its widespread involvement in criminal syndicates, the RCS obtains a wealth of knowledge through illegal channels from smugglers, gun-runners, and other individuals of disrepute. Second only to this avenue, it has contacts in a number of intelligence agencies, including Aegis and MI-13, and it uses these contacts judiciously, usually to obtain information about movement of aliens and supernatural phenomena that are covered up to avoid release to the general public. Finally, RCS has a smattering of contacts in the sciences, the media, the psychic, and the magical fields. The members typically use these contacts as a last resource, since they are often unreliable and difficult to contact, especially considering they are located around the globe, and can be difficult to access.

Secrets

There are several breeding stations scattered all over the world. One is on a retired giant oil-drilling rig that is owned by one of the RCS's companies. Others are on farms or beneath abandoned industrial sites. The Pilosi have discovered who is preying on them and have started building up an underground railway, designed to free the poor captive creatures from these breeding sites. The RCS's Seepage freedom fighters have had some trouble from these Pilosi, especially the drilling rig from Selkies.

The RCS's secret army has also several times run afoul of the Montague Club. This has brought them to the attention of the Black Book. Developments here are fluid. The RCS may well become the second worst nightmare to the Black Book after Aegis, since it has an incredible financial pull and could well endanger the military-industrial complex backing the Book. Through the infiltration of the British intelligence community and the access to terrorists and guerrillas, the RCS could wreak considerable havoc without becoming a target itself.

The RCS's most serious enemy, astonishingly, are the Titanidae, who are so far the only ones who have discovered the secret. They view the Pilosi-Human breeding program as abhorrent, and have decided that the RCS is an instrument of the Olympians and a threat to humanity. A fierce magical war throughout England and France between the RCS's soldiers and the followers of the Flamen Europae has ensued.

Royal Cryptozoological Society

Characteristics
Civic Organization: Territorial
Criminal Syndicate: Territorial
Cult: Individual
Curiosity Seekers: Universal
Investigation: Territorial
Paramilitary: Territorial
Research Institution: Universal

Profile
Group Identity: Normal
Leaders' Identity: Covert
Members' Identity: Covert
Group Goals: Covert

Structure: Pyramid

Territory: Multiple Entity - Global

Membership Size: Medium

Membership Loyalty: Mixed

Resources
Military: Good - Limited
Intelligence: Decent - Restricted
Science & Research: Grand - Limited
Law: None
Criminal: Good - Limited
Paranormal: Decent - Select
Civilian: Grand - Restricted

Knowledge
Military: None
Intelligence: Major Contacts - 5t
Science & Research: Minor Contacts - 5t
Law: None
Criminal: Deep Infiltration - 7t
Paranormal: Minor Contacts - 4t
Civilian: Major Contacts - 5t

Pulling Strings
Ear to the Ground, Species Identification, Travel Connections, Untraceable Weapons, Mount Expeditions, Cheaper Aircraft

Appendix

Converting Aegis Pulling Strings

The Aegis Handbook introduced the concept of Aegis Points (APs) and Aegis-specific pulling strings. With the introduction of organization-specific pulling strings more generally, and an Influence attribute for each such organization, special rules for Aegis-specific pulling strings are no longer needed. Aegis pulling strings may be accessed just like any other pulling string -- by using Covert Influence (Aegis). This Appendix updates the Aegis pulling strings.

Member Pulling Strings

These pulling strings are granted to every member of Aegis upon their induction. Given their special status, Cell leaders use these pulling strings with a –1Df bonus.

Black Juice Tests

Df	Amount
1	$1,000-$5,000
2	$5,001-$10,000
3	$10,001-$20,000
4	$20,001-$50,000
5	$50,001-$100,000
6	$100,001-$500,000

Black Juice: Aegis maintains a huge number of slush fund accounts around the world, and can wire funds to almost any bank an hour after the request is approved. This is a special funding test that uses the nearby Black Juice Tests Table. Further, no roll is made at the end of the month to see if the agent has been caught siphoning money -- Aegis Prime knows about it and approves the use of the funds. Agents may make only a single Black Juice test during missions and no more than once a month.

Book Report: While anyone with access to a HERMES link can request information, a Book Report is a request for the whole library. With a successful Df1 Influence test, a priority request for advisory reports can be released, telling the HERMES system to download all non-restricted files on a certain topic to the character's HERMES link. This will increase the speed at which the Cell gets database material, and new information from other Cells, but will also increase the amount of garbage information that the system downloads. The Game Master should determine exactly what the Cell gets, but it will be a flood of information, old files, and current inquiries from other Cells -- all, of course, sanitized to prevent any security leaks. Note that this is for one topic only. Another request must be made if information on another topic is required.

Eyes & Ears: If an agent is occupied with part of a mission, and desperately needs a suspect followed, or an area kept under surveillance, standby teams may be requested. These Eyes & Ears are drawn from nearby Cells or people loyal to Aegis or working for supervisors who are. They will never meet the requesting Cell, and can only be used for sight surveillance, and for shadowing suspects, not for any other aspects of a mission. The results of the watch are reported through their normal channels and find their way to HERMES. From there the data will be delievered to the requesting agent. A successful Df3 Influence test gets an E&E team assigned which will remain for 48 hours, or until they are involved in violence, whichever comes first.

Facelift: With all of HERMES' links to other computer systems, temporary IDs may be created. These Facelifts are backed by fairly complete computer files, and give the character any legitimate background desired (a company, governmental entity or private citizen). A basic identity requires a successful Df2 Influence test, a good identity Df3, a strong identity Df4, and a deep identity Df5. The IDs created are located solely in computer databases. ID cards, badges and other materials based on these identities must be created separately by someone with the Forgery skill. Add +1Df if ID cards, badges, and other forms of ID are also to be created. The nearby False Identity Chart shows how long an identity is good for; after that time has elapsed Aegis will not actively support the identity. A base security is also listed -- this

is a Df rating for hackers to use to see if they can determine if the identity is true. Once the length of the identity has passed the base security is reduced by 3Df. It takes Aegis 1D x base security hours to set up a fake identity.

False Identity Chart

Identity	Length	Base Security
Basic	48 hours	Df3
Good	1 week	Df4
Strong	1 month	Df5
Deep	1 year	Df6

MAGIC WORM: Above the Book Report request, an even higher level of information gathering, totally illegal, may be sought. When it was formed, the NSA began a series of top-secret communications taps on various officials and systems around the country, and the world. Officially, the project ceased operations in the early seventies during Watergate, but the truth is much worse: the project was taken over by agents sympathetic to Aegis, and its efforts redirected and expanded. Acquiring a tap on the Magic Worm files gives the agents information from the top levels of the government, and quite a few private citizens as well. This can lead to all kinds of helpful dope on the topic at hand; the taps will only be activated for the topic at hand, and Aegis will only pass on that intelligence. A successful Df4 Influence test is required to start the information gathering. It takes 1D days to generate any data, once the request is approved.

NIGHT ON THE TOWN: Aegis sometimes is able to provide a Cell with a temporary hiding place. Any member of the Cell can request a Night on the Town bolthole, and upon approval, will receive directions to a site within 1D hours drive. Boltholes are by no means permanent Aegis assets. They are typically arranged as soon as the Cell makes the request, and are generally rental homes, with food and medical supplies staged inside. The Cell can rest assured that the area was safe when the request was made, but security after the Cell arrives is up to the Cell. Still, it can be nice to have a fallback position when the Cell is hurt, and needs to rest. This request requires a successful Df3 Influence test.

SPIDER: Aegis can assist Cells in their transport needs. A huge network of clandestine transport vessels is based out of various Cell HQs throughout the country. This network, code-named SPIDER, will get the agents and their gear to any spot in the US within 24 hours, once the request has been approved. The Cell will have no control over its schedule of travel. SPIDER flights are notoriously uncomfortable, and typically at odd hours. The Cell may find itself packed into the back of a semi for a hair-raising 5-hour haul to a major city, followed by a midnight C47 flight out of a secret airbase, culminating in an airdrop over the desired location. You put in your request, and you take your chances. Also, this is a one-way trip; coming back is a separate request. Rides on the SPIDER network require a successful Df3 Influence test and any member of the Cell can make a request, though a single cell should only make this request sparingly; if it is being abused, Aegis may raise the Df or deny the call altogether.

TOOL BOX: Sometimes a character needs equipment not already in her base, whether due to oversight on her part, or a lack of starting resources. In that case, it is possible to call Aegis via HERMES link and expedite official resources. This allows the agent to generate RPs using her Covert Influence (Aegis) like she normally does with her Overt Influence. This request can only be made during the course of a mission and a successful Df3 Influence test is necessary to get authorization to do so. If an agent tends to do this too often, Aegis can raise the Df for that particular agent or deny them outright; it is unwise to abuse the help Aegis lends its agents. Aegis may require the unused or permanent items to be returned. Delivery time depends on how far from the headquarters or item storage place the character is at the time of request. If the character is near a spot Aegis has a secret headquarters and the items are likely to be stored there, the item is delivered or dropped off in an hour. Delivery within the same country is 24 hours (or less if the GM feels it could get there quicker). Transport to another country penalizes the Influence test by +1Df, and the time is 2 days. Damaged, destroyed, lost, or absconded devices result in a visit by the ISS. They will ask some pointed questions. Unless they are completely satisfied with the character's answer, the character suffers a permanent reduction of Influence by one.

Cell Leader Aegis Pulling Strings

These Pulling Strings are revealed to the leaders of the cell, and it is the leader's call on whether she lets her Cell mates know of their existence. If a Cell member other than a leader makes one of these calls, his Influence is reduced by 1, unless Aegis determines it was a crisis and no other option was at hand.

CORRUPTION TREATMENT: Agents can gain access to a corruption treatment program by making a successful Df4 Influence test. The subject will be "picked up" (usually drugged so they cannot see how they got there) and brought to a secret CAPS or CAPS-affiliated treatment facility. Over time, the parapsychologists and occultists identify and expunge any spirits tied to the subject, and remove successive stages of corruption. Each stage removed requires the subject to endure three months of treatment, and succeed at a Hard Willpower test. Even then, there is a 1 in 6 chance the agent will return to the Seepage's embrace (all stages of corruption return immediately) each time she encounters threatening or extreme supernatural manifestations.

GROUND ZERO: In the event a Cell is totally compromised, and its members are in dire jeopardy of being discovered or killed, the Cell leader may ask for Ground Zero. This radical procedure requires the Cell to report to a central locale under Aegis' control, and then submit to a full debrief by ISS. Over the course of 24 hours in this safe house, the Cell will be fully debriefed on the operation in progress, and its responsibilities assigned to a new Cell if possible. The Cell will then be transported out of the U.S. for a minimum of 2D months, during which the Aegis organization will clear out every possible loose end that can be found. All investigations will be stopped, and any enemies who are still looking for the Cell will be misled, and perhaps even killed. If the Game Master desires, the

Cell may be reconstituted in a new location. This is going to be a severe role-playing challenge. The Cell members' old lives will be abandoned. The characters may not use the months of Downtime for anything other than waiting to be reassembled at a new location. The Cell members will be granted Aegis Infrastructure professions, and regenerate starting Cell gear as if they were a new Cell. Aegis will only do Ground Zero for Cells that it seriously wants to keep; other Cells would either be thrown to the wolves, or quietly extinguished. Ground Zero requires no Influence test, it is just called in -- the more Covert Influence (Aegis) the Cell had, the more the GM is encouraged to find a way for Aegis to pull this off.

NEWBIE: When a Cell leader finds out that he needs a special kind of assistance, it is possible to request a personnel Newbie. While any Aegis Cell can recruit new members, some skill packages are hard to find. The Cell leader posts his request on HERMES, and gives the details of his requirements, and Aegis will send the new member within 1D weeks after approval. This is a fully developed NPC, and a full member of the Cell. The base Df for the Influence test is 3. That number is raised +1 if the Cell has 4 members already, and by +2 if the Cell has 8 members. No test is possible for Cells with 12 or more members. Note that Aegis only assures that the new member will have the skills and training required; the new agent may bring serious defects or problems (e.g., Watched, Phobia) to the Cell.

NEW HANDS: Agents who feel the need for specialized training normally unavailable to them may request training transfer arrangements. This requires that Aegis agree that the agent really needs the requested schooling, and that Aegis is the only way the agent can arrange it. Asking for training in firearms skills is going to be turned down, but requesting Biohazard Control training before the Cell goes after a new virus is probably going to be granted. The leader must pass a Df3 Influence test for a single member, or Df4 for the entire Cell. Then the Cell is posted to what Aegis considers the best place to learn the skill or training requested. The result is a trip to some locale, usually something a little spooky, such as being sent to USAMRID, with orders in hand, and a false identity that will pass local inspection. The agents undergo a highly intensive training course, and must make an Variable Intelligence test. Success grants the agent 4CPs a week in the skill requested. Failing the Variable test means that only 3CPs of skill or training advancement are made. Aegis decides how many weeks of school the agent is granted. This may be requested only during a Cell's downtime.

REDO: If the Cell bungles and cannot get a cleaner on the scene, they may end up either in jail, or in custody. The Aegis defense teams are fairly good, and Aegis can arrange release from jail or custody in many cases. A Redo requires a successful Df4 Influence test if the agents have yet to be formally charged, or Df5 if they already have been charged. An agent can make this request if he is free and the leader is locked up; the test will still be made against the leader's Covert Influence (Aegis). If the case involves Federal charges that have attracted media attention, Aegis will refuse the request and initiate the self-destruct mechanism on the agents' links. Also, Aegis may always decide that a silent dead agent is better than a loud free one, and call in the ISS. Remember, a positive response by Aegis may simply be a way to keep the agent quiet until the ISS team can "take care" of the problem.

SHADOWMAKER: If a Cell leader feels that one of his agents has been compromised to a degree that the agent is no longer able to function, the Cell leader must make a hard choice. Agents in Aegis Cells typically know too much to be allowed to simply leave; the Cell leader might have to order the agent terminated, or watched for the rest of her natural life. Alternatively, the Cell leader may ask for a wipe of the member's identity, referred to in Aegis circles as Shadowmaker. In this process, every record of the agent is closed, and the agent's death is faked. All ties and connections are permanently severed, and the agent is handed an entirely new identity, completely backed up in every way. In some very radical cases, the agent's very memories may be altered through chemical, surgical, and psychic means. The game effects of an identity change this radical are up to the Game Master, and should be played out unless the character is being retired from the game. While the leader makes the call there is no actual Influence test. Instead the GM should decide himself depending on how high the character's Influence in Aegis is, how well he has worked with them, and if he is still a value to Aegis. Again, a positive response is not guaranteed, and even then, there are no assurances that Aegis Prime will follow through. In general, character creation is begun anew, except the old attributes are used. This is a one shot deal -- if the agent is compromised again, the ISS wetwork teams are called in.

STREET SWEEP: When a Cell has been engaged in illegal or sensitive activities, and does not have the time to arrange a proper clean-up of the area involved, the Cell leader may call on Aegis to send out a Street Sweep. These people make their living out of cleaning up evidence, setting up cover-ups, and whitewashing events. They have an almost frightening level of skill. They can buy off (or "disappear") witnesses, arrange the loss of evidence (or the planting of misleading items), and even cause entire crime scenes to return to their normal status. Travelling in small groups, or all alone, they will bring all the gear they need. The Cell will be expected to follow all their instructions to the letter, no matter how distasteful; failure to follow their orders can have dire circumstances. A sweeper can be on the scene within one hour after the request is approved. There are rumors that the sweepers are actually a part of some alien conspiracy themselves, but no one really believes it. Calling a sweeper is a simple Df1 Influence test; the problem comes after the sweeper team has done their job. If the job was simple, the sweeper team does it and Aegis will write it off with a warning. Worse case scenario is a lot of witnesses, police involvement, chemicals, radiation, biohazards, a lot of dead people and so on; in this case Aegis will reduce the Leader's Influence by enough to punish her for the call.

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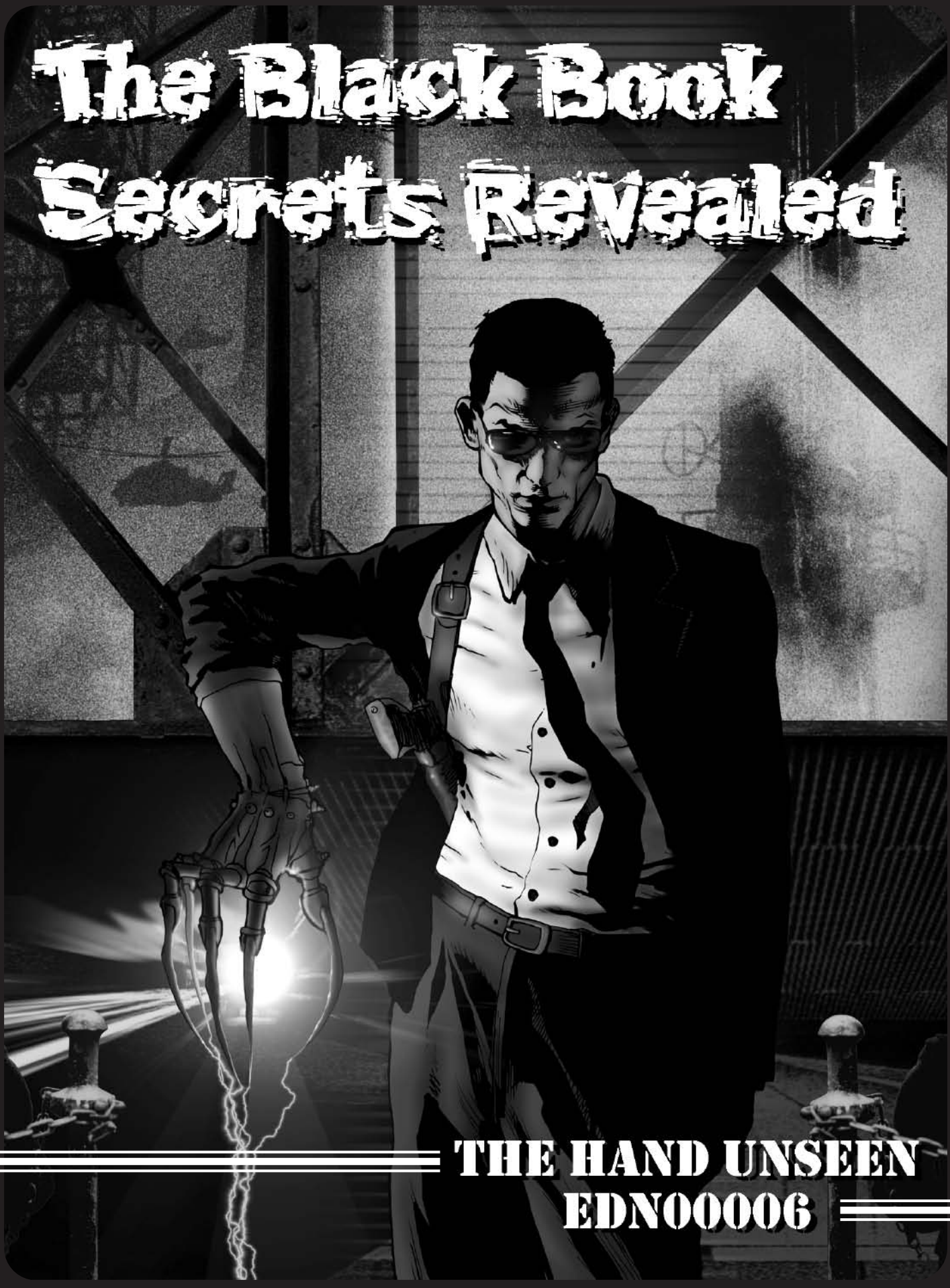
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