CTHULHU TECH

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Thanks to
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Special Thanks
· *WildFire, for pulling it all together.*
· *Flaming Cobra & Mongoose Publishing, for finally giving this a home.*
· *Trevor Claxton & Marco Nelor, for performance beyond the call of duty.*
· *EOS Press – Aron Anderson, Hsin Hong Chen, Brad Elliott*
· *Dave Arneson, for always being the man.*
· *The Dreaming in Seattle, for being someplace that something like this can happen.*
· *J Kovach, for starting the journey with us.*
· *Kathy Clark, Dennis Vaillancourt, Rachael Vaillancourt, and the McDonalds for the constant support.*

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MISMATCHED

Juneau burned.

Sam didn't know where she was, what was going on, and she sure as eff didn't know how she was going to get out of it. Migou death machines were everywhere. Locusts crawled through the ruin that used to be the arcology. Remiel tensed all around her. They both wanted to get out of this alive.

The Migou weren't taking out power centers and waiting to round everyone up like they usually did. They were calculatedly and efficiently exterminating every living thing. Sam knew she was dead if she didn't keep moving. Remiel snaked tentacles out of his forearm – Sam tagged a couple Migou battletroops that were a little too close.

Whipping around the corner, she dove for cover in a ruined building and hoped they weren't interested in

her. The tentacles slithered back under her Engel's armor plating. Sam screamed into her comm, "Blackjack! Ruin! Anybody! Can you hear me?!"

All that came through the static were incoherent shouts and muffled screams.

"Oh god... is anybody there?!"

A battle spilled out onto the street behind her. Sam heard the sounds of panicked civilians. A Broadsword backpedaled futilely as a couple Locusts tore chunks out of it with their gigantic metal mandibles. She stared in disbelief. "Oh no..."

The Malach kicked up and leaped high into the air, raining down balls of superheated plasma onto the Migou. Sam knew she got one of them, but proximity warning claxons ripped her attention away. Down

through the smoke above her tore a Wasp, stinger down, deadly rocket pods zeroing in on her.

Sam couldn't help but scream. She dove to the ground and rolled away in desperation, hoping that she could use some of the cover to survive. The Wasp let loose its payload and rockets flew everywhere. Everything around Sam exploded. She screamed so hard she sprayed blood onto the inside of her helmet...

...from dreamland, Lieutenant Samantha Masters bolted upright in bed, screaming like she screamed when she thought she was dead in Juneau. Her short platinum 'do was matted to her head like hair product gone bad and sweat soaked her black tank top. Disoriented, but coming back to reality, Sam looked around with fading panic. Klaxons droned and someone banged on her door.

"Masters! Masters! What's wrong?" It sounded like Timana. Sam wiped the sweat off her face and shook herself. "Nothing."

"Then get moving. We're up."

"I'll be right there." Sam rocketed out of bed, grabbing her flightsuit and ripping off her sweat-soaked underwear. The nightmare was gone already and she looked like she usually did — cold and determined. But if you really looked, you could see that Sam wasn't quite home.

• • •

In the cold light of dawn, four mecha stalked through the coastal forest on Bainbridge Island — Sam's Engel(Callsign: Misery), CC's Broadsword (Callsign: Feint), Jack's Scimitar (Callsign: Crater), and Cevy's Storm (Callsign: Bloodlock). Winter rain poured down around them, smothering them with white noise. The CO felt the need to check in. "Keep it tight. Any sign?"

"This is Bloodlock. Negative." Until Sam met Cevy, she didn't know Nazzadi could have southern drawls.

"Crater. Negative." The charge beams on Jack's Scimitar pulsed with energy.

Sam stared intently, ignoring CC's voice. "Misery?" She was almost sure she could... no, that's not it... wait... there was something. The Malach pointed. "There."

A phantom shape flew neatly through the trees. Landing, it shimmered as the Rapier's stealth system powered down. Sam hated the way stealth mecha just seem to step out of thin air.

CC stepped up. The Rapier spoke. "You Feint?"

"That's me," replied CC.

Timana dropped the stealth on his Eclipse. He stood an arm's length behind the Rapier, with those acid-dripping claws waiting for trouble. The callsign Scalpel was stenciled on its shoulder. "Are you our man?" the Eclipse "whispered" into the mech's ear "Uh... yeah."

"Good." The Eclipse snapped its claws back in. "What do you have for us?"

"I'm transmitting," said Torment. "Dragonfly. Just sitting there. Discovered it entirely by accident."

The squad crept closer to the coastline to get a better look. Information rocketed across the inside of her helmet. Sam briefly remembered what it was like to sit in a mech's pilot chair, but she preferred the warm fluid of the Engel's control capsule. Her HUD showed that Torment had outlined a red square for them, but Sam still couldn't see it. "This rain isn't helping."

"Scalpel, you flush it out," ordered CC. Timana disappeared again. "Crater, Misery, you get ready to pound it."

Sam took firing position, aiming on coordinates at something that didn't look like it was there. Jack followed suit. She asked, "Can you see it?"

"Oh sure. Plain as day." Jack could always find time for sarcasm. It was like a hobby to him.

Meanwhile, Timana slid into the water with barely a ripple. The Dragonfly continued doing whatever it was doing. It could see him if it knew where to look — unfortunately for it, the Migou didn't. Timana burst up from underneath and took a chunk out of it with his claws. The thing rippled and was suddenly there for all the world to see. The Nazzadi quickly leaped out of the way. "Now!"

Critical surges of energy crackled in Jack's charge cannons. "Hello pretty."

Both Sam and Jack let it fly. The overcharged energy balls exploded across its side followed by a swarm of rockets. It's hard to tell which did which, but the Dragonfly flew apart into mess of angry pieces.

Jack howled. "We'd like to welcome you to Seattle!" He decided to punctuate by firing again, blowing the remains even more sky-high. As the ashes settled, Cevy drawled over the comm, "You're an animal! Too bad Miss Sunshine here wasn't much help."

"Bloodlock, get down there and help Scalpel," directed CC.

"Yes, ma'am." Cevy took off like a shot, showing off again.

"Stay sharp, people. Keep an eye out for friends." CC turned to Sam. "Don't mind her, Misery."

"I don't." Sam's Malach bristled around her and a low growl rumbled in its ribcage. Jack slowly turned. "What was that?"

"Remiel," replied Sam.

"What?"

She reached out and stroked the uterine-like wall around her. "My Engel. I think he's anxious."

"Great... why's he anxious?"

"I think he's upset there wasn't more to kill."

The radio went silent for a full thirty seconds. Finally Jack said, "Okay... I'm going down to the beach."

As Jack walked his Scimitar through the forest, Timana slipped into view and approached. "Captain, there's not much left of this one and we're not seeing any more."

"Good." CC switched channels to radio home. "Command, this is Feint. We have neutralized the Migou threat. Repeat, we have neutralized the Migou threat."

• • •

Sam walked into the debriefing room. Jack and Cevy sat in a cold pool of light and looked like they were trying hard not to look like they were just talking about her. The beautiful tattooed Nazzadi went back to checking out something on a palm-top and Juarez threw on his best rugged look and tried to look like he wasn't trying to look down the front of Cevy's partially unzipped flightsuit. Sam ignored them and took a seat at the window. You'd never know they were in a building within a building. The arcology street below her was lit up like a perfect morning while a simulated wind blew through the trees.

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Jack tried to clear his throat, but all it did was make the uncomfortable silence all the more obvious. Fortunately, CC and Timana walked in, followed by Captain Robins. Sam noted that CC had this gift — she always looked like a badass. She was an interesting contrast to the perfectly-toned stoic Timana and Robins, who looked like every middle-aged career officer in every movie. Robins locked the door behind him.

"Everybody have a seat." Robins headed to the front of the room while the squad situated itself. "I've read your report, but there are a few things I want to clear up. Lt. Timana, how were you able to see the Dragonfly?"

"I didn't. I just had faith in intel."

Robins smiled. "That's good to know, soldier."

"Ass-kisser," whispered Cevy.

CC busted her. "Something to add, Lt. Cevy?"

"No, ma'am."

"And Lt. Juarez," Robins continued. "Was there anything left of the Dragonfly before you pulverized it with a third shot?" Jack smirked just a little. "No, sir."

Robins frowned. "Let's try and show a little restraint in the future."

"Yes, sir."

"So, if there's nothing else..." Robins got up.

"Sir," said Sam. "What was bug recon doing down here?"

"I'm sorry, Lt. Masters. That's classified."

"Come on, sir," she continued. "It's not like you're going to let us talk about this anyways." Her CO did not look pleased. It was a toss up for a second whether Robins was going to go for it or whether he was going to give her some unpleasant duty as a disciplinary action. Fortunately for Sam, he went for it.

"All right, fine. We don't know what it was doing, but we're concerned. We expected the bugs to occupy Juneau. Instead, it looks like they might just be resting before continuing down the coast. Both Seattle and Vancouver are on alert."

Jack shook his head. "You gotta be kidding me."

Robins nodded. "That's going to mean a lot more patrols and a lot more hours, so be ready for it."

"Does anybody know about this?" asked CC.

"No and that's the way it's going to stay. Lt. Masters is right — none of this happened. Are we clear?"

Cevy and Jack kind of nodded their heads. Sam outright sighed.

"Excuse me? Are we clear?" Robins shouted, getting back to basics. A hearty "yes, sir" popped out of each of them. Robins turned and walked out. "You're dismissed."

They walked out of the debriefing room and Sam wondered how much longer it would be before the bugs came down the coast and she found herself in Juneau all over again.

• • •

Flash. Oily black tentacles slithered through the air.

Flash. Milky eyes danced with deadly intent.

Flash. A gnashing serrated beak snapped.

What a day for a storm.

Seth didn't wait for the next lightning strike. The blades in his arms popped out and he skewered one of the thing's tentacles and stabbed it in the chest. It screeched and spit green blood at him, and then lashed out with whatever still worked — which threw it off balance. Seth blocked, stuck one blade into its head and cut what passed as its throat with the other. The thing gurgled, convulsed, and died.

It had already shifted back to Human by the time Seth stepped over it. That's something he wouldn't be doing tonight. The bugs had reduced Juneau to ruins and now the Chrysalis Corporation had its elite here too. This was about as dangerous a place as there was on Earth. It would be hard for mortals to survive, but fortunately Seth wasn't quite mortal.

He was looking for survivors. Seth had been here for two hours and he'd already been attacked three times. And all he was finding were corpses. This was the kind of bad that he pictured when he pictured a nuclear bomb. But if anyone was still alive, it would be the Tagers. Seth hoped the others had better luck.
The rendezvous was in ten minutes, but he could already

feel the others approaching. "Anyone find anything?" thought out Seth.

"Lots of dead things," replied Orchid. Katie was always a little morbid. Seth knew she was just down the street, but he still couldn't see her.

"I haven't felt anything." Vertigo flew low a few blocks ahead. "And I've covered some ground." If anybody was going to find anything, it was Annody.

Suicide was the last to weigh in. "Bone, this is bad."

"I know, " Seth replied. If it was creeping both he and Dikava out, it was getting time to leave. "We're missing someone."

"I'm sure he'll be fine," answered Orchid. Suicide jumped up on the building next to Bone. The two Phantoms leaped from rooftop to rooftop, doing their best to keep low. They had to watch out for Dragonflies – if one of the Migou found them, they'd be done. "Vertigo, why don't you lead the way?"

"Sure," she replied. The Whisper took off on her buzzing wings.

"Orchid, stick close," said Bone.

"I am."

He turned and sure enough, he could see the outline of the Shadow if he looked very hard. Orchid was about twenty feet behind them. They jumped across rooftops and crawled through ruins like alien spiders following the lead of their airborne companion.

Suddenly, Vertigo dropped out of the sky.

"What?" snapped Bone.

She pointed ahead of them. Now that they had stopped they could hear it. People screaming. Alien machines. That low buzz that meant Migou were near. Vertigo just kept backing up – it was weird to see a monster pull back in fear. Orchid took the cue to sneak ahead, invisible and silent – just some of the magic of Tagers.

She got to the edge of the third building in front of them and stopped to take it all in. Bone waited a moment, but was seriously impatient. "What is it?"

"This you have to see for yourself."

"We don't have time for this."

"I'm serious." That wasn't typical Orchid, so Bone crept up behind her. Suicide wasn't far behind. What waited for them was one of those things that no one really can be – or should be – prepared for. In the ruins below, the Migou herded people, Humans and Nazzadi alike. Usually, the bugs separated the black-skinned race from the natives, but this time they weren't discriminating. Mecha guarded the area, while Migou battletroops gunned down crowds of civilians.

The snaps of rail-guns echoed off whatever still stood, drowning out the whimpers and the cries. When the prisoners went down, the bugs flew over the bodies and blew the heads off of any survivors. Utility machines pushed the bodies into a mass grave and another wave was brought in. And then the scene repeated itself.

They recoiled in horror. "We really need to get out of here," whispered Bone. "Find a way, Vertigo."

The Whisper pushed off in a different direction. The others slowly and quietly followed.

• • •

It all happened so fast. They'd narrowly avoided a couple Migou patrols. The regular combat mecha were easy to hide from, but only the Whisper could see Dragonflies if they didn't want to be seen – kind of like Orchid. They'd covered a lot of ground and then they started to come across survivors. One at a time, they'd collected six people and were herding and carrying them through the city.

It was no surprise that Vertigo was the one to think of it. "Has anyone checked them out yet?"

They were so surprised to find survivors that they hadn't. They'd already covered like three miles. Bone got that creeping feeling. "No."

"Why don't I give it a shot?" The Whisper hovered a little lower and watched us help our survivors up and over a pretty tricky crash. Fires were still burning nearby. Bone and Suicide grabbed them one by one and jumped over and through.

"Uh, Bone?"

He was just about to leap off with a young Nazzadi woman in his arms. "What?"

"The one you're holding?"

"Yes."

"She's a Dhohanoid."

It was a good thing no one could hear them. Bone chucked her. Bolts of arcane electricity shot from between his eyes, frying the now monstrous flesh of a Dua-Sanaras.

Suicide leaped over rubble. "I think they all are."

Sure enough, the survivors weren't looking so mortal anymore. A serpentine Gelgore slithered up a steel support, spitting venomous needles all the way. The Phantoms hit cover. An Elib, all mouth, hopped through the rubble, followed by another two squiddy Dua-Sans. Somewhere close, a gurgling roar erupted and did not go unrecognized. The Zabuth made Bone worry – those things made great white sharks look like candyasses. The Tagers weren't getting out of this unscathed. They were outnumbered, but not necessarily outgunned. Vertigo mentally shouted, "Incoming!" The Phantoms

turned away as gossamer balls of energy fell from the sky, pulsing blinding light. An angry bark from the Elib let them know the creatures were off guard.

Suicide took the stance and Seth hit dirt. A enormous mass of sharp tentacles burst from his chest, catching the Elib and one of his friends. They whipped around for a few seconds, flaying skin and flesh, before finding purchase on the smooth skin of the toothy one. It shrieked and fought, tearing at the things all around it, while Suicide leaned back like a fisherman reeling in his catch. The mass subsumed the creature and impossibly dragged it back into the Phantom's torso, consuming it alive.

This didn't slow down the rest. The Gelgore spat needles at machinegun speeds, forcing Vertigo to concentrate on not going down. The Dua-Sans undulated down on the Phantoms. The Zabuth waded through rocks that weighed more than cars, pushing them aside with little effort. Seth could see the energy crackling around its unblinking cyclopian eye. Orchid was somewhere.

Tentacles, blades, venomous needles, and energy blasts. Feints, ducks, dodges, and weaves. Vertigo had managed to tangle up the Gelgore, which didn't necessarily make it any less deadly. Bone and Suicide had managed to down one of the Dua-Sans right away, but the Zabuth was trying to rip them apart and wasn't entirely failing. Bone had a big chunk taken out of his side. The wound was closing fast, but it didn't hurt any less. Suicide had been knocked on his ass and was now trying to get out of from under a smothering heap of Dua-San.

"Get down."

Bone more or less stumbled, which did the trick. From out of nowhere, Orchid did her thing. It was always hard to tell, but it looked like she ripped the thing apart from six different places at once. She was high, she was low, she was all around, and the Zabuth wasn't quite prepared for it. It slumped to the ground without so much as a sigh. "I'm done."

The battle was manageable from there, but Orchid was right. Two of them had expended their most powerful offensive abilities for a while. If the Tagers were lucky, this would be it and they'd be on their way. It didn't seem likely, though.

• • • •

After that they had an agreement. No matter what, take the time to check everyone out. No more surprises. Or at least, so Bone thought.

Two hours later, they were still in Juneau. The going was slow even when the goers were supernatural symbionts. Vertigo kept finding small pockets of survivors. The ones that weren't Dhohanoids were already being herded by the Migou. But most of them were the Chrysalis Corporation's favorite sons and daughters.

"What the hell are so many of them doing here?" asked Vertigo.

Suicide had been displaying uncharacteristic caution. "Probably hunting the surviving Tagers."

"No," Bone replied. "This is more than that. If they're sniffing around a war zone that's still hot, something big's going down."

"Should we find out what it is?"

"No way. We'll be lucky to get out of this alive as is. If we find it on our way out..."

Vertigo busted in. "Shh! Listen!" Migou battletroops.

"Where are they?"

The Whisper was off getting a better look. "Looks like they're systematically covering ground now. They must've solidified their control of the city." She continued to scout.

"What's our best route?"

Vertigo landed, the clutching arms on her chest twitching nervously. "We don't have one. Get into the buildings and hide in the ruins. It's our only option."

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Progress slowed to a crawl, they hid and quietly slid through the buildings as the bugs searched for anything still living.

• • •

A few more hours of painfully slow progress was starkly contrasted by twenty minutes of flight. A Migou detachment had gotten wind of them and they'd been ducking rail-gun slugs ever since.

"We're not gonna outrun them," shouted Orchid.

"If we lure them into one of these buildings, we can take them."

Bone shot a look back over his shoulder as a couple slugs whizzed by his head. "How many have we picked up?"

"There's at least a dozen. All armed with assault rifles." Vertigo was about as high up as she could get.

"Hell, I'll play those odds at this point," said Suicide.

Bone wasn't going for it, but then he felt it. With all the chaos, he hadn't even noticed. Someone had been missing, but that someone was about to catch up. "Let's do it. Take the big one up ahead on the right."

It must've been a school at one point, with lots of long hallways and rooms and lockers, but now it was a disaster area just like everything else. The Tagers stuck close together, drifting as best they could from shadow to shadow. Let the Migou commit and then pick them off a few at a time. It was a good plan as long as reinforcements didn't show up.

The Phantoms drew first blood. A couple scouts got too eager and too far ahead. Assault rifles don't work so well up close. Another four bugs had split off to start at the top. They managed to squeeze off a few rounds, but got torn up fast. It was turning out that the Migou made a bad move following them in there. That is, at least until the reinforcements arrived.

The Tagers didn't know how many, but at least another dozen Migou swarmed onto and into the building. The bugs stopped looking and started firing. Slugs zipped everywhere, chewing up walls. They were either trying to flush them out or knock them off and they didn't seem to care which. "We're leaving! Orchid, find a way!" shouted Bone.

No sooner had Orchid moved than a burst ripped through the floor. It blew right between Bone and Suicide and tore through Vertigo. Blood sprayed – she took it across the right side. One of her wings had been sheared off, another mangled, and her arm hung useless. The Whisper fell to the ground with a thud. Bone bee-lined to her limp form. "Vertigo! Annody!"

She turned her head weakly. "Still alive." Her wings were already starting to regenerate. Vertigo would be back in business in a few minutes. "That was close."

"So am I," came a voice. An explosion rocked the building. They could feel it sag as a couple support beams finally gave.

"Nice of you to join us," said Bone.

"Nice of them to line up straight."

"How's it looking down there?"

"Like I'm gonna get my hands dirty."

The Nightmare had shown up at the perfect time. "Everyone rendezvous with Overkill. This party's done and it's time to go home." They weren't out of it yet, but at least it finally looked like they might make it out alive. This time.

Transcript of interview with veteran Dwayne Roosevelt, 17 February 2085:

"I enlisted during the first days of the war, just like the rest of my friends. We called it the Second Arcanotech War then. The Migou had finally come to do the dirty work they made the Nazzadi for. After basic and armor school, I was assigned to a Broadsword and sent out to fight the bugs.

"We thought it was going to be simple. The Nazzadi had given us detailed information about their creators when they rebelled and joined us. We knew they were coming and we thought we knew their capabilities, and we were ready. No one told us the hive ship was going to be that big or have that kind of tactical capability. The First Arcanotech War looked like a picnic in comparison. We grew up fast.

"I've never been inside an Engel and I don't plan to be. The idea of having something implanted in my head that puts me in touch with something like that doesn't sound right. I'm not saying they don't have their place.

"I've been in every major conflict, with the exception of Alaska. I was one of the many waiting at Ground Zero when the Migou arrived. Like most pilots that day, I lasted around eleven minutes. I woke up in Greenland a few legs short. They attached a cloned set and put me through physical therapy, and I was back on my feet and sent to northern Russia. It was just like they say it was. We spent most of our time worried the bugs were going to move at any moment in the dead of winter, which is exactly what they like. Just after the equinox, they came. We held for three weeks. A bogie took me out – an unseen Silverfish. This time I woke up in Germany. I had new cloned arms, new cloned legs, and a fading case of frostbite. When my PT was done, I was reassigned to Russia and stayed there for the next two years. We held the Migou back, but more because they didn't push than because we stopped them.

"I was eventually ordered to Eastern Europe. The Rapine Storm was exterminating everything in its path as it rolled out across Asia. This was not the kind of thing anyone can be ready for. They were a rampaging horde of alien monsters and cannibals, not an organized army. A lot of guys lost their heads when the Storm came to town. The lines fell apart fast. I fought and fortunately made it out alive and unhurt – the military had an excellent evac plan set up in Europe at that time.

"It was right about then we were instructed that we now fought the Aeon War. With the addition of the unsympathetic Cults, the war was now fought by many enemies on many fronts. Back home, people were optimistic. The news told them the government had everything under control. But those of us down on the front lines thought differently.

"I'm currently stationed in China. The soldiers I lead fight almost daily against the Storm, who throw themselves against the lines like rabid dogs. I personally accrue one confirmed kill every other day. I'm nested behind the lines yet I've almost died three times in as many years.

"And now you'd like to talk to me about Aeon War Syndrome. If it isn't obvious already, let me tell you. Most of my friends have been killed in action. The ones that haven't been don't smile much anymore. There's no way I can reenter civilian society after what I've seen. Every one of my limbs and major organs has been replaced at least twice and I've endured full spinal reconstruction. They say it's the most painful recovery a person today can endure and they're not lying. In nine years, I've spent eighteen months in hospitals or in PT, with another eighteen months undergoing psychiatric care. In addition to all that, my wife left me. But really, who could blame her? And now she only lets me see my daughter one week a year, over her birthday.

"Aeon War Syndrome isn't losing your mind. It's losing your friends. It's losing your family. It's losing whatever hope you might have had left.

"They say war is hell. I've seen hell. This is worse."

"During my career, I've piloted every mech made by Humans and I have at least two dozen confirmed kills in each. I prefer something designed for direct conflict. Reconnaissance and stealth mecha are not for me. I've logged the most time in Broadswords. I know Nazzadi who call them bricks, but I would rather be in something that can take enemy fire and still be combat worthy than an eggshell with speed and mobility.

Welcome to *CthulhuTech*. Ahead of you waits a universe of giant mecha, arcanotechnology, eldritch magic, and unspeakable horrors from beyond time and space. It is our world many years from now. It is the Strange Aeon – the time when the stars have come right to once again release the Old Ones from their prisons outside of our universe. It is the Aeon War, where what remains of Humanity fights a desperate battle against their own extinction.

CthulhuTech is a hybrid genre, fusing together two separate paradigms. On one hand, it is an anime world of mecha – giant piloted robot war-machines. It's a world of high adventure, plucky resourcefulness, and the hope that a brighter day is on the horizon. On the other, it's a world of eldritch horrors, where unknowable things dwell outside the world of man. A place where the gods are horrible creatures with malevolent agendas, unsympathetic to lesser beings such as man – a dark world of shattering revelations and insanity.

This chapter will give you a road map to this core book, teach you terms, detail the physical structure of the text, and reveal to you a few of our inspirations. Good luck, and enjoy.

TERMS

Storytelling games have a language all their own. Both the rules and the setting use new terms with which you may not be familiar. Just to help make things a little clearer as you move on, we'll detail a few of those here. Each of these terms, and others, are fully explained in the text.

Game Terms

Dramatic Character: The fictitious characters portrayed by the participants of a *Storytelling Game*. They are the main characters of the story and the focus of the plot.

Storyguide: The person who chooses to create the plot, portray the *Supporting Cast*, adjudicate rules, and generally steer the interactive storytelling experience.

Storytelling Game: An interactive storytelling experience, which takes place solely in the imaginations of those participating. One person takes on the role of *Storyguide* to manage and direct the experience, while the others take on roles as *Dramatic Characters* of their own design.

Supporting Cast: Ancillary characters that appear in the story who are portrayed by the *Storyguide*.

Setting Terms

Aeon War, the: The greatest of all wars; the war of the *Strange Aeon*. Humans and *Nazzadi* fight for survival against the invading alien *Migou* and the threat of the returning *Old Ones* and their *Cults*.

Arcanotech: A fusion of scientific and mystical principles. Currently, arcanotechnology is based around certain non-Euclidean concepts that result in the application of an inexhaustible power source. Certain arcanotech side effects have led to the creation of mecha as the main-line war-machine of the *Aeon War*.

Ashcroft Foundation, the: One of the few large corporations to have survived the *Aeon War*. The Ashcroft Foundation is the organization responsible for the creation of *arcanotechnology*. It is the key research and development organization for the *New Earth Government*, and often serves as an advisory body for the government in other matters as well.

Children of Chaos, the: The secret cult of *Nyarlathotep*, the *Endless One*. Upon the *Chrysalis Corporation's* discovery of the Rite of Transfiguration, the *Children of Chaos* infiltrated and took control of the company. The two are now one and are capable of creating the *Dhohanoids* – their elite soldiers. They follow the will and agenda of the mysterious Nyarlathotep and are said to be responsible for the *Aeon War*.

Chrysalis Corporation, the: One of the few large corporations to have survived the *Aeon War*. The *Chrysalis Corporation* serves the *New Earth Government* and its society in a variety of ways. However, secretly they are controlled by the *Children of Chaos* and work to undermine the *New Earth Government* from within.

Cthulhu: The most feared of the *Old Ones*. Cthulhu sleeps the sleep of the dead trapped in the sunken city of R'lyeh. If he were to return, scholars generally agree that it would spell the end of the *Aeon War* and the destruction of all *mortal* life on Earth.

Cults, the: When spelled with a capital letter, the term Cult refers to any one of the three major cults threatening the *New Earth Government* – the *Children of Chaos*, the *Disciples of the Unnamable*, and the *Esoteric Order of Dagon*.

Death Shadows, the: The Disciples of Death's Shadow; the sect within the *Disciples of the Unnamable* that believes that mortals

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must be thoroughly degraded and corrupted so they can be suitable servants upon the return of the *Old One*s.

Dhohanoids: The elite agents of the *Children of Chaos* and the *Chrysalis Corporation*. Created by the warping Rite of Transfiguration, Dhohanoids are *mortals* that can shapeshift into horrible monsters – or perhaps vice versa.

Disciples of the Unnamable, the (DOU): The cult of *Hastur* (the Unnamed One) which is split into two sects. The first are the *Death Shadows*, who believe in degradation, and the second is the *Rapine Storm*, who believe in destruction. Hastur has chosen neither sect over the other but both operate under his aegis.

Eldritch Society, the: A secret organization dedicated to helping the *New Earth Government*. They wage a shadow war against the *Children of Chaos* and their *Dhohanoids* and alone hold the secrets of creating *Tagers* – their symbiotic holy warriors.

Endless Ones, the: The greatest and oldest of all the true and secret gods. The Endless Ones are seemingly made of the most primal energies of the universe. With the exception of *Nyarlathotep*, they have had little dealing with *mortals*.

Engel: A cybernetic *mech* that is part-machine and part-creature – a living mecha. Pilots jack in through the central nervous systems of these giant cyborgs. They are the most fearsome of the *New Earth Government's* arsenal. Plural is Engels – a bastardization of the original German.

Engel Project, the: A special cooperative project between the *New Earth Government* and the *Ashcroft Foundation* to create a *mech* that is part-machine and part-creature known as an *Engel*.

Esoteric Order of Dagon, the (EOD): The cult of *Cthulhu* and his minions. They exist in coastal regions and on islands and are mainly populated by the batrachian fish-men known as Deep Ones or those tainted with their blood. The EOD hopes to find the lost island city of R'lyeh to once again awaken their god *Cthulhu*.

Forgotten Ones, the: The least known and least understood of the secret occult deities. Some stories say that they are thought to be responsible for the exile of the *Old Ones* long ago.

Hastur: Also known as the Unnamable and He-Who-Shall-Not-Be-Named. The Dead God Hastur is perhaps the most enigmatic of the *Old Ones*. Through his tattered regal avatar in Leng, Hastur is the figurehead of his cult: the *Disciples of the Unnamable*.

Magic: The studied ability to manipulate the energies of the universe in defined ways, known as rituals or spells. Magic is dangerous but very powerful. Its practitioners are known as *sorcerers* or *magicians*.

Magician: Any creature who has learned to harness the power of *magic* through complex ritual. It is mainly used as a title for dabblers. See also *Sorcerer*.

Mecha: Arcanotech-powered, piloted giant robots used as war-machines. They are an incredibly versatile unit that have all but replaced other machines in battle. Singular is mech.

Migou: Strange alien creatures from Pluto. They are a horrible combination of fungus, insect, and crustacean. The Migou are bent on the enslavement of the Human race, the extinction of the *Nazzadi* race, and the destruction of the *Cults*.

Mortal: Any natural creature of Earth that lives and dies on the mortal coil. Mortal is most often used to refer to the dominant sentient species – the Humans and the *Nazzadi*.

Nazzadi: An alien race genetically designed by the *Migou* from Human DNA. They were given a fabricated history and culture and sent to destroy the Human race by their creators. Upon revelation of the Migou's treachery the Nazzadi joined the Human race and are now an integral part of the *New Earth Government*.

New Earth Government, the (NEG): The unified democratic government of Earth comprised of the remaining Human and integrated *Nazzadi* populations – 2.5 and 1.8 billion respectively.

Nyarlathotep: One of the *Endless Ones*. This god has long taken an interest in the affairs of man. Currently he and his cult, the *Children of Chaos*, guide the actions of the *Chrysalis Corporation* and their *Dhohanoid* agents.

Old Ones, the: Powerful alien beings that once ruled the Earth. These dark gods disappeared eons ago but are now returning to once again take their place as masters of this world.

Rapine Storm, the: The sect within the *Disciples of the Unnamable* who believe that all vestiges of the Human and *Nazzadi* races must be scoured from the Earth to make way for the return of the *Old Ones*.

Sorcerer: Any creature who has learned to harness the power of *magic* through complex ritual. It is a formal term applied to those truly serious about their study. See also *Magician*.

Sorcery: A more formal term for *magic*.

Strange Aeon, the: A time foretold by ancient prophecies in which the "stars will come right," allowing the *Old Ones* to awaken (or escape their imprisonment, depending upon the

reader) and once again visit their predations upon the Earth – the time of *CthulhuTech*.

Tager: A warrior of the *Eldritch Society*. A Human or *Nazzadi* who has undergone the Rite of Sacred Bonding and fused with an extra-dimensional symbiont to become something more than *mortal*. Monsters with the hearts of men.

THE BOOK

This book is divided into a series of chapters, each addressing an important part of the setting or the game rules. Here's a breakdown of those chapters, both to give you an idea of what's ahead and to help you find something specific if you're interested. Interspersed between these chapters are short pieces of fiction that help you get a better feeling for what the *CthulhuTech* setting is like.

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

Chapter Two: That Was Then, This is Now introduces you to the setting. It gives you an historical timeline, explains how things came to be, and gives you details on each of the major players in the Aeon War.

Chapter Three: The Art of the Game gives you an overview of what storytelling games are and how they work.

Chapter Four: Framewerk teaches you how things work in *CthulhuTech*. It details the game rules – what the numbers mean and how to resolve Character actions.

Chapter Five: Alter Ego guides you through creating a storytelling Character for the game.

Chapter Six: Skillz goes through each of the skills in *CthulhuTech* in detail.

Chapter Seven: Qualities goes through each of the Assets and Drawbacks in detail.

Chapter Eight: The Way of the Future explains the technological level of society in the New Earth Government along with items Characters might own or want.

Chapter Nine: Life, Death, & Madness deals with the rules governing all forms of conflict along with those covering the effects of fear and insanity.

Chapter Ten: The New War Machine provides rules and lists a number of the mecha used in the Aeon War.

Chapter Eleven: Blasphemous Whispers discusses the underlying framework of ritual magic in *CthulhuTech* and lists both grimoires and spells.

Chapter Twelve: Unspeakable Horrors deals with the inhuman creatures threatening the Earth.

A Note About HPL

Many of you reading this book are new to the type of cosmic horror created by the author H. P. Lovecraft. However, some of you aren't and are long-time fans of his works. It's to you that this note is aimed.

CthulhuTech is a hybrid of several different genres, including anime and eldritch horror. While this game has been inspired and influenced by H. P. Lovecraft and his circle of writers, it is not slave to the universe he and they created. Some things here may look familiar on the surface, but you will find them different under closer examination. Please enjoy.

Chapter Thirteen: Vehicular Homicide deals with machines of both transportation and war.

Chapter Fourteen: Parting the Veil is a primer on the secret history and cosmic structure of the setting. It is meant only as a resource for Storyguides.

Chapter Fifteen: The Honored Guide helps detail the job of the Storyguide and gives him tools to help him craft better stories for his game.

Chapter Sixteen: The Population provides game statistics on a variety of Supporting Characters that might be used by Storyguides.

Chapter Seventeen: War, Fear, & Vendetta includes two fully-detailed, ready to play stories for a new group as well as a handful of story ideas to be fleshed out by individual Storyguides.

Chapter Eighteen: Appendices include the index and important documents like the Character and Mecha Record sheets.

SOURCE MATERIAL & INFLUENCES

CthulhuTech didn't just spring into being. There were many works of both fiction and film that helped influence the development of the setting. Here's a list of some of them, in case you'd like to explore them as well.

Books

A Guide to the Cthulhu Cult, by Fred Pelton is an interesting work covering the history of the mythos world, the languages, books, and races, a look at mythos cults, and supposed lost mythos fragments. It tries to resolve information from a variety of sources and is a fun read.

The Necronomicon: The Book of Dead Names, edited by George Hay, Skoob Edition is a rendition of Lovecraft's fictitious work. The Necronomicon doesn't just contain mythos passages, it also contains illustrations and essays on both Lovecraft and the book itself.

The R'lyeh Text, edited by George Hay, Skoob Edition is the supposed companion to the Necronomicon.

Stories

The Call of Cthulhu, by H. P. Lovecraft. The story of R'lyeh and Cthulhu is an interesting reference for the influence of the Old Ones through dreams and visions.

The Dunwich Horror, by H. P. Lovecraft is the story of a family tainted by the Outsiders.

The Haunter of the Dark, by H. P. Lovecraft is the story of a man who encounters frightening alien creatures on his mountain farm property and is a wealth of information on the Migou.

The Shadow over Innsmouth, by H. P. Lovecraft is the story of a man stuck in Innsmouth, home to the Esoteric Order of Dagon. Finding the town populated by twisted humans and Hybrids, he must flee for his life. This is an excellent resource on Deep Ones.

The Thing on the Doorstep, by H. P. Lovecraft is the story of a poor man who marries a Hybrid and finds himself victim of sorcerous body-swapping.

The Whisperer in Darkness, by H. P. Lovecraft is the story of a man drawn to a black abandoned church. His morbid fascination yields him an advanced knowledge of the occult and death at the hands of an avatar of Nyarlathotep.

Anime

The Guyver is the story of an alien suit of bio-organic armor, an evil corporation bent on world domination, and a school boy in the wrong place at the wrong time. The Guyver suits are very cool and the hideous enemy Zoanoids are likewise. The Guyver influenced the Tagers and Dhohanoids in CthulhuTech and is highly recommended.

MD Geist is a lost super-soldier picked up by the regular army who seek to disarm a doomsday device. The action sequences are great examples of anime-style combat – especially the finale.

Neon Genesis: Evangelion is an interesting story about an Earth ravaged by nearly-invulnerable giant alien creatures called Angels. The only hope the struggling humans have of surviving their assault are a group of young teens who are strangely capable of piloting the mysterious Evangelions – cybernetic mecha. The plot is interesting and the end is daring. Neon Genesis was an inspiration for the Engels of CthulhuTech and is highly recommended.

Robotech: Macross is seminal mecha-style anime. The first of the Robotech series, this story follows the young crew of the Super-Dimensional Fortress-1 (SDF-1) as they battle to save the Earth from the giant, purple alien Zentraedi. The transforming jet fighter/battle robot Veritechs are cool and deadly against the chicken-legged Zentraedi battle pods.

Robotech: Southern Cross is the second of the Robotech series. This story follows the new alliance of Earth after the SDF-1 has left to find the homeworld of the Zentraedi's alien masters. Unfortunately for them, the SDF-1 disappears and the Robotech Masters come to attack Earth. The mecha designs are strangely out of place in the overall Robotech series but the Hovertanks of the Southern Cross are very cool.

Robotech: The Invid Invasion is the third of the Robotech series. The Earth is invaded and devastated by aliens called the Invid. As it turns out, the Invid are the true masters of protoculture – the strange substance that powers mecha. The Robotech Masters betrayed and nearly destroyed them in ages past and now the aliens are tracking protoculture across the universe and settling scores. The story follows a crashed Veritech pilot and his rag-tag band of human rebels who seek to drive the Invid off of the planet once and for all. Cyclones, small mecha consisting of battle armor and a transforming motorcycle, are a very cool form of powered armor.

Robotech: The Sentinels is the last of the Robotech series. The Sentinels video is only the start of the series which was never finished. The story follows the crew of the SDF-1 who've been lost in space. They finally find the Robotech Masters home world, only to be confronted by more murderous Invid. For those interested, the full story exists as fiction. The mecha designs in The Sentinels are the pinnacle of the Robotech series.

Rahxephon is the story of a boy who is freed from a controlled time bubble covering Tokyo through his interface with the mysterious living mecha, Rahxephon. It is the story of invaders from another dimension, the power of music, and the inevitability of destiny. The statue-like Dolem that fight for the Mu are interesting as is Rahxephon itself – one of the inspirations for the Engels.

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HISTORICAL TIMELINE

(Early 21st Century) The New Internationalist movement – International relations are strained. An interdependent global economy, international efforts to combat worldwide terrorism, and the common pursuit of civil rights forces a re-evaluation of the United Nations and NATO's role in world affairs. Backed by international business interests, diplomats from the European Union and Russia call for a restructuring of the United Nations charter supporting greater central authority to legislate and enforce international law.

(2013) The Mysteries Within discovered – Translated from an ancient Germanic dialect, *The Mysteries Within* is established as the oldest known and most obscure reference dedicated to the principles of inter-dimensional non-Euclidean geometry. It outlines the manipulation of harnessed eldritch energies through common reference points that intersect the curvature of inter-dimensional space. The basic and most practical use of such energies is the development of an inexhaustible power source based on "magical" principles. The memory of human history contains only the most fleeting and sporadic references to this extremely rare and powerful text. It was finally discovered among the collection of a quiet, reclusive scholar named Dr. Harrison Lovechild, and is donated along with the rest of his library to Miskatonic University in Arkham, Massachusetts, upon Lovechild's mysterious disappearance and assumed death.

(2015) New United Nations established – Fueled by a distaste for fronting the majority of the world's military police actions and by the need to invigorate a long stagnant economy by reducing international trade restrictions, the United States begins to embrace the New Internationalist Movement. US President Amanda Stimson negotiates with European and Russian officials to develop a central United Nations government based on democratic principles. NATO becomes the military arm of the UN to enforce Security Council resolutions. The US Congress ratifies the Stimson Act which grants the United Nations legislative authority over international law, control over trade tariffs, and the right to mobilize an international military force when authorized by the Security Council. Other nations follow suit and the New United Nations is born.

(2017) The rise of a New Frontierism – Under New United Nations (NUN) mandates, international efforts are launched to explore new forms of natural resources. Planning for the Atlantis Project is launched to explore undersea agriculture as a means providing sustenance to a growing world population. Likewise, Project Prometheus is created to send manned missions to explore Mars and the moons of Jupiter and Saturn.

(2019) Teresa Ashcroft pioneers arcanotechnology – Teresa Ashcroft, a brilliant young doctoral student at Miskatonic University, stumbles across The Mysteries Within while conducting research within the University's restricted archives. Increasingly obsessed with the potential of her newfound knowledge, she utilizes the book's non-Euclidean mathematical principles to pioneer an entirely new scientific field of study. The development of arcane-technology, or arcanotechnology, successfully combines mystical and scientific principles into a functional discipline. Though her theories would revolutionize the world, the study of arcanotech would eventually drive Teresa Ashcroft mad.

(2023) Simon Yi begins work on D-Engine – One of Teresa Ashcroft's colleagues, Simon Yi, chooses to continue the research project on his own. Consulting Ashcroft's notes, Yi begins detailing a design for an arcanotech power source. The product of this design is what Yi calls the Dimensional Engine, or D-Engine for short. Unfortunately, like his predecessor, Yi is also driven out of his mind by his exploration of these secrets.
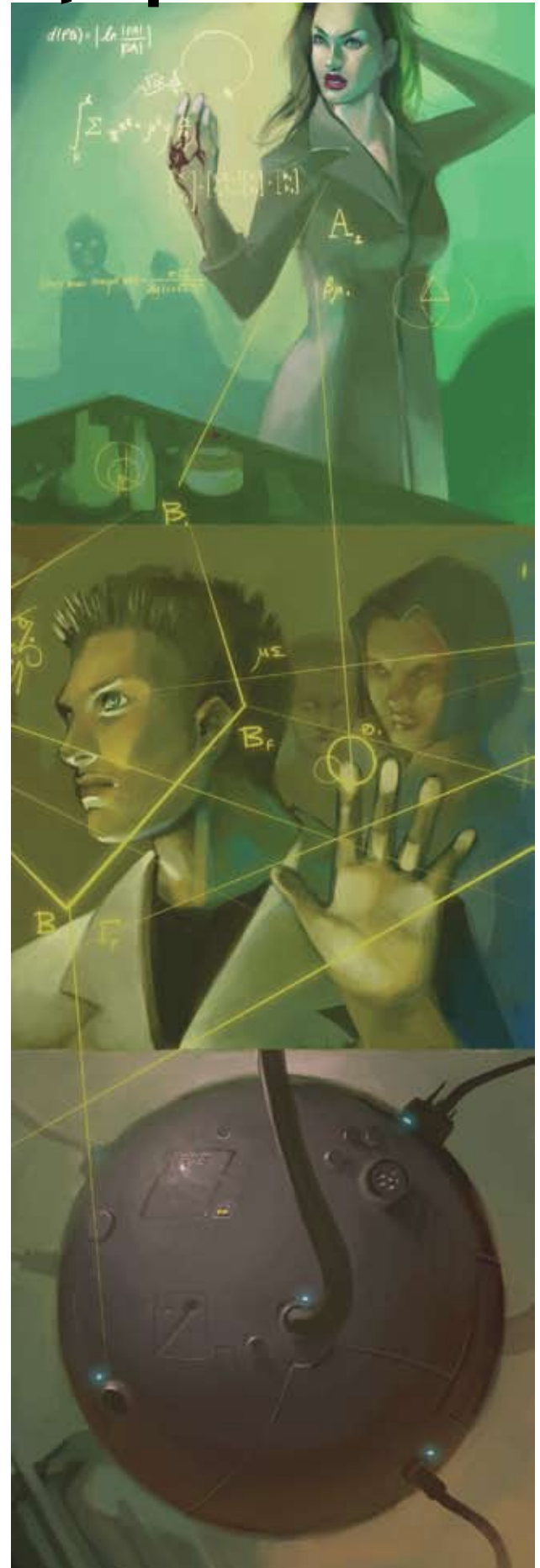
(2026) Doctor Golvash Czeny expands on arcanotech research – Much of Simon Yi's early success was due to consultations with his close friend, Doctor Golvash Czeny. Czeny, a Polish born Freemason and noted expert in quantum theory, worked as a professor at the University of Ingolstadt in Bavaria. Yi's divorce from sanity left Miskatonic University trustees desperate to find someone capable of carrying on Ashcroft and Yi's work. Knowing of his familiarity with portions of Yi's research, the trustees invite Czeny to Arkham to continue the exploration of arcanotechnology. Czeny is well aware of the fate of his predecessors. Understanding the danger involved in tampering with knowledge of this kind, he assembles a research team to divide the project across several sub-sections. He is able to preserve the sanity of each research team member in doing so. Despite this precaution, many members of his staff experience nervous breakdowns, psychotic episodes, and recurring nightmares.

(2027) Ashcroft Foundation formed – Golvash Czeny and Alice Faye Morgan, of Miskatonic University's board of trustees, soon realize that the scope of arcanotech research would soon outgrow the institution's ability to support it. They begin work to form a corporation that would carry arcanotech research to a new level. Most of the funding is gathered through private sources, though some comes from government grants coordinated through Teresa Ashcroft's father, Senator Albert Ashcroft. With Morgan as CEO and Czeny heading R & D, the Ashcroft Foundation, named in honor of Teresa's pioneering work, is created to lead the world's next technological revolution.

(2030) The first D-Engine – The Ashcroft Foundation's first success is the creation of the prototype D-Engine. "Alpha" testing goes well. However, many of the test staff are injured or killed when a D-Engine prototype malfunctions, causing a "hazardous lifeform" to manifest through an inter-dimensional gate. Despite this setback, the D-Engine is successfully tested as an inexhaustible source of power.

(2031) D-Engine vehicles tested – The D-Engine is eventually tested as a primary source of energy for vehicular applications. Strangely, initial tests with D-Engine powered vehicles reveal an interesting side effect for the vehicle operator. The test driver's focus becomes radically attuned to the physical characteristics and performance capabilities of the vehicle. It's almost as if the driver can "feel" the vehicle as an extension of his own body. Foundation officials see this side effect to be an unforeseen benefit.

(2033) The D-Engine goes public – The wonder of the D-Engine is revealed to the world in a massive press conference. The scientific community balks and decries the new technology, but the strength of the evidence is clear. After three months of trying to debunk the D-Engine, the scientific community is forced to accept the principles of arcanotechnology. A new discipline is born and the face of the world is changed forever.

(2034) The Ashcroft Foundation becomes the largest corporation in the world – The sheer size and economic strength of the Foundation dwarfs other international corporations almost overnight. It also establishes influential lobbyist representation within the New United Nations.

(2036) The development of the A-Pod – Solving the previously unresolved energy source problem, D-Engines are applied to anti-gravity lifters to create the world's first fully contained anti-gravity pod system (A-Pods). Prototype vehicles are developed utilizing A-Pods to provide lift and thrust capability. A-Pod

vehicles revolutionize transportation throughout the world. Nations that formerly relied on oil exports to support their economy begin to find themselves in a financial crisis.

(2039 to 2043) Prometheus Project progress – D-Engine technology with A-Pod drives is applied to new reusable spacecraft.

(2040 to 2043) The first arcanotech mech designed – The Ashcroft Foundation is commissioned to develop a functional work vehicle capable of managing construction and exploration tasks in inhospitable environments. Dr. Haru Akimoto designs a prototype D-Engine vehicle with a mecha-style sapient form. He argues that such a form would provide maximum operational flexibility and be best suited for activities performed in a variety of environments. The prototype vehicle performs beyond all expectations and the Ranger-class Mecha Utility Vehicle (MUV) is put into full production.

(2045 to 2051) Atlantis and Prometheus Projects become a reality – The efficiency of the Ranger MUV leads to the rapid construction of several underwater bio-domes and a new international space station. It also leads to the establishment of a moon-based mining operation and small colonies on Mars, Jupiter's moons Ganymede and Callisto, and Saturn's moon Titan. The side effects of the D-Engine become a noted factor in the Ranger's success.

(2047) New Cold War begins – Oil producing nations of the Middle East secede from the NUN over its endorsement of D-Engine Technology. China, which had declined to sign the NUN charter because of the organization's democratic foundation, aligns itself with the Middle East. A new cold war begins prompting a rapid increase in capital expenditure on the part of the NUN toward military research.

(2048) Arcanotech mecha evolve into weapons of war – The NUN begins to experiment with a military application of Dr. Akimoto's mecha as multi-functional vehicles of war. The D-Engine Operator Extension Side Effect (OESE) drastically increases pilot performance. Government contract requirements are submitted to research and development corporations to begin designing military mecha prototypes. These versatile mecha suits will eventually replace armored military vehicles as the primary mobile combat platform.

(2050) The Hermes Project completed – Contracted by the NUN, the Chrysalis Corporation designs a system of satellites to be deployed in various orbits around the sun. The Hermes Project would provide a communications relay web through the solar system providing instant contact between Earth and the Mars, Ganymede, Callisto, and Titan colonies. The scope of this project propels the Chrysalis Corporation into the arena of major international business players.

(2051) First mecha war machines deployed – The first combat mecha are unveiled to the public. They range from 20 to 40 feet tall and perform in a startling array of trial scenarios. They capture the imagination of the public, though political representatives of the Middle East-China Coalition are visibly nervous.

(2052) The Breath of R'lyeh discovered – The Chrysalis Corporation discovers a complete copy of the Breath of R'lyeh. Inscribed on stone in the language of ancient man, the text is found among the ruins of Nineveh along the Tigris River. Cross-referencing fragments of the infamous Necronomicon, or Book of Dead Names, Chrysalis Corporation researchers unravel the
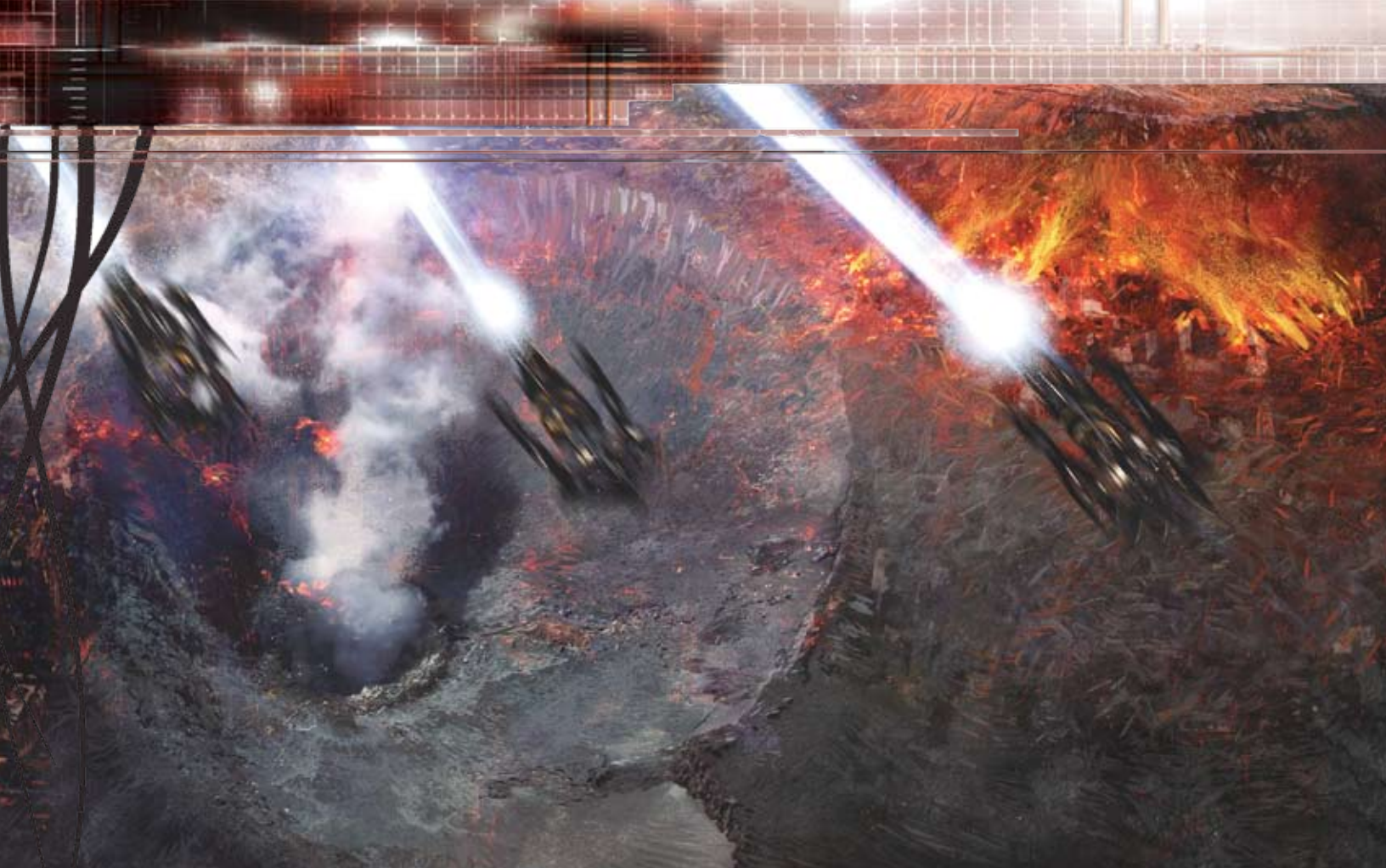
ancient formula that is the Rite of Transfiguration. According to legend, the Rite imposes upon its recipient the form of mankind's prehistoric masters. Corporation executives see this new discovery as a way to compete with the power of the Ashcroft Foundation prompting a new secret Transfiguration Research Program.

(2053) A new enemy plots against humanity – The secretive Migou of Pluto find themselves faced with territorial competition within the solar system. Humans have accepted magical principles and developed arcanotech war machines. Their colonial interests have spread into the solar system, threatening Migou territorial integrity. Finding this situation unacceptable, the Migou begin to weave a plan to steal the D-Engine design for themselves and drive mankind back to where he belongs – incarcerated on Earth, subject to cruel experimentation, impotent, and unaware of their secret Migou masters.

(2054) The original Dhohanoids – The first arcane shapeshifters are created from those who survive the initial Rite of Transfiguration tests. Because of the key Dho Formula, these shapeshifters become known as Dhohanoids. They are human beings who can assume the horrific guise of unnatural creatures at will – though some posit that this is backwards. As is always the case with such things, many of the Transfiguration Project scientists pay for their knowledge with their minds. Likewise, Dhohanoids emerge with their psyches forever warped.

(2055) Migou steal D-Engine design – Migou operatives infiltrate the Ashcroft Foundation's headquarters in Arkham and steal D-Engine design documents and other research records pertaining to arcanotechnology.

(2056) Birth of the Nazzadi – In order to maintain their secrecy from mankind, the Migou decide to create a gigantic new military force based on their advanced knowledge of genetics and cloning. Equipped with arcanotechnology stolen from Earth this new genetically engineered army is staged to appear as if their origin is beyond our solar system. The Nazzadi, as they are called, are tasked to invade and occupy Earth while concealing the home and existence of the Migou.

(2056 to 2059) The Migou prepare for war – Advanced Migou production techniques result in an army of mecha for the Nazzadi. A Nazzadi armada is created and fully equipped within three years. The Migou are confident that humanity will not be able to stand against the Nazzadi war machine.

(2057) Chrysalis Corporation usurped by Children of Chaos – Children of Chaos (COC) spies learn of the Chrysalis Corporation's Transfiguration Project. Worshippers of the ancient god Nyarlathotep, they see this as a sign that the time of the Old Ones is nigh. Children of Chaos operatives infiltrate the corporation. Before long, the Chrysalis Corporation and their Dhohanoids are under the full control of the COC.

(2058) The exploration space ship Ashcroft disappears – The "Ashcroft" is launched in 2057 to explore the outer planets of the solar system. It is billed as the greatest technical achievement in history and the Ashcroft's mission is seen as a new hope for humanity amid the tensions of the Cold War. However, communications are lost with the Ashcroft during its exploration of Neptune in 2058. The news shocks the world. Shock turns to intense worry, when soon afterwards contact with the colonies is rapidly lost, one by one.

(2059) The First Arcanotech War begins – The Nazzadi armada attacks Earth. Orbital space stations and the mining colony on the moon are destroyed. Ashcroft Foundation headquarters and Miskatonic University are leveled. The war is destined to be a long and bloody conflict.

(2059) The New Earth Government – NUN declares martial law in the face of this new threat and supercedes independent national government authority. Rapid diplomatic overtures toward China and the Middle East in the light of this new crisis

lead to the establishment of a new global organization based on the principles of NUN. Under the pressure of alien invasion, the New Earth Government (NEG) is formed.

(2060) The Children of Chaos initiate plans to bring the Old Ones forth – Seeking to bring the Old Ones forth upon the Earth, the COC uses the Dhohanoids to gather as much hidden and ancient knowledge as possible. The chaos of the First Arcanotech War is the sign of times that will usher the end of the aeon.

(2062) Ta'ge Fragments transcribed – On a mission for the Children of Chaos, Dhohanoids discover an unknown text on an excursion to the deepest regions of the Arctic. Transcribed from writings found in a decayed obsidian city, the text is called the *Ta'ge Fragments*. It contains lost knowledge pertaining to the Forgotten Ones and other lost things. The *Ta'ge Fragments* are transported back to the Chrysalis Corporation's headquarters in Johannesburg, South Africa, for further study. The city is destroyed by the Dhohanoids once its knowledge is transcribed to insure that the COC maintains a monopoly on its secrets.

(2062) Renegade rebellion within the Children of Chaos – As the *Ta'ge Fragments* are studied, renegades within the Children of Chaos steal the precious work and destroy the Chrysalis Corporation's research records. These renegades have come to oppose the COC's vision of a New World Order. Of the fourteen who rebel against the Cult, only three escape with the Fragments and their lives.

(2062) New Earth Government capitol moved to Chicago – The former NEG capitol of New York City is decimated in a Nazzadi attack. Feeling the need to reestablish itself in an area that could be better defended by land-based military resources, the NEG sets up a new government in Chicago. The Ashcroft Foundation is not far behind.

(2063) Eldritch Society formed – Gathering likeminded others to their cause, the former Children of Chaos members create the Eldritch Society. They begin to decipher the *Ta'ge Fragments* in hiding and build their plan to stand against the Children of Chaos.

(2064) The Nazzadi war machine begins to fracture – The Nazzadi "Firstborn" generals know the truth but have been charged with perpetuating the lie. They eventually begin to question their origin and purpose. Some of them rally behind a renegade marshal, Kyrsa, who seeks power for himself through loyalty to his masters. However, Field Marshal Vreta develops empathy through his contact with humans and believes that the Nazzadi have no quarrel with them. He moves to make peace. It's through him that mankind learns the true nature of the Migou and their plans. Vreta's commanders begin to rally Nazzadi forces to the new alliance – only a quarter remain loyal to the Migou. It isn't long before the remaining hostile Nazzadi army falls.

(2064) The Rite of Sacred Union revealed – The Eldritch Society deciphers a modified Rite of Transfiguration from the *Ta'ge Fragments* known as the Rite of Sacred Union. This modified Rite enhances the recipient, bonding him in symbiosis with a powerful otherworldly being. Through proper training and will, a host can control the powers of the symbiont form.

(2065) The First Arcanotech War ends – Nazzadi delegates under Field Marshal Vreta meet with NEG President Nathaniel Roosevelt at a conference outside Chicago to discuss the terms of peace. The Schaumburg Treaty is signed and the war officially ends. The Nazzadi are integrated into the society of the New Earth Government. However, renegade Nazzadi bands continue to challenge NEG authority.

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(2065) The first Tagers – The Eldritch Society attempts to perform the Rite of Sacred Union on selected individuals. Of the six initial test subjects, only two survive the process. The Ta'ge symbiont manifests as an otherworldly and inhuman shell, imbuing the host with great power. Named after the Fragments, Tagers become the perfect weapon to fight the Dhohanoids and their COC masters.

(2066) The Migou prepare to mount a new offensive – The now exposed Migou face the prospect of an Earth attack against Pluto. They decide on a preemptive strike utilizing every resource at their disposal including arcanotech mecha, advanced scientific and technological expertise, and sorcery. The Nazzadi threat to Earth pales in comparison.

(2067) Reconstruction – Efforts to rebuild a war-torn Earth are well under way. President Ryoko Fujiwara presents legislation to create what he calls the "New Society". The concrete jungles of a previous age are replaced by new architectural marvels constructed of the latest in synthetic industrial polymer compounds. Some new cities, such as New Tokyo, completely replace the ruins of the old. One "New Society" initiative is the establishment of a new Nazzadi state within the NEG. Cuba and Haiti become the Nazzadi state of Nazza-Duhni.

(2067) The Shadow War begins – Armed with a force of Tagers, the Eldritch Society begins its shadow war against the Children of Chaos and the Dhohanoids.

(2073) The coming of the Unnamed One – The Children of Chaos, using the Chrysalis Corporation as a front, launch a new project to bring rise to the forces of oblivion, corruption, and decay. The Ruined King Project comes to fruition on a plateau near Tibet known as Leng in ancient texts. The avatar of the Dead God Hastur once again comes into our world.

(2074) The Second Arcanotech War begins – The Migou renew their war against humanity. Using an advanced knowledge of the occult, they release horrible creatures upon the planet to soften up their enemy before entering the arena themselves.

(2074) The Disciples of the Unnamable gather – The Disciples of the Unnamable (DOU) assemble in Central Asia under two factions. The Rapine Storm seek to pave the way for the return of the Old Ones by scouring all trace of mortals from the Earth. The Death Shadows seek to infiltrate society to promote corruption and debasement. Their purpose is to reduce all mortals to a level of corruption as befitting a servant of the Old Ones. The Unnamed One coordinates both paths, leading each side to believe in its own righteousness.

(2075 to 2077) The Migou invade Earth – Armed with their own style of mecha, the Migou launch an attack against the New Earth Government. They are twice the Nazzadi force from the First Arcanotech War. Within two years, the NEG has lost one third of the Earth to Migou occupation. The Migou exterminate Nazzadi, but enslave and experiment on Humans.

(2075) The Children of Chaos renew the search for Cthulhu – The Children of Chaos begin to search for evidence of the Old One Cthulhu within the depths of the oceans. Making contact with Dagon and his Deep Ones, the COC resurrects the Esoteric Order of Dagon. Dagon's new order, composed of Deep Ones, Hybrids, Spawn, and mortal cultists, consolidates their power in the Azores as a precursor to their domination of Earth's oceans.

(2076) The Esoteric Order of Dagon emerges as a new power – Dedicated to rediscovering R'lyeh and awakening the sleeping god Cthulhu, the Esoteric Order of Dagon (EOD) gathers their forces to take the seas as their own. At first, ships go missing. Then, Hybrids begin to spawn among coastal communities around the world.

(2077) The Rapine Storm launches a campaign of terror – Much of Southeast Asia is consumed by the Storm. Hastur's children begin to threaten China and Indonesia.

(2077) Poseidon Base destroyed – On the ocean floors, Poseidon Base and its Pacific sister installation Neptune Base are attacked and destroyed by the Esoteric Order. Atlantis Project agricultural facilities are doomed to the same fate. Though the public is not fully aware of the danger, officials within the New Earth Government quickly grow to understand the nature of this new menace.

(2078) The Second Arcanotech War ends and the Aeon War begins – The New Earth Government officially recognizes the Cults as a new threat. Faced with the power of two different yet equally dangerous enemies, NEG strategists understand that the terms of warfare have changed completely. With Earth now the battleground for three independent antagonists, a new war evolves to replace the old.

(2078) The Migou respond to the Cult threat – The Migou, knowing that they would be enslaved along with the mortals, oppose the Old Ones return. While despising upstart Humanity and their traitorous Nazzadi servants, the Migou battle against the Cults with equal tenacity.

(2079) Work begins on the Engel Project – Standard mecha seem incapable of stemming the tide of Migou and Cult incursions against the New Earth Government. The Ashcroft Foundation, in conjunction with top-secret NEG scientific research personnel, launches a secret experiment to create new, more powerful arcanotech mecha. Code-named the "Engel Project," scientists experiment with bio-organic arcanotechnology.

(2080) The Rapine Storm's purge continues – The armies of the Unnamable reach the northern coast of Australia and as far west as Turkmenistan.

(2081) The Engel prototype is tested – The first Engel is brought on-line. It is as much a living thing as a machine. Physical mecha-pilot interface is facilitated through a control capsule inserted into the "creature's" nervous system. This interface is referred to as communing, as the mech's and pilot's minds merge to create a frightening war machine. The first tests are 100% successful.

(2081) The NEG's containment policy – A rash of Hybrid infestations spread through the New England coast of North America, as well as parts of the Irish, French, Spanish, Portuguese, Brazilian, and West African coastlines. New Earth Government military forces are dispatched to quarantine these areas and to prevent a further spreading of the Cult's influence. A policy of "containment" is adopted against the Esoteric Order until such time as the Migou can be defeated and the entire might of NEG resources can be turned against the Cults.

(2082) Engel Phase II combat field-testing produces destructive results – The first Engel field-test goes awry. Pilots gradually lose control of their Engels during combat trials. The Engels are far more bloodthirsty and destructive than anticipated, resulting in considerable enemy and civilian casualties. Active Engel deployment is contingent on solving this problem.

(2083) A new synthesis and better Engel control – Engel Synthesis Interface (ESI) is designed utilizing implanted arcanotech enhancers within the pilot's brain. These new control mechanisms create the degree of control needed to effectively master Engels in widespread combat. However, there is a drawback – the pilot is now attuned to only one specific Engel. He cannot pilot another Engel properly unless he is re-attuned to a new one.

(2084) Engels successfully deployed as a new weapon – Engels enter the field of battle and provide the New Earth Government with a needed edge. However, Engels are difficult to produce and trainable pilots are difficult to find. Engels compose only one fifth of the NEG's mecha fighting force.

(2085) Today – The Aeon War continues as humankind fights for its survival.

THE NEW EARTH GOVERNMENT

The evolution of Human society under the guidance and protection of the New Earth Government has been mankind's greatest achievement. Cultural diversity, ethnic tradition, and a new sense of interdenominational religious tolerance have rolled up into a new and unified global identity. Mankind's exposure to alien invasion and unspeakable horrors has led to a global acceptance of Human diversity unparalleled in history. Ethnic, racial, and religious differences are simply traits. Homosexual and mixed racial relationships are openly accepted. Men and women share an equal role in social, vocational, and military matters. The onslaught of war by an alien enemy has led to a general belief that all life is precious and that the sacrifice of one to save many is the most noble of gestures.

Due to economic growth from a wartime industry, technological advancement, and the NEG's victory during the First Arcanotech War, most citizens believe that the virtues of humanity will eventually lead to its survival. The common cultural attitude within the New Earth Government is quite optimistic in the face of hardship and war. This idealism is strongly supported by the government's propaganda machine.

Though certain regional languages still exist, English is the official language of the New Earth Government – children all over the world, both Human and Nazzadi, are taught English as their primary language.

Constructed after the First Arcanotech War, the Grant Park Federal Complex of Chicago is the seat of Global Parliament for the New Earth Government. Both Houses of Parliament hold legislative sessions here. The Senate Council represents each global state and the Hall of Commons represents the population of each state. Executive authority is exercised by elected members of the Security Council chaired by the President of Unified Earth. The seat of the Security Council is the Presidential Estate in Arlington Heights. The greater Chicago area, now referred to as the District of Chicago, is an independent territory with no government ties to the state of North America.

State governments are organized in a similar fashion. NEG states, in most cases, encompass territories controlled by independent nations prior to the First Arcanotech War. Some of the old nations have combined their territorial areas, such as the United States and Canada or the European Union. The capital of the North American state is located in Philadelphia and the capital of the European state is located in London. The South African state stretches from Cape Horn to the equator, with its capital in Johannesburg.

The Senate recently passed legislation to provide federal funding to certain progressive programs designed to benefit the civil infrastructure and maintain a sense of security. Public Works programs are being initiated to rebuild damaged buildings, homes, and other facilities. A new volunteer Civil Defense Militia is being organized in every state to increase community security.

New Earth Government forces have set up a containment perimeter around the Esoteric Order infested areas of New England and Nova Scotia. They also fight a holding action against EOD forces in the Caribbean to protect the Gulf of Mexico and the Caribbean Sea. A significant number of New Earth Government military resources are dedicated to shoring up British defenses and securing the Straight of Gibraltar from EOD incursion into the Mediterranean.

Despite incursions by both the Esoteric Order of Dagon and the Migou, the NEG has managed to maintain a firm hold on most of North, Central, and South America. The British Isles, most of mainland Europe, the Middle East, Southeast Asia, Japan, and Australia are also under New Earth Government control. The states of North and South Africa, India, and most of China are also considered to be NEG territory, though heavy Cult influence has begun to erode its authority.

The military application of arcanotechnology certainly proved itself during the First Arcanotech War. Large mecha war machines successfully replaced tanks and armored fighting vehicles of the previous century as the principal mobile weapons platform for the modern age. Unfortunately, relying solely on these mecha for executing military operations narrowed the New Earth Government's ability to respond to a wide variety of threats. The NEG's Combined Arms Concept (CAC) called for rapid mobility, effective firepower, and maximum flexibility to accomplish any mission against any enemy on any terrain. Thus, military development during the post-war years saw a need to develop a new enhanced infantry unit that could provide mutual support for, and operate with, mecha units. The solution was simple – provide an armored suit for infantry soldiers powered by D-Cells that allowed for greater mobility, strength, protection, and firepower. Combat powered armor was born.

Powered armor accomplishes some of the feats of its larger cousins on a smaller scale. This includes the use of modified A-Pods for long jumps or to slow one's fall from aerial transport into a combat zone. Powered armor units are often used in urban

warfare for sweeping enemy units from entrenched positions. They also see use with police or security forces.

New Earth Government military strategy is based on mobility and rapid deployment. The fluidity of enemy threats on multiple fronts makes swift, large-scale mobilization essential. Surveillance networks and reconnaissance tactics are also necessary to counter the veiled and unpredictable methods used by the NEG's enemies. Hunter-class scout drones and E-6 "Guardian" ASAC (Airborne Surveillance and Control) vessels are used to track enemy movements.

Many mecha units are assigned to naval vessels for rapid deployment and fast attack purposes. The advent of D-Engine and A-Pod technology, as well as the application of certain Nazzadi engineering techniques, has revolutionized the design of the NEG's Navy. Each ship is designed to operate afloat or airborne, granting the Navy the ability to deploy task forces over land. In addition, prototypes are in design that will operate underwater or in the vacuum of space. New Earth Government naval vessel names are prefixed with "NES" (New Earth Ship).

Much like fighter pilots of a previous age, mecha pilots have chosen to identify themselves with personal call signs. They've also adopted an old tradition of applying slang names to their enemies, thus referring to Migou as "bugs".

Covert operations and espionage efforts are coordinated by the Global Intelligence Agency (GIA). The GIA fights a clandestine war on all fronts. Whether infiltrating Migou held territory, tracking EOD coastal infestations, or countering Cultist operations, GIA agents are always active. With remote offices worldwide, GIA headquarters is located at a secure installation outside of Colorado Springs. Some elements of the GIA have established a tenuous back alley relationship with contacts in the Eldritch Society. Providing the benefits of a global intelligence network, these elements understand the need to assist the Eldritch Society in their Shadow War against the Dhohanoid threat.

The War Department of the Security Council pursued the development of what was expected to be a decisive new weapon against the Migou invaders at the onset of the Second Arcanotech War. This weapon was designed to create inter-dimensional wormholes that could instantly "eject" an enemy out of known reality. The alpha test was conducted at the Nevada Test facility 65 miles northwest of Las Vegas. Unfortunately, something went very wrong – a huge explosion caused a fissure to rip through known reality and force a merging of inter-dimensional space. The result of the accident was a large vortex roughly 160 miles across, where reality gives way to the shifting of infinite dimensions. Within seconds of the accident, the research team, Nellis Strategic Command Base, and the city of Las Vegas had disappeared from the face of the Earth.

The Zone, as the area is now called, consumes anything that enters it. Expeditions have been sent to investigate and never returned. Due to the terrible things that have crawled out of the Zone, a "No Man's Land" has been designated over a 10-mile radius around its outer edge. An entire Mechanized Regiment has been stationed around the Zone to guard against any extra-dimensional visitors.

Overall, the New Earth Government knows it faces a daunting task. The spirit and moral of the people must be maintained in the face of the ravages of war. The general belief that humanity will eventually prevail must be nurtured. They cannot know the truth – that despite a heroic military effort, the NEG is losing the Aeon War.

New Earth Government Rumors
· Japan has experienced an unusually high number of earthquakes lately.
· The GIA has developed a master database on the activities of NEG citizens to counter infiltration by Migou "Blanks" or Cult servants. They keep a very close eye on the Nazzadi.
· Nuclear missile strikes against the Migou during the early days of the Second Arcanotech war failed because of the enemy's ability to destroy the missiles before they could be armed. As a result, Operation "Final Strike" is being developed to build enough "space operational" battlecruisers to launch a nuclear assault against the Migou hive ship from orbit.

New Earth Government Military Ranks

Navy Enlisted
E-1: Junior Seaman
E-2: Ordinary Seaman
E-3: Able Seaman

Navy Non-Commissioned Officers
E-4: Leading Seaman
E-5: Petty Officer
E-6: Senior Petty Officer
E-7: Chief Petty Officer
E-8: Senior Chief Petty Officer
E-9: Master Chief Petty Officer
E-10: MCPO of the Navy

Navy Warrant Officers
W-2: Warrant Officer 2
W-3: Warrant Officer 3
W-4: Warrant Officer 4

Navy Commissioned Officers
O-1: Midshipman
O-2: Sub Lieutenant
O-3: Lieutenant
O-4: Lieutenant Commander
O-5: Commander
O-6: Captain
O-7: Commodore
O-8: Rear Admiral
O-9: Vice Admiral
O-10: Admiral

Army Enlisted
E-1: Private Basic
E-2: Private
E-3: Lance Corporal

Army Non-Commissioned Officers
E-4: Corporal
E-5: Sergeant
E-6: Staff Sergeant
E-7: First Sergeant
E-8: Color Sergeant
E-9: Sergeant Major
E-10: Command SM of the Army

Army Warrant Officers
W-1: Warrant Officer 1
W-2: Chief Warrant Officer 2
W-3: Chief Warrant Officer 3
W-4: Chief Warrant Officer 4
W-5: Master Warrant Officer

Army Commissioned Officers
O-1: Second Lieutenant
O-2: First Lieutenant
O-3: Captain
O-4: Major
O-5: Lieutenant Colonel
O-6: Colonel
O-7: Brigadier
O-8: Marshal
O-9: Vice Marshal
O-10: Field Marshal

Army Organization
Squad: 9 to 10 Soldiers
Platoon: 16 to 44 Soldiers
Company: 62 to 189 Soldiers
Battalion: 300 to 1000 Soldiers
Brigade: 3000 to 5000 Soldiers
Division: 10,000 to 15,000 Soldiers
Corps: 20,000 to 45,000 Soldiers

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THE ASHCROFT FOUNDATION & ARCANOTECHNOLOGY

The Ashcroft Foundation coined the name arcanotechnology when they first shocked and amazed the world over fifty years ago. They used it to describe a bold new field that married advanced technology with the effects of ritual magic. Arcanotechnology touches all citizens of the NEG every day, though they may not even be aware of it.

Teresa Ashcroft pioneered arcanotechnology as a gifted young doctoral student at Miskatonic University. While working in the library's restricted section, she discovered a unique and as of yet unknown translation of The Mysteries Within – an ancient book detailing non-Euclidean mathematical principles that could rip through the very fabric of the universe. It's upon these principles that she designed the theory behind the D-Engine. Unfortunately, the pursuit of such cosmic forces claimed her mind.

Others followed in her footsteps, eventually creating the Ashcroft Foundation and the first D-Engines. These machines use a combination of advanced engineering concepts combined with small dimensional rips formed and maintained by non-Euclidean mathematical principles to create a clean and inexhaustible power source. All initial applications of arcanotech were derivatives of the D-Engine. D-Cells created powerful rechargeable batteries, Cascaded D-Engine Generators created and distributed power for everyday use, and A-Pods created true anti-gravity fields. Arcanotech is now everywhere.

Arcanotechnology changed the world forever. Fossil fuel exporters lost their power overnight. Energy conglomerates faced ruin. Resource mining and management companies went bankrupt. Fortunately, faith in the new field was so high that economies didn't collapse under the strain. The companies that survived were those who could adapt as quickly as possible. The car manufacturers who had stubbornly refused to design good vehicles powered by alternate fuels were buried by their more ready competition.

The D-Engine Operator Extension Side Effect, which attunes a pilot more closely with his vehicle, created a vector for an entirely new machine of war. Now the military could create giant mechanized infantry with the firepower to level buildings. Internal D-Engine power gave way to plasma cannons and charge beams. These mecha changed the face of warfare into what we see today.

Arcanotech engineers also research enchanted materials. Highly experimental, this new field attempts to weave the effects of enchantment ritual magic into the materials manufacturing process. It has been slow and difficult going. These researchers hope one day to produce reinforced building materials, enchanted composites, broadcast power, and the like.

The leading arcanotechnology researcher and producer is still the company that started it all – the Ashcroft Foundation. It is a firm founded by the original scientists and investors from the prototype D-Engine. When the D-Engine was finally revealed to the world, the Ashcroft Foundation went from a small, unknown research group to one of the most wealthy and powerful corporations in history in a matter of months. They still hold patents on nearly all ubiquitous arcanotech and draw massive revenue from licensed manufacturers. One of the Foundation's stated goals is the continuing development of arcanotechnology

employer, they actively recruited Nazzadi researchers once the "aliens" were introduced into New Earth Government society. But secrecy is a significant part of the Foundation's culture as well. Employees are not only tightly knit, they're close mouthed. There are very few people outside of the Foundation who know much of anything about what goes on inside.

The bizarre principles upon which arcanotech is based are difficult for the mortal mind to fathom. There is much of the Foundation's research that is taxing on a person's psyche, causing nervous breakdowns, psychotic episodes, or worse. To deal with these effects on their employees, the Foundation established the Ashcroft Clinic – a first-rate psychiatric research and care organization. Their first patient and inspiration was Teresa Ashcroft. Not surprisingly, the Clinic is lauded for its advancements in the field. Today, arcanotechnology researchers and developers are required to meet with Ashcroft Clinic therapists for 90 minutes of one-on-one counseling and evaluation every week. Some more extreme cases are required to schedule additional sessions or even take "leaves of absence" at the Clinic's facilities. The Foundation however has never fired an employee for mental health reasons. Those who can eventually return to work do. Those who can't return to research are given cushy office jobs with ample compensation. Those who can't return to work are provided with generous disability packages. It's because of these risks that Ashcroft Foundation research and development employees are among the highest paid professionals in the world.

The Foundation also created the St. George Research Facility in Nevada after the disappearance of Las Vegas in the Zone. This facility studies the extra-dimensional entities emerging from the void, along with the marked increase in para-psychic activity in the area. They work alongside the NEG's Office of Internal Security in this latter matter.

With the destruction of Arkham in the First Arcanotech War, the Ashcroft Foundation followed the New Earth Government to Chicago. Their global headquarters is almost an arcology unto itself. Today, they maintain offices in every major NEG city and send Ashcroft Clinic trained therapists all over the world.

– they are the creators of the field and they plan to stay leaders in it. They're convinced that the key to winning the Aeon War lies in arcanotech and they labor feverishly to find new applications. The public relations department of the company paints them as patriotic heroes working with the New Earth Government to save the world.

The New Earth Government and the Ashcroft Foundation are in bed together the way no government and corporation has ever been. The Foundation is the government's primary producer of essential arcanotechnology. Their equipment powers the nation and, through subsidiaries, they manufacture critical military components. They are, in many ways, the premiere research and development arm of the NEG's military. Beyond all that, the Ashcroft Foundation floated government agencies a great deal of money to rebuild the world's infrastructure using arcanotechnology and to help build them their new army. While the Foundation isn't asking for repayment, the NEG treats them as advisory partners. Ashcroft Foundation advisors are found at every level of the government and military. Some say they are the power behind the New Earth Government. Some say they are just a powerful branch of the NEG. Many protest that a private organization has no business advising on matters of state or economy, but that hasn't changed anything.

As one might expect, the Ashcroft Foundation is a singular company for which to work. Only the most gifted are employed. Employees are encouraged to treat the company and their fellow workers as if they were family. People look out for each other at the Foundation and loyalty and merit are the only qualities rewarded. Employees are compensated and cared for through generous wages, excellent benefits, and lucrative investment packages. Not only is the Foundation an equal opportunity

ASHCROFT FOUNDATION RUMORS

· The New Earth Government owes the Ashcroft Foundation so much money that the company can dictate to the President of Unified Earth.

· The security wings of any Ashcroft Clinic facility are filled with company madmen. Their families are paid handsomely not to talk.

· The Foundation is on the verge of a major arcanotechnological breakthrough, which promises to be more significant than the Engel Project.

THE ENGEL PROJECT

Initiated only six years ago, the Engel Project began in the basement of a top secret research facility. Dr. Anton Miyakame proposed his vision for a "synthorg" or synthesized organism to the Ashcroft Foundation in 2078 – within a year his project was fully funded and partnered with the New Earth Government War Council. Dr. Miyakame's dream was realized only two years later, when the first "synthorg," the first mech built with living, fully organic parts, was tested – the prototype Engel.

The research needed to develop the first Engel was staggering, requiring an unheard of combination of science, magic, and arcanotechnology. Dr. Miyakame's synthorg theories drew many of the best minds in the world. Unfortunately, the prototype costs the minds of more team members than the creation of the first D-Engine. Today, only one member of the original development team remains – Dr. Anton Miyakame, the first and only Director of Research and Development for the Engel Project and star of the Ashcroft Foundation.

No one outside the project knows what Engels really are. In fact, few inside the project know what they really are. The scary parts of a synthorg are the parts that are alive. Underneath it all, they are enormous living things, cloned from the DNA of Humans and god knows what else. The "host" is cybernetically grafted to a mecha enhancement shell once artificially grown and a "pilot control capsule" is inserted into the host's body cavity and wired into its brain and central nervous system.

Most Engel development has required designs for larger mecha, to accommodate both the control capsule and the host's remaining internal organs. The smallest Engels are considered medium class – from 20 to 30 feet tall.

Even if they someday overshadow normal arcanotech mecha in the NEG army, there will always be a place for smaller mecha because of Engel size constraints.

As engineered, a newborn Engel is docile and easily controlled. Whatever sentience, if any, present in the host does not reject or is overridden by the commands from the control capsule. Instinct, however, has been the problem. When threatened, this previously submissive creature awakes and attacks with a frightening bloodthirst. The project developed the Engel Sythesis Interface to overcome this difficulty. The ESI attunes a pilot and an Engel through a set of complex arcanotech computer chips that are implanted into the forebrains of the pair. This attunement bridges the control gap and the Engel will now always be under the pilot's control.

The problem with the Synthesis Interface is flexibility. An Engel still only responds completely to the one pilot to which it's attuned. Thus, pilots become dedicated to one Engel and one Engel only. New ESI's can be implanted, but the surgery required takes both the pilot and the Engel out of action for a few weeks.

Synthesis Interface or no, an Engel will revert to its murderous tendencies if its pilot is ever killed or knocked out in battle. It deals with any threats and indulges in collateral damage before finally returning to a calm repose. Any pilot who's lived through this experience gains a deep and profound respect for his Engel and almost a new level of understanding and control.

Piloting an Engel is as much an art as it is a science. The technology behind the control capsule is ingenious, creating a virtually psychic link between the pilot and

the host. Most pilots respect the living thing inside their Engel, and do not call operating one "piloting" – they call it "communing." Pilots become very attached to their Engels and they often give the synthorgs names. It is customary to name Engels after angels, such as Michael, Raphael, or Gabriel.

Engels are the first units sent into areas of heavy conflict – they are tough and effective. An Engel pilot sees more confrontations in his first month of duty than the average arcanotech mech pilot sees in three. Some pilots are assigned to elite Engel-only teams and see heavy fighting. Others are assigned as support to standard mecha squads.

Though the most valued units in the New Earth Government's arsenal, Engels are far more difficult to produce than normal mecha. For every six mecha in the NEG's army, there is one Engel. Any attempt to increase production has met with disaster. The process is so complex and has so many potential points of failure that it may be impossible to speed it up any further. To truly turn the tide of the Aeon War, the project would have to produce Engels four times faster.

The Engel Project has created some of the most powerful and certainly most unusual mecha to date. Engels have helped even the odds for the New Earth Government. So far, project scientists have only been able to develop about a dozen different hosts. These hosts together cover the most important military applications, but researchers are working to discover something completely new. Many prayers are with them.

There are two other secret side projects within the Engel Project's walls. The first is the Engel Remote Pilot Interface (ERPI). The goal of the ERPI project is to stimulate an Engel to fight on its own with enough control to keep it in the right places, all from a remote console. It is understood that even if successfully developed, the ERPI would really only be useful in heavy battle zones, for now. The second side project is the Engel Uplift Program – with a security clearance so high that very few even know that it exists. There are some who believe that the hosts are intelligent enough to be trained. The program is assessing the natural intelligence and temperament of the hosts and if they can be controlled – either psychologically or neurologically. It would create living, breathing, self-directed mecha to fight for the NEG. The Uplift Program is a dangerous proposition, and there are those who believe that, despite what proponents think, the hosts are fundamentally malevolent.

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Engel Project Rumors

· Dr. Miyakame's a genius, but he's also a nutjob. His staff is too afraid of him to do anything about it. Some are very worried what plans he has behind closed doors.
· Many believe that Engel pilots burn out after a few years. But some say literally. They say that the Synthesis Interface slowly fries pilots brains from the inside out. Since the life expectancy of an Engel pilot isn't that long anyway, the NEG hasn't really noticed.
· Battlefield rumors say that independent Engels already exist.

chrysalis corp
EVOLVING PROCESS FROM WITHIN

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Snacks and soft drinks. Pre-packaged foods. Consumer electronics. Computer software. Video games. Motorcycles and cars. Industrial machinery. Military hardware. Through over a dozen subsidiaries, the Chrysalis Corporation is a contender in these fields and others. They're a constant presence in the lives of people today and one of few giant corporations to have survived to the modern day.

The Chrysalis Corporation is not what it appears to be. Forty years ago, at their downtown headquarters in Johannesburg, the Board of Directors changed the course of the world. They wanted what all men with power want – more power. Discontent with the power of money, the Board created an initiative to research and harness the power of the occult – the T99 Division was born. Members of the Board would become the most powerful men in the world through these disreputable scholars. To help cover T99's activities, the Chrysalis Corporation took over a resource management and acquisition venture.

What happened next depends on who you talk to. T99's will tell you that only their intense efforts – along with a little good luck – were responsible for the acquisition of the complete Necronomicon and Breath of R'lyeh. The Children of Chaos will tell you they were led to them. Whatever the truth, the T99 Division translated the first full copy of the Rite of Transfiguration not long after, a powerful ritual long lost on this planet for millennia, and began to experiment. All the right wheels were in motion to attract the attention of an ancient creature. Nyarlathotep fixed his eye on the Chrysalis Corporation, summoned his Children of Chaos, and silently took over.

The great temporal power and wealth commanded by the Corporation were only half the equation. The Rite of Transfiguration was the other. Now, the Children of Chaos could make monsters. A mortal undergoing the Rite is transfigured into a form "more suiting his masters," which is supposedly the only way to survive the Old Ones' return. He becomes a shapeshifting monstrosity known as a Dhohanoid. These inhuman creatures walk around like men, but their true face lies just underneath the surface. The ritual is terrifying, painful, and long. The creature into which he transforms is called his "manifestation," of which there are over a dozen families. Very few unique Dhohanoids have been created and they may just be the first of new breeds.

Though Dhohanoids are supernatural creatures, they are also physical. They can mate and breed with each other and with mortals. The genes are dominant and the children always Dhohanoids. Children are the same manifestation as their parent or of either type if both parents are Dhohanoids. Their physical nature also makes them detectable, if one knows for what to look. A basic New Earth Government genescan will identify one, done through a simple blood test. One would most likely fail an Ashcroft Clinic psychological evaluation. Fortunately for them, the Chrysalis Corporation exerts the appropriate influence to make certain their children aren't in a position for these things to happen.

Previous to the Chrysalis Corporation, the Children of Chaos were a cult of the Endless One Nyarlathotep and had been for centuries. They were a secret society dedicated to sowing the seeds of chaos and unearthing the secrets required to bring about the end of the world. They were responsible for many conflicts and terrorist actions. Now, the two are one. The Chrysalis Corporation worships the

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EVOLVING PROCESS FROM WITHIN

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Endless One – the Children of Chaos have gone corporate. They operate similar to a zaibatsu – absolute loyalty is expected and failure must be atoned for, but the company takes care of its own.

Most employees of the Chrysalis Corporation are blissfully ignorant of the truth. It's only the positions of power that are filled by the Children of Chaos. The Board of Directors, the T99 Division, and all executives are powerful sorcerers, para-psychics, or Dhohanoids – it is considered high honor among the Children to be any of these. Cult initiation and job promotion are now the same.

Dhohanoids are usually split into autonomous operative teams with high-ranking corporate positions as cover. Each type of team has its own specialty – trouble-shooting, infiltration, terrorism, hostile acquisition, wetworks – with its own mix of manifestations. They are coordinated centrally by the Chrysalis Corporation, but operate in cells so that the command structure cannot be compromised. Clandestine and covert, the Children of Chaos carefully cover their tracks, not that anyone would likely believe their connection to the Corporation anyway.

What no one would ever believe is that an avatar of the Endless One himself directly controls the Chrysalis Corporation. The Director is a handsome, dark-skinned man who appears to be Egyptian. He is regarded as a respectable and legitimate businessman by the public, though he is considered eccentric and reclusive. But his Children know exactly what he is – their god Nyarlathotep made flesh.

Ultimately, the Chrysalis Corporation is dedicated to bringing about the return of the Old Ones and ending the world as we know it. They unified the Disciples of the Unnamable and brought the Dead God Hastur back into this world – and maintain excellent relations with the Death Shadows to this day. They trade information with the Esoteric Order of Dagon, but cooperate in few other ways. The Children of Chaos wage a shadow war so that the other Cults can operate openly. They spread disinformation and paranoia. They quietly cripple their enemies. They provide resources the others can't muster. Their only true enemy is the Eldritch Society.

Regarded by the Chrysalis Corporation as turncoat do-gooders who know enough to be dangerous, the Eldritch Society is a secret society dedicated to fighting the Cult's corruption. The Society's main tools are the Tagers – holy warriors who bond with supernatural symbionts to become deadly killing machines. They are capable of standing up to and destroying Dhohanoids – three to one in most cases, in fact.

The Migou, on the other hand, know very well what Dhohanoids are and that the Children of Chaos are afoot. They may not know where they are coming from, where they are operating, and what they are up to, but they are aware they exist. Though it may benefit the Migou if the New Earth Government knew of the threat, the last thing the aliens would do is help mortals.

Today, the Chrysalis Corporation becomes more powerful and the Children of Chaos continue to grow. Dhohanoid ranks swell between the Rite of Transfiguration and natural procreation. Already a force to be reckoned with, they are a cancer that will continue to grow in the body of the New Earth Government.

Children of Chaos Rumors
· The T99 Division has been conducting breeding experiments to create new and unique Dhohanoid manifestations.
· The Children of Chaos are not pleased with the way they are treated by the Rapine Storm and the Esoteric Order of Dagon. They're implementing a plan to change this.
· The Chrysalis Corporation is entering international media and broadcasting.

web: http://www.chrysaliscorporation.biz   e-mail: info@chrysaliscorporation.biz

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THE ELDRITCH SOCIETY

Hidden deep within the Arctic tundra, in an alien, crumbling city millions of years old, Dhohanoid agents of the Chrysalis Corporation's T99 Division found something amazing. Inscribed on an enormous monolith was the most complete description of the Forgotten Ones ever made. Unable to translate any of it, agents transcribed the text, destroyed the city, and returned to Johannesburg.

It took T99 researchers three months to create a cipher, another three months to figure out it was wrong, and another six months past that to actually create an accurate translation. Some of the researchers marveled at the myths of the Forgotten Ones. Some of them began to believe. They knew that many hoary gods were real – they in fact worked for one. They began to think that maybe it wasn't such a good idea to be bringing Hastur, Cthulhu, and their brethren into this world again. The *Ta'ge Fragments*, named for the avatar who inscribed the secret text, also hinted at rituals of extraordinary power. Ones that would make people "more divine." Ones that would make holy warriors. Maybe with these holy warriors did the renegade T99's stand a chance to change things.

The coup was impressive. The renegades stole the transcriptions of the *Ta'ge Fragments*, stole all their research data, and wiped the slate clean behind them. The Children of Chaos were left with nothing. Of the original twelve, only three of the traitors survived, but with their prize intact. They knew nowhere in Africa or Europe would be safe for them, so they fled for the heart of the New Earth Government – Chicago – and disappeared.

Creating a secret society around their task, the renegades began to enlist gifted academicians. They called themselves the Eldritch Society. Means and political influence were secured as they recruited individuals of wealth and power. They dedicated themselves to translating the *Fragments* to unlock the might within. It took them nearly two years to unveil the Rite the Sacred Union – the divine ritual for which they sought.

While the Rite of Transfiguration transforms a mortal into a monster, the Rite of Sacred Union does not force one to lose one's mortality. It reaches out into the universe to bring a mortal and a "higher being" together in symbiosis. However, participants in the rite would be "judged worthy," something at which the nascent Eldritch Society could only guess. Six individuals volunteered to first undergo the Rite, observing all the purifications and preparations outlined by the Fragments – only two survived. Those "judged unworthy" were devoured alive by the "higher beings." However, those who remained became something incredible.
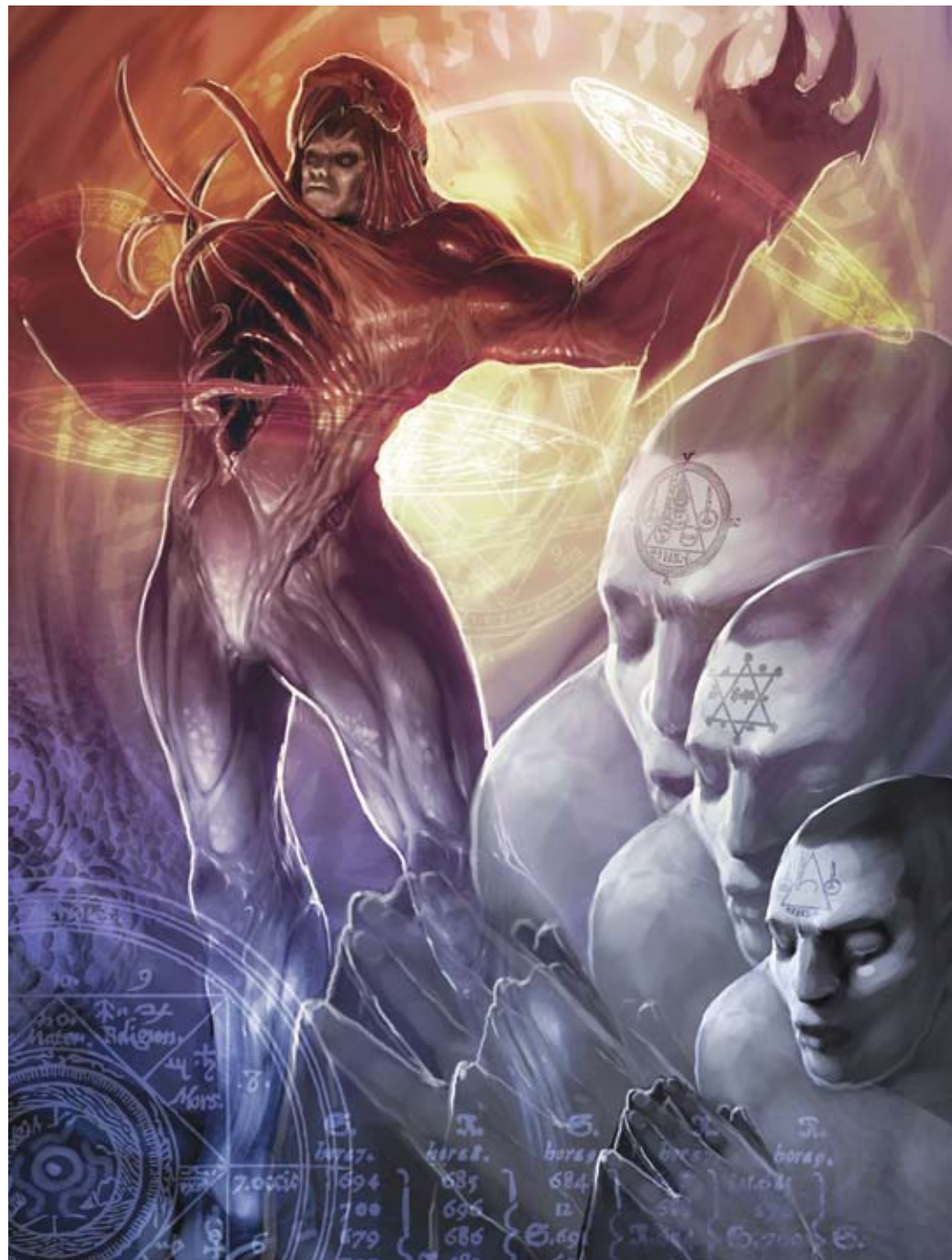
Tagers, as they have become known, are mortals who have undergone the Rite of Sacred Union, joining with a higher being or what is now called a Ta'ge symbiont. They are more "divine." While capable of appearing and registering mortal to all examination, they can join with their symbionts and become holy warriors. They are monsters with the hearts of men.

There is no way to determine what type of Tager a person will be before performing the Rite of Sacred Union. Something in each petitioner calls out and a higher being answers – he becomes what he becomes. However, the Rite requires a sentient mortal, so while lower lifeforms are out of the question, Humans and Nazzadi both qualify. The Ta'ge symbiont also has power and influence of its own. Unsurprisingly, mortals take on some of the personality characteristics of their symbiont. And, if a Tager wears his inhuman form and is rendered unconscious, the symbiont will continue to fight on its own, much like an Engel.

The Eldritch Society discovered that the key component that allowed participants to survive was not only philosophical belief and ritual purification, but genuine personal will and true conviction. A new screening program was developed to help recruit new talent and Tager ranks grew – unfortunately not as quickly as hoped. Suitable, sympathetic candidates were not easy to come by and the Rite itself required special conditions. Their numbers would forever be restricted. There are still far more Dhohanoids than there are Tagers, and this will not change until Chrysalis Corporation breeding programs and Genesis Pits can be crippled or destroyed.

Ultimately, they had to decide on their role in the world. How would they fight their war? Would they come forward to their own government? Themselves Dhohanoids, the Founders of the Eldritch Society knew the corruption and paranoia that permeated the New Earth Government. They decided that they would never fully ally themselves with a temporal secular power – after all, their duty came from a much higher order of things. The Society would stay secret, answering to their own laws and ignoring others, all for the greater good of the world. They went deep underground. With barely a whisper, the Eldritch Society began their Shadow War against the Chrysalis Corporation. The Founders, satisfied their children were now grown, ritualistically took their own lives before the pull of the Old Ones on their Dhohanoid souls compromised their noble work.

The culture of the Society is one of reverence, conviction, and secrecy. They revere the "divinities" that give them their power. They truly and deeply believe that they are the heirs to the Forgotten Ones' legacy – tools to test the mortal world and drive back the advances of horrible deities. It is a sacred duty, one for which they would gladly die. At their core, Eldritch Society initiates are highly focused and deadly serious.

Tagers choose new secret names when they are reborn. Similar to the callsigns of mecha jocks, these names somehow describe the essence of the new being. Bloodcry, Crimson,

Slaughter, Stitch, Wight, and similar names are chosen by newborn Tagers.

The Eldritch Society exists to cut out the cancer within the New Earth Government. They labor to expose the Chrysalis Corporation and eventually destroy the Children of Chaos and their Dhohanoid servants. They fight back the invisible armageddon-hastening efforts of Nyarlathotep. They wipe out Death Shadow schemes in back alleys and destroy hidden cults. So far, their efforts have met with mixed results, but they hold out hope for the future.

Tagers are treated much like the holy knights of old. They are the authority within the Eldritch Society and operate in autonomous groups. These operations teams are made up of three to six warriors and are officially called packs – the Tagers themselves have come to call them murders. Lorekeepers, sorcerers, and tacticians all labor as a support and central communications spine for the packs. In addition to prodigious archives, the Eldritch Society maintains a network of spies and informants in all walks of life. Teams also scour the world for more evidence – and tools – of the Forgotten Ones. However, it is those Tagers who have undergone a mystical metamorphosis to further merge with their symbionts that are given the most command. These creatures are terrifying, but if Tagers are divine, those who have undergone metamorphosis are more so.

Certain elements within the NEG's Global Intelligence Agency have established a back alley relationship with the Eldritch Society, though they know little about the Society's true nature. They believe that the secret society is a force for good, waging a war against an invisible cult within the New Earth Government. They also know that monstrous shapeshifters are the primary foot soldier of this cult. The Society is content with this arrangement and the two sometimes share information.

The Eldritch Society is finally building a presence in South Africa, in hopes that they can begin their infiltration of the Chrysalis Corporation's headquarters. Security in Johannesburg is, needless to say, very tight. Plans go slow and many operatives have been sacrificed.

Eldritch Society Rumors

· The Founders aren't dead. The suicides were a cover. They left to search for more secrets in the lost parts of the world, where they knew they would be of no danger to their precious Society.
· The longer a Tager lives, the more vicious and bloodthirsty he becomes.
· Eventually, the symbiote consumes all Tagers. Metamorphosis only hastens the day.

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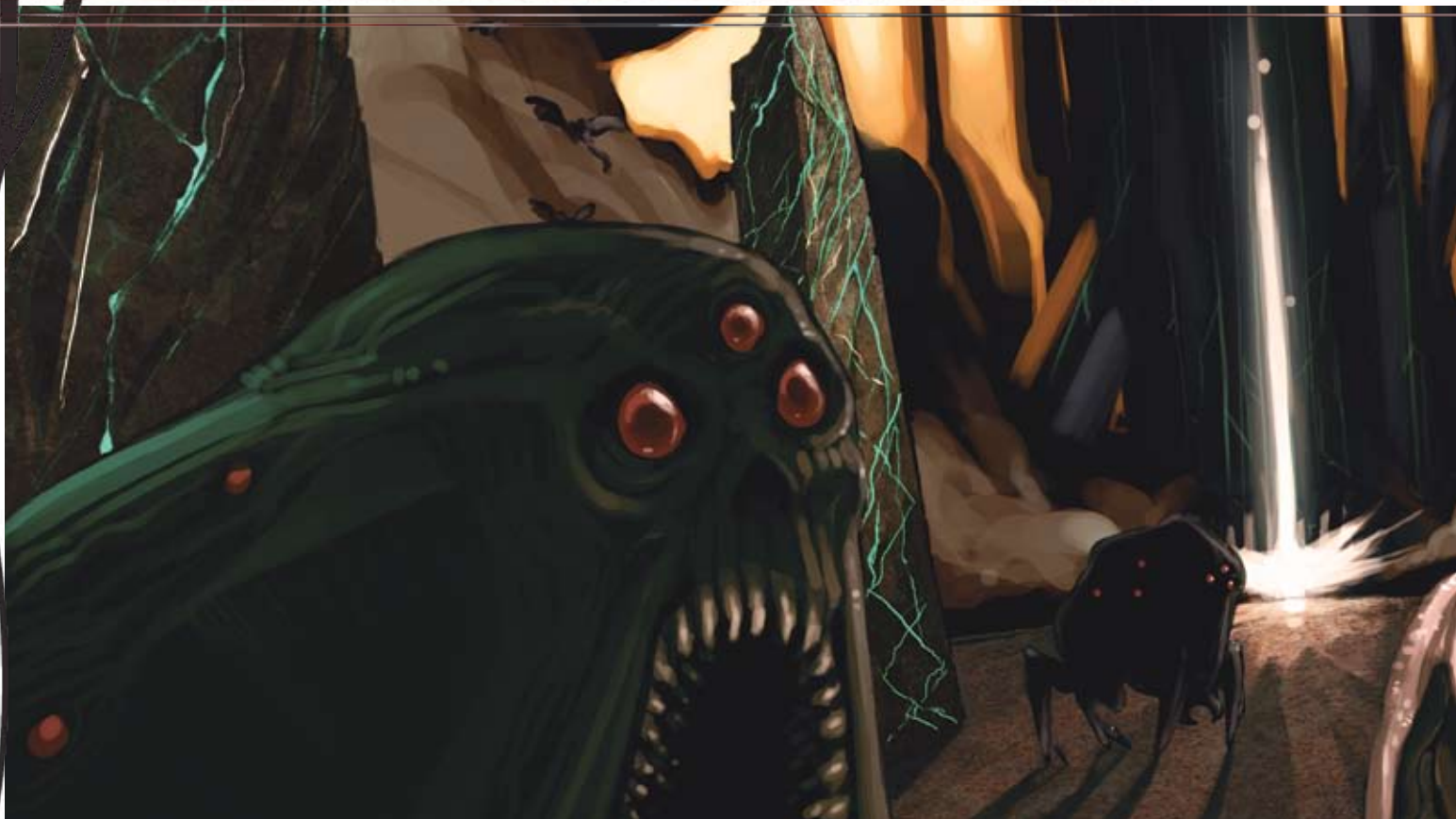
THE DISCIPLES OF THE UNNAMABLE

The plateau of Leng is a myth. Hidden from the eyes of mortals, only madmen claim to have been there. Only dead things grow on Leng. It is a forsaken place covered with monuments to the Old Ones and home to a thousand horrible things. But most foreboding and most terrifying is the basalt castle of the Unnamable – the Dead God Hastur.

The mere mention of Hastur's name conveys power. In learned occult circles, his name is neither said nor inscribed. Most often he is simply known as He-who-shall-not-be-named, the Unnamed One, or the Dead God. It is said that the power of his name can summon him in the flesh, that it focuses and captures his attention, or that it allows him to spy on the invoker through dreams. It is undoubtedly through the power of his name that the Children of Chaos were finally able to bring Hastur once again into this world.

The Dead God's avatar is the Ruined King. The King is a tall, gaunt nobleman who wears ragged, tattered robes and a crown of what appears to be one single bone. His face is eternally in shadow and the cold air of the grave follows him. The mere presence of the Ruined King is enough to drive most men mad.

The Unnamable called to his disciples and they answered. Horrible beasts and monsters who wore the flesh of men bowed to his will throughout the world and the Disciples of the Unnamable were born. One faction gathered an army to purge the plague of man from this world. The other spread out across the globe to destroy man from within.

The Disciples of the Rapine Storm roll across the world with a terrible fury. An army of unspeakable monsters and lunatics in mecha, the warbands of the Storm wage a war of genocide. They don't occupy – they strip bare. They don't conquer – they raze. They don't murder – they exterminate. The Rapine Storm is never subtle so their attacks can be predictable. But the force with which they attack is never small and sometimes predictions don't help.

The Storm is more like a barbarian tribe than any conventional army. Semi-autonomous warbands, each composed of a couple dozen creatures, is led by a Warchief – the strongest and most charismatic. The Warchief can be challenged in a fight to the death, but only if the challenger has the support of at least half the warband. Though the Warchiefs' lust for bloodshed make them difficult to control, the Dead God's will guides his followers.

A more subtle and insidious threat, the Disciples of Death's Shadow are a wasting disease in the soul of mortal society. They are a secret society hiding in the shadows of the arcologies, corrupting and debasing anyone they can touch. They prey on human weakness and give people what they want, to the extreme. They are everyone's best friend. They create and provide any kind of vice. Violent news broadcasts, dehumanizing entertainment, a consumer culture of greed, pornography, sex cults, designer drugs, and more are all the tools of the Death Shadows. Once mortal society is lost in its own fleshly pleasures, it will be easy to enslave.

Unlike their brethren, the Shadows are highly organized and tightly controlled. They maintain an elaborate network of information, including hackers, informers, and spies. Their blackmail list is truly horrifying. Operating in conspiratorial cells, the Death Shadows are almost impossible to root out. The destruction of one cell will
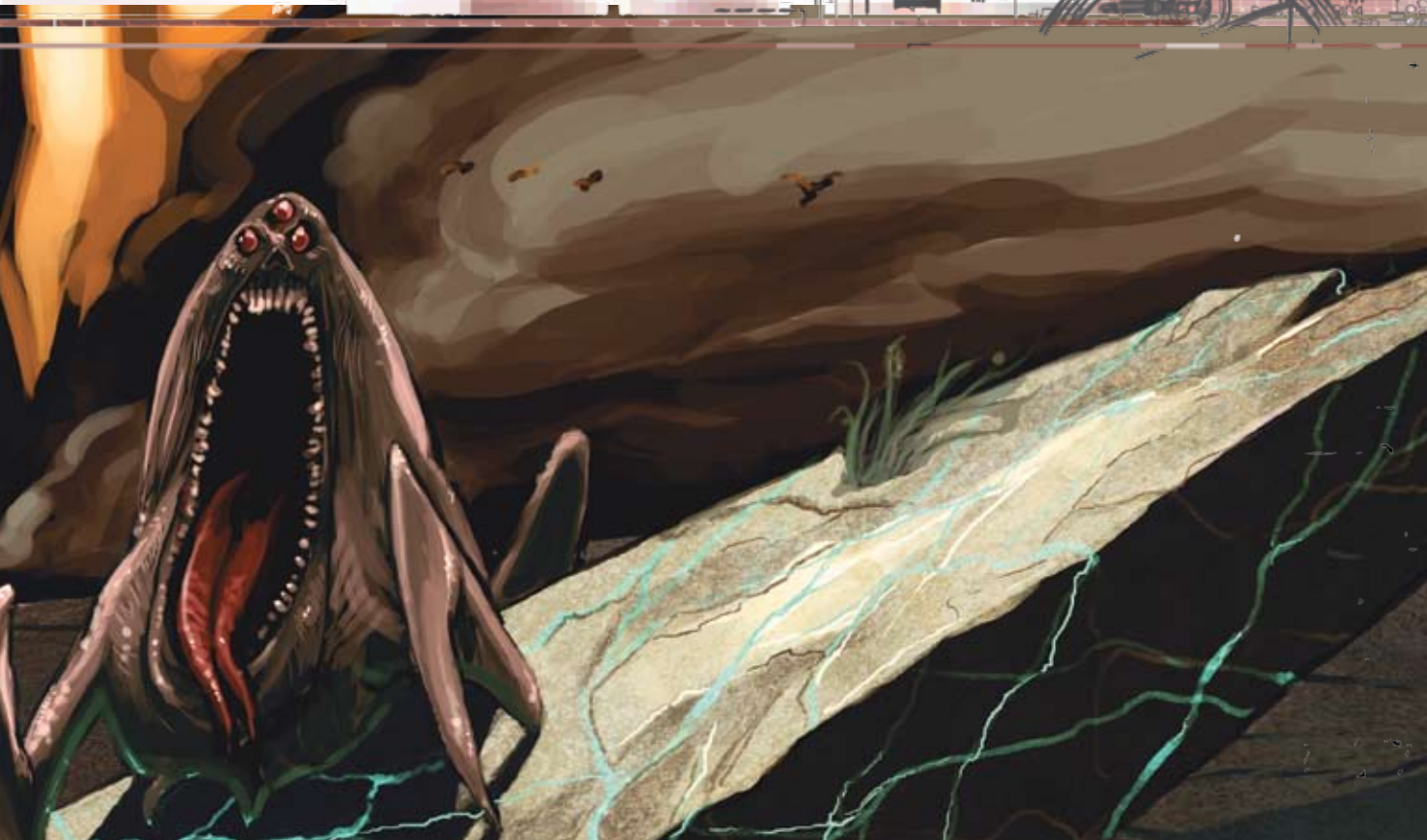
only halt one small part of the bigger plan. Identifying a Shadow is even more difficult, because they look just like everybody else. Most have even mastered the ability to fake out psychological evaluation. Initiation and promotion within the Cult is based on a careful mix of deviousness and loyalty.

Though no one knows for sure, there are supposedly between three and six Death Shadow cells in every major NEG city. These cells could contain from between five to 50 Shadows, not counting the initiates being groomed. But it is their ability to blackmail almost anyone that spreads their influence far and wide. It seems no surprise that they have an excellent working relationship with the Children of Chaos.

While the Disciple of the Unnamable's factions may seem strangely out of alignment, it is the Dead God himself who coordinates their actions. He commands them in their dreams, bestowing terrifying visions of his will. It is through this understanding that the Rapine Storm and the Death Shadows are at peace. The will of a god is unfathomable, however, and the Shadows find their plans disrupted by the violent attacks of Rapine Storm warbands on occasion. No one would dare go against the Unnamed One, so retaliation is unheard of.

The Disciples of the Unnamable have destroyed billions of lives in the Aeon War. They have slaughtered the populations of most of Southeast and Central Asia, razing cities to the ground. New Earth Government cities hide a decadence to make most ashamed. Even in comfort, few are safe from their predations.

What few know is that while most are safe from the power of his name, those who can tap into cosmic forces are susceptible. If

the name of Hastur to invoked during magical ritual – or thought by a para-psychic exercising his power – the Dead God may find the practitioner and gain access to his mind. Hastur can now funnel his maddening dreams into the psyche of the unfortunate mortal. These sleeper agents operate alone, completing subtle and obscure portions of the Dead God's unknowable plans.

However, the Dead God himself has not left his castle since the day he returned. Again, trying to understand the behavior of a god is futile, but there are some that believe he has a weakness. Some say that not all the conditions necessary to awaken a creature of such power were complete. Some say that he is trapped in Leng or even in his ominous castle. Some say that he is biding his time and building his power and that now may be the only chance to send him back from whence he came. But then again people say a lot of things.

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DISCIPLES OF THE UNNAMABLE RUMORS
· The Rapine Storm is fighting amongst themselves. Even under Hastur's guidance, the warbands indulge rivalries and tear at each other.
· Not only do the Death Shadows pretty much control the tide of pop culture, they have finally infiltrated the highest echelons of the NEG. Welcome to a relaxing of the vice laws.
· When their plans are threatened by an impending Rapine Storm attack, the Death Shadows sometimes secretly leak information to the New Earth Government.

THE ESOTERIC ORDER OF DAGON

An ancient church has hidden for centuries within sleepy coastal villages. How things started was always the same – it started when the fish stopped. In the face of starvation or disaster, it isn't long before the villagers began praying to anything. Dreams come. Villagers perform other rituals. The voice of a different god is heard. And then the fish come back. Bounty remains while the inhabitants continue worship, inevitably giving way to the Esoteric Order of Dagon.

Once devoted villagers purge the infidels from their midst, the chosen of the sea god come to bless them with his blood. Creatures not quite amphibian, not quite fish, not quite man rise up from the ocean – creatures known only as Deep Ones. The fertile females of the village offer themselves up to these "holy" beings. In the streets, on the beach, in the church, these unholy unions couple in a grotesque mockery of sexual intercourse. The mothers carry their children with pride, honored to have been chosen to bear the scions of their beloved god.

An offspring of these unions appears mortal when it is born. It grows and learns and acts just like a Human. But once it reaches maturity, somewhere in its early twenties, it starts to hear the call of the deep. No longer dormant, the inhuman side of its nature begins to unfold. Over the course of the coming decades, this Hybrid will slowly change from a mortal into the monster that sired it, joining his alien ancestors in the watery abyss. Within a few generations, these villages become populated with nothing but Hybrids in varying states of degeneration.

However, the question has always been "why?" Was it simply a cruel unnatural drive? Was there something wrong with their species? Or was it something more? It has always been something more. They've always known that a day would come when the Old Ones would return. They've always known that they would be called upon to raise their terrifying deity from the depths. Secretly, the servants of Cthulhu have been breeding an army.

Now, the Esoteric Order has come out into the world. They take towns by force and set up rape camps to increase their numbers. They brainwash new-agers, forcing them to become spies for the cult. And they search the world to find the lost sunken city of R'lyeh and for ways to awaken the sleeping god within.

Their ultimate goal would be considered the end of the world for just about everyone else. Occult scholars fear the return of Cthulhu like none other. Fortunately, the Old One sleeps the sleep of death in a forgotten city and it will neither be easy to find him nor to awaken him. Most clues pointing to these things have long been lost. The Esoteric Order scours the world to complete this sacred but maddening task.

The oceans in the Aeon War belong to the Esoteric Order. Their monstrous ranks combined with Hybrid and cultist piloted mecha make even transportation a dangerous business – overseas flights of any kind are accompanied by a military guard. They own coastlines and islands all across the world and it said that the Esoteric Order maintains its heart in the Azores – way out in the middle of the Atlantic Ocean.

The Esoteric Order of Dagon is composed of both monstrous minions and mortal monsters. The Deep Ones and their Hybrid offspring are the heart of the Esoteric Order. These creatures have hidden in vast cavernous undersea cities deep under the oceans. Impossible to detect, even by modern sensors, the Deep Ones have slowly built their army over the ages. They have come up onto land and seized the places most comfortable to them – islands and coastlines.

Mortals for the most part are looked down upon. Though they serve valuable roles, they are just that – servants. Many mortals serve as spies for the cult, infiltrating the New Earth Government and other Cults to broaden the Esoteric Order's power. Unlike Hybrids, which can be exposed by a simple genescan, mortal cult spies can fool all but the most intense psychological

examinations. Spies have stolen mecha design plans and cult engineers have modified them to create freakish amphibious war machines that appear almost like creatures. In this way, mortal (and Hybrid) cultists can pilot machines that mimic the "greater races" among them. They have also created powered armor for their Deep One masters.

To help replenish their mortal contingent, the Cult secretly recruits from several nature and goddess cults within the New Earth Government. They try to bring people "in tune" with nature and the sea, with the assistance of psychedelic drugs and basic brainwashing techniques. As these victims move from one level of initiation to the next, they eventually find themselves moving into the Esoteric Order. Those who become frightened or keep their sanity and refuse to join are either eaten or carted off to rape camps.

Mortal cultists, Deep Ones, and Hybrids are not the only children of the Esoteric Order. Spawn come from deep under the oceans to guide the Cult as their own hands. Only Dagon, father of the Deep Ones, is their equal. They wield enormous alien power and wear the sleeping god's form. Spawn are malevolent high priests who keep the faith among their supplicants. Some occultists cower in fear at the mere mention of their name.

Overall, the Esoteric Order presents quite an army. They mostly attack under cover of night, as Deep Ones and Spawn are nocturnal, and most of their assaults are unexpected. As Spawn are often skilled sorcerers, their activities are frequently augmented by magic. They mostly fight for what they want to take, but they jealously guard the oceans – and there are few that can dispute them.

The Esoteric Order of Dagon doesn't maintain much of a relationship with their fellow Cults. They don't fight with them, but they aren't typically cooperative either. Occasionally they will share information with the Children of Chaos, but they regard the Cult with distrust. They don't often come into contact with the Disciples of the Unnamable, but will sometimes collaborate with the Death Shadows if it means more mortal stock for them.

In the end, Dagon's children search tirelessly to bring about their own age and make things the way they were before Humans were a twinkle in evolution's eye. Though they may be the most insidious threat in the Aeon War, they remain almost entirely a mystery to citizens of the New Earth Government.

THE MIGOU

Bugs. That's what soldiers call them. Creators. That's what the Nazzadi called them. The Tibetans call them Migou – the abominable snowman. They are the greatest enemy humanity has ever faced.

When we discovered arcanotechnology, the Migou paused in disbelief. We'd figured out something they hadn't. It was the first sign that we were evolving, and evolving into something that might finally threaten them and what they saw as their place in the cosmos. The Migou decided that they'd really like to keep their favorite whipping boys and for that purpose they created the Nazzadi. You see, the Migou got paranoid when they discovered we not only had the power to fight back, we'd also opened our minds and were starting to accept the "unknown." This included them. If Humanity defeated a Migou army, they might follow them back to their home – Pluto. This was unacceptable.

The first thing they did was steal the secrets of arcanotechnology for themselves. The few Migou left on Earth managed to brainwash the right people at the Ashcroft Foundation. Those back home put arcanotech to good use – they had their own small army in a year.

So, the plan was made. Create someone to put us down for them. Do it fast. Migou geneticists decided the best DNA to use was from the dominant species of the planet – us. They'd experimented with Human genetic structure for millennia, so cloning an army based off it would be quick. But they'd be different. Something that would scare humans. They'd be black as night with red eyes that flashed. Make them an army and make them seem like they'd come from beyond the solar system.

But they couldn't just seem like they were from an alien civilization far away. What if they were captured and interrogated? Eventually humanity would figure out were they'd really come from. No, they would have to believe it. So the Nazzadi were born – a race of cloned beings, grown in vats, aged in growth accelerators, and implanted with the false memories of a homeworld and civilization that never existed. The first Nazzadi – the Firstborn – knew what they were. They were told they would command great armies and ruin worlds if they could only keep this secret and help the Migou create the race. It worked. Three years later, millions of Nazzadi descended on the Earth hellbent on our subjugation in the name of their empire.

The First Arcanotech War was six of the most brutal years this planet has ever seen. Millions of Humans and millions of Nazzadi wiped each other out. Over a billion people died. And it would have kept going if a Field Marshal named Vreta hadn't decided that they had more in common with Humans than they did with their creators. He started a revolution and the truth spread like wildfire. The Nazzadi were furious and ashamed. They were a race that never existed, who were destroying a people that weren't even their enemies. They surrendered to the New Earth Government and ended the war.

It's hard to say if Migou truly have emotions as we know them, but most would say that this made the Migou furious. Now was the time to get personally involved. But there was no cloning themselves, however – something forbidden in their culture – so

they would have to do it the hard way. For nine years they bided their time and built their army. When they came, they wanted to be sure they would win.

The New Earth Government knew the Migou Hive Ship was coming – it's hard to miss something the size of a moon. The Migou still on Earth softened things up by letting otherworldly creatures loose wherever they could. When they finally arrived, NEG Forces went out to meet the Migou and were destroyed. NEG Forces waited to greet them on Earth when billions of "bugs" poured out. The Second Arcanotech War began and it made the First look like a warm-up. Billions of people died and it looked like the Migou were going to make good on their promise to put us back in our place. Then the Cults joined in the fun.

Now suddenly a powerful avatar of Hastur walked this world again. A horde of things rolled out across Asia. Somewhere hidden inside the New Earth Government, arcane shapeshifters served the will of a powerful corporation. The church of the fish god was now an army. Like those they'd come to crush, the Migou were doomed if the Cults succeeded. Instead of joining forces with the NEG against a common foe, the Migou decided that they would continue – and win – their war against all enemies. The war had become the Aeon War, a war of many sides.

The way they deal with the NEG is interesting. When they take a place, they round up all surviving mortals. The Nazzadi they execute. The Humans they take off to camps for "assimilation." An involved process, assimilation uses invasive neural manipulation, drug therapy, and brainwashing techniques to make a person flawlessly loyal to the Migou. Many times, memories and personalities are further altered. It seems the process is permanent and irreversible. Assimilated Humans are called blanks and they serve as slaves, soldiers, and spies.

Before the New Earth Government knew assimilation existed, the Migou used it to great advantage. They captured high-ranking officers and officials, secretly assimilating them and sending them back into their lives as spies. It was difficult to detect blanks even in the early days of the Aeon War. Finally, it was discovered that blanks show subtle but consistent abnormalities when subjected to a simple brainscan. Now brainscans are standard in all high security buildings and NEG cities require random brainscans. There is a rumor within the arcane underground that magic can break assimilation.

The Migou are dangerous opponents. Their plans are devious and thorough. Their tactics are varied and unpredictable. Their actions are surgically precise. They do not fall apart on the field of battle. And, simply put, they are winning.

Occult power is one reason. Magic has long been an accepted part of their society. Migou sorcerers are trained in millennia old traditions. Para-psychics the same. They understand what unspeakable horrors have been unleashed upon this world – and what ones are still waiting. They actually know what they face and ways that might stop them.

Scientific genius is the other reason. They have mastered robotics and make intricate machines. They have stolen the secrets of

Rumors say they are working on a device to use the very power of the earth against us. What puzzles experts is why a race with such scientific prowess hasn't engineered a virus or disease to cripple or destroy their enemies.

The alien creatures of Yuggoth walked the Earth long before the first ancestors of man. They experimented on the early hominids. When the climate changed, most of them left. The few that remained behind stayed only to mine precious minerals needed at home. They continued experimenting on Humans, if only to master another species. The Migou were always the ones doing the abducting – the "Greys" were false memory implants.

The Migou are said to come from Yuggoth – we call it Pluto. Their underground cities hide away from prying eyes. Here, the Migou live in giant crystalline and metallic cities. They have a rigid hierarchy and intense focus, making them the most efficient war machine on the planet. The drastically different atmospheric and gravitic conditions of Earth seem to affect them little.

To call them an alien insect would not be entirely accurate. They are more a strange hybrid of insect, crustacean, and fungus-like traits. Dozens of cilia hang from their "faces" and giant membranous wings propel them through the air. On the ground, they skitter on a host of exoskeletal legs. The Migou communicate through a complex mix of body language, the motion of their cilia, and the buzzing of their wings. It is impossible to understand – the New Earth Government has never even come close to cracking it. However, it turns out that they can mimic a buzzing voice box and they can talk to us.

The Migou don't feel in the same sense as mortals do. It's not that they are emotionless – it's more that their emotions are totally alien. That missing piece of the puzzle makes them hard to predict.

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Information Control

Because of the Migou, all high-ranking NEG officials and military personnel are equipped with false suicide teeth that release a lethal poison when properly activated. Rumor has it that they have also had small bombs installed at the base of their brain that can be detonated remotely if they are incapacitated and captured. Of course, if this were true, the codes and workings of them would be highly secret and hidden deep within the New Earth Government.

Since their home is a cold and desolate place, they took the areas that made them most comfortable first – arctic tundra and mountain tops. Their main settlement on Earth is the Antarctic. But they've been getting restless lately and have started once again moving into the world. Alaska is falling to them and they now threaten the very heart of the New Earth Government – North America.

arcanotechnology and improved on them. They understand life in ways we can only hope to – they have mastered anatomy, psychiatry, and genetics. The Migou created an entire race. They assimilate Humans and make them slaves. They can take a person's brain out and keep it alive in a tube – thousands of such have been taken to Pluto throughout history. Migou null rays annihilate enemies in battle. They have devices that mimic telepathy, so their transmissions cannot be intercepted.

Migou Rumors

· The Migou are implementing a plan to retake control of the Nazzadi.
· The surface war is only part of the their overall effort. They are tunneling deep underground with devices that would wipe out the NEG in one fell swoop.
· There's another wave of Migou coming from Pluto.

THE NAZZADI

A created race. Warriors bred from the genetic code of the people they were sent to destroy. That's what the Nazzadi were, nothing more. Their language, their customs, their history, all of it was a lie, mechanisms meant to keep them in line and force them to fulfill their intended purpose. To subjugate humanity without drawing attention to the real power players was their true goal – their creators, the alien insects from Pluto.

The Nazzadi believed. In their world, they were soldiers from a proud and vicious conquering empire millennia old. Their religion preached "manifest destiny," that it was their divine right to spread into the universe subjugating lesser species. The discovery of arcanotechnology made the Earth a threat and the Nazzadi were coming to put us under their heel before we became more of one. Never realizing their trip started at the edge of the galaxy instead of beyond it, the Nazzadi descended on the planet and brought down hell.

The First Arcanotech War was the most horrible war the world had ever seen. The daily death tolls would have made the Nazis proud. City after city burned. But humanity was not going gently. The Nazzadi had the advantage, but we made them earn it. Nevertheless, the days grew dark.

Then one day, a black-skinned Field Marshal cried as he watched footage from the war zones. He and his Firstborn siblings ran this war and they were special. They knew the truth. Their creators had promised them armies and bloodshed and power and riches – if only they would perpetuate the lie. But something had changed. Vreta looked at the faces of the Humans as they died and realized he was looking at himself.

The Nazzadi had more in common with their foes than they did with their creators – more so than they even knew. Vreta began to talk to the others. Those that felt similarly planned an insurrection. On what has become known as Revelation Day, Vreta broadcast a message across the fleet and told his people the truth. He asked that they stop. He asked that they stop so that they could figure out who they really were. For a week, the Nazzadi fleet stayed silent.

Field Marshal Kyrsa was the first to speak out. Why should they care? They were servants of a greater power – the ones that made them. Truth, lies, it didn't matter. They were there for a reason and they were supposed to fulfill that reason. Vreta argued that the reasons no longer mattered. If they joined the Humans, the Nazzadi could betray their masters. Kyrsa began the attacks.

The Nazzadi fleet seemed to turn in on itself, as loyalists tore into renegades. The New Earth Government watched in awe. Vreta contacted the Humans and offered the Nazzadi's surrender, if they would help. A few tense armistice meetings later and it was done. The combined might of the NEG and the renegade Nazzadi came for Kyrsa and his sympathizers. They were defeated within six months.

The Schaumburg Treaty marked the entrance of the Nazzadi into our world. It was a frightening and exciting time. The war was over and the New Earth Government began to rebuild. But could humanity trust their new neighbors? Many had difficulty letting go. Nearly everyone had lost a loved one in the First Arcanotech War and seeing their murderers walking free in the streets was too much for them. Many Nazzadi suffered guilt and more suffered depression. They had no home, no purpose. The Nazzadi lived in ghettos most places and those that could moved to what once was Cuba – land given to them in the Treaty – the Nazzadi nation of Nazza-Duhni.

The next seven years were difficult. The New Earth Government pushed integration. As with any racial integration in the history of Humanity, the people who were there first had a rough time. A lot of progress was made, with a minimum number of race riots, and then something happened that pushed it the rest of the way – the Migou invaded. It wasn't long after the Hive Ship was detected that the Nazzadi were the most important people on Earth. The Marshals gave the NEG everything the Nazzadi knew about their creators. They had months to prepare and plan. Faced with another hostile invading force, everyone just seemed to smile and realize that they were now all in this together.

The Nazzadi have been an integral part of the New Earth Government ever since. Nazzadi Field Marshals and Admirals help guide the Armed Forces. Nazzadi ministers help run the world. Nazzadi scientists help work on new arcanotechnology. There are two Nazzadi for every three Humans and in today's day and age no one bats an eye.

For "aliens" they are not very alien. Based closely off of our DNA, the Nazzadi are graceful Caucasian- or Asian-appearing people with jet-black skin and hair and red eyes that shine in the dark. They have sharp incisors. They have the same internal organs, even if they are in somewhat different places. On a core level, the Nazzadi are so close to us that the two species can interbreed.

In rejecting the lies the Migou had thrust upon them, the Nazzadi were left with nothing but a name and a language. The life they had led in a fictitious militaristic empire with warrior codes like those of feudal Japan was over. So who were they now? They clung to the world of Humans, because at least it was a way they got to choose. From there, Nazzadi neighborhoods were places of cultural experimentation. A little mix here, a little match there, a little "I wonder if anyone tried that before." The Nazzadi started to find their own way.

The life given to them by the Migou was the life of a warrior. They were trained heavily in the martial arts. They were taught to be ruthless.
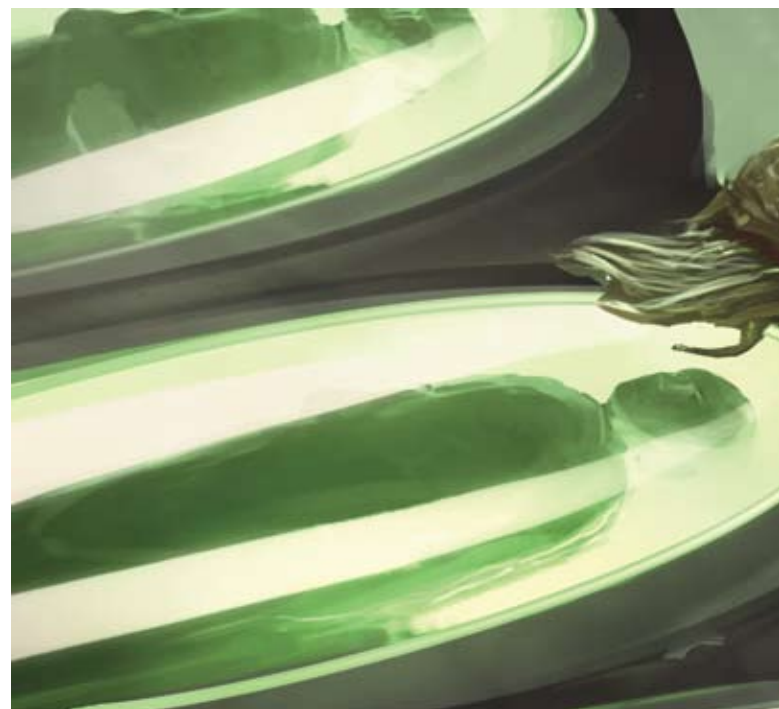
The Nazzadi abandoned most of these ways when they joined the New Earth Government. But, they were also well educated and versed in the arts. No longer were they a race of fighters – they were free to pursue all that Human culture had to offer. Today, the Nazzadi value their artists above nearly all others. After all, art is a major part of what defines a culture. Consistent Nazzadi styles have emerged, but their art is still experimental – often in the extreme. But it is personal pride that is the defining characteristic of their new culture. Pride in one's mind – an unlearned mind is an unused mind. Pride in one's body – a neglected physique or poor nutrition show that one cares little about himself. Pride in one's appearance – the slovenly and unkempt show disrespect to others. Pride in one's control – a weak will cannot keep one's unsavory urges in check. Starting with basics, the Nazzadi show that they care deeply about themselves as a people, even if they don't quite yet have traditions to uphold.

The Nazzadi have developed an intricate system of "tribal" tattoos. Their black skin accepts few colors, so most of these tattoos are white-work designs. Tattooing is not uncommon among the Nazzadi, regardless of age – more than half of the race has at least one tattoo. Some Human have mimicked these designs in their own tattoos, something the Nazzadi view with some amusement. The smart ones checked the meaning of the designs first.

Since Humans and Nazzadi are so close together genetically speaking, attraction between the species is not uncommon. These mixed couples are not frowned upon in Nazzadi society, but these relationships are expected to be nothing more than dalliances. The newest inhabitants of Earth believe that they do not yet have a stable enough footing as a race to be diluting it. This is not to say that mixed marriages haven't occurred, but the couples often have a tough time of it from the Nazzadi side. Mixed children have their own challenges to face as well.

This culture looks like a thriving organism on the surface. But underneath there is a current of frustration. Many Nazzadi feel lost, but they feel that this alternative is better than serving their creators.

Miscreants and trouble-makers roll out of Nazzadi neighborhoods with the attitude of the original punks – no future and we don't care. But what no one would have anticipated is that some of the lost would go back to the Migou when they invaded. This bred mistrust in the Nazzadi once again, though it quickly faded into the background once the first defectors left – primarily because no one was more ruthless and vicious in hunting down the loyalists than the Nazzadi themselves. Still today the Legion, an all Nazzadi military strike force, searches mercilessly for loyalists. However, Nazzadi communities are still carefully watched.

The Nazzadi have been a welcome addition to the New Earth Government's military machine. Their "lightning war" tactics have helped shape modern strategy. The intelligence that allowed the NEG to survive the Migou's initial invasion came from the Nazzadi. Nazzadi scientists were instrumental in developing the first Engels. They also occupy high positions in government and industry, contributing to what the NEG might be tomorrow.

Four out of every ten people in the New Earth Government is Nazzadi. They can scarcely be called a minority. For better or worse, they have thrown in their lot with Humanity and plan on fighting beside them until the very end – whatever that might be.

Nazzadi Rumors

· The Nazzadi execute those with loyalist sympathies within their own communities, in an almost inquisitorial fashion. Sometimes merely questioning the New Earth Government or the new Nazzadi ways can qualify one for death.
· There is a gene than can be virally triggered within the Nazzadi that will ensure their absolute subservience to their Migou masters.
· The Migou are engineering a virus to wipe out the Nazzadi.
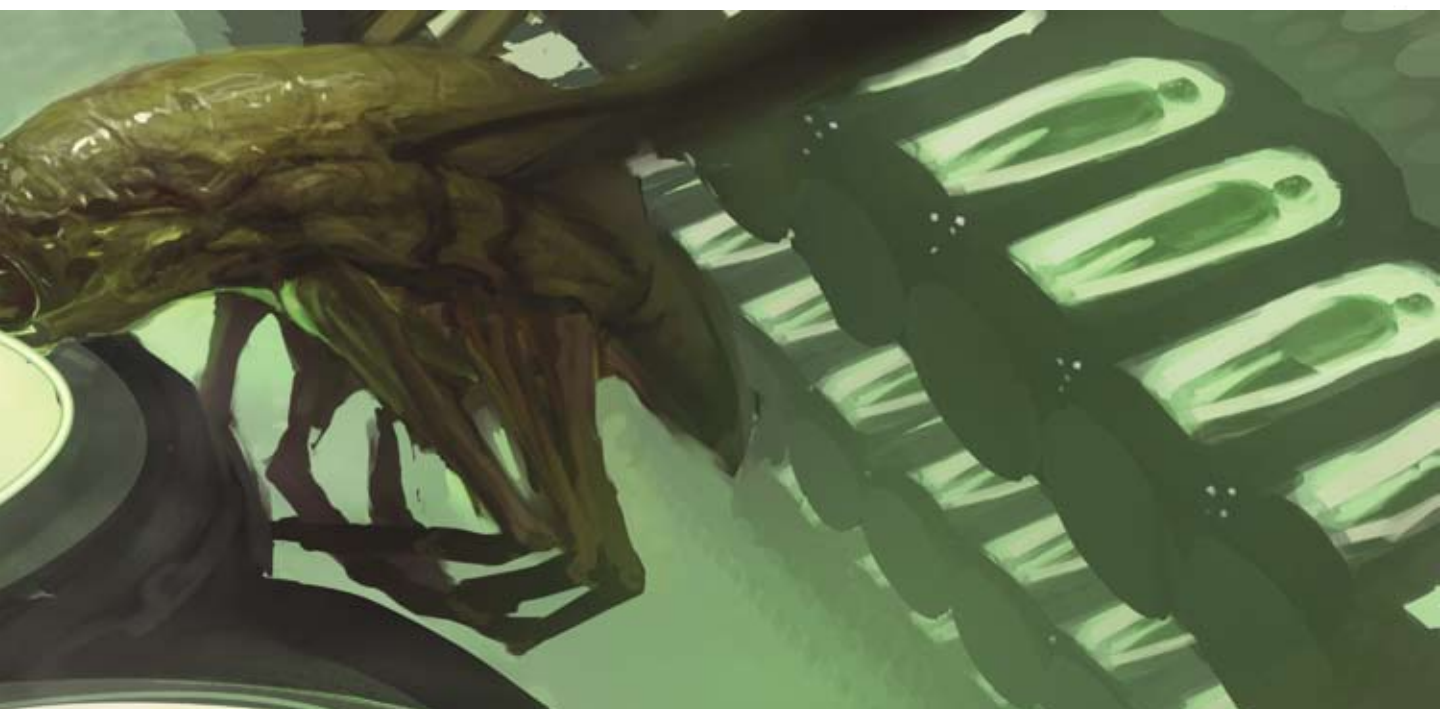
LIFE IN THE STRANGE AEON

At no time in Human history has the justification for war been clearer and more universally accepted than now. On the surface, citizens of the NEG believe that they will eventually emerge victorious. Wartime industry and technological advancements have led to a global economy ripe with employment opportunities. Increased personal wealth has led to a more luxurious lifestyle for citizens of all classes. People, in general, show a great deal of faith in the New Earth Government's leadership. With the economy's strength and victory during the First Arcanotech War, it's easy to understand how the public could place so much faith in NEG's ability to survive. This faith in mortal tenacity, however, may also be because the alternative is too horrible to contemplate – enslavement, extinction, or worse.

The Ministry of Information takes great pains to promote and maintain this positive public attitude through its vast propaganda machine. Government sponsored parades and public celebrations showcase war heroes. Media spectacles cover the unveiling of new battlecruisers or broadcast inflated casualty reports inflicted upon the enemy. Lighthearted situation comedies flood the airways, depicting average middle-class families that somehow always manage to overcome the horror of the world while maintaining a safe domestic lifestyle. For several months, a government-backed publication entitled How to Survive a Migou Attack hovered within the top five of the Chicago Best Seller list. Public safety broadcasts and advertisements advise their viewers on how to manage stress and anxiety, how to identify potential psychological problems among your friends and loved ones, and which government agencies should be contacted for help. A recently passed Sedition Law makes it illegal to publicly denounce government war policy and anyone attempting to sway public opinion in a negative fashion can be arrested. The Ministry

of Information fully understands that it would take very little to cause mass hysteria within the New Earth Government.

Since 2067, "New Society" legislation has allocated extensive funding to urban reconstruction projects. The highlight of these projects has been the development of a new architectural marvel known as the arcology. Based on Paolo Soleri's original concept, arcologies are the new cities, combining architecture and ecology into a single three-dimensional urban structure. Residents inhabit an environment in which living spaces, work locations, shopping districts, and public recreational facilities are all within easy walking distance of each other. Since only emergency or commercial vehicles are allowed inside the walls of most arcologies, transportation is normally via automated slide-walks or computer operated monorail cars that circulate on a regular schedule.

Built over the ruins of cities leveled during the First Arcanotech War, arcologies have allowed mortal civilization to rebuild with less impact on the local environment and natural resources. The threat of extinction has created a new and healthier attitude toward environmental conservation and a possessiveness of mankind's home world. Arcologies have also been developed with a mind toward security. Scanners cover every entrance to detect unwanted invaders. Well-disguised gun emplacements and surface-to-air missile launchers guard the outside against a direct assault. Atlanta, Baltimore, Cairo, Dallas, Frankfurt, London, Los Angeles, New Tokyo, Philadelphia, Seattle, Toronto, and Vancouver are all examples of successful arcologies. New York has been working to develop a twin tower configuration between Manhattan and Brooklyn, but construction efforts have been hampered by Migou and EOD raids.

Some communities explore the possibilities of underground expansion utilizing arcology concepts. Originally conceived by Nazzadi engineers, a handful of these underground "geocities" have emerged. The Nazza-Duhni capital Klarra-Baki, formerly Santa Clara, has evolved into the most extensive, fully functional geocity in the world. A few cities have adopted a hybrid architecture in which a portion of the city lies within a smaller surface arcology and the rest spreads underground like the roots of a large tree. Denver and Phoenix are functional hybrid examples.

While NEG citizens seem confident and optimistic at first glance, a rivalry has grown between those who live within the arcologies and those without. Those who can't afford to live inside an arcology and those who suffer from Sick Building Syndrome are called "outsiders." They see "arcos" as frivolous and lazy city dwellers that have chosen to sacrifice their individual freedom for comfort. On the flip side, arcos see outsiders as simple and backward people who are unwilling to change their ways even in the face of annihilation. For the most part, this rivalry is simple one of ideology, much like the big city-small town conflicts of old. These differing attitudes also affect the way Humans view their alien partners. While Nazzadi have enjoyed welcome and acceptance within arcologies and other large cities, they must still face mistrust and sometimes hatred among rural communities.

Citizens of the New Earth Government have been forced to accept the existence of supernatural magic. However, the study of magic is often viewed with suspicion, trepidation, and disdain, and is generally regarded as dangerous. Sorcerers, as practitioners of magic are often called, are required to register with the Office of Internal Security. The OIS tracks both the residence and abilities of every registered sorcerer in the NEG. Their purchases are tracked as well, as arcane texts, magical supplies, and enchanted items are considered to be controlled substances. To purchase or manufacture any of these items requires a permit – similar to those required for weapons. The OIS also maintains agents who investigate crimes of a suspected magical or para-psychic nature. Because of this regulation, there is a rich magic black market within the NEG, often referred to as the arcane underground. Magic is not something to be taken lightly.

Organized crime, with help from the Children of Chaos, has taken firm root in most major cities, though black market items within arcologies draw a much higher price than other areas due to the need to smuggle past tighter security. Some fragments of occult texts, though surrounded by a great deal of fluff and fantasy, have found their way into pop culture. Geared toward a younger demographic, messages of dead gods are whispered in the rhythm of dance club music or echoed in the pages of fringe publications. The circulation of a false Necronomicon has even given rise to small pseudo-cults composed of the disgruntled and disillusioned. Typically gathering to cut loose and have a good time, it's only a matter of time before one of these pseudo-cults gets their hands on something they shouldn't and draws the attention of something very old.

There's a quiet fear lurking deep within most parts of society. Small coastal towns are burned to the ground by government troops, stories circulating of strange and hideous "things" appearing in homes and ravaging families, the sudden disappearances of friends and neighbors, and friends and acquaintances forcibly taken by armed police to mental hospitals for psychiatric care. These are the things that people sometimes think about, but of which no one will utter a word. It's a fear that rises from the pit of your stomach, only to be forced down again by a certain belief that the New Earth Government knows what to do and that everything is under control.

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THE AEON WAR

It is debatable when the Second Arcanotech War ended and the Aeon War began. Some historians mark the beginning of the Aeon War from the first appearance of the Rapine Storm, while others see it as the moment the Esoteric Order of Dagon conquered the Azores. Most generally agree, however, that once the Migou ceased to be our only threat the Second Arcanotech War ended. Though the prospect of an overall NEG victory seems remote, the balance of power between antagonists has stabilized for the moment. New rapid mobilization tactics, increased covert activity, and the introduction of Engels as a main battle mech have helped stem the flow of Migou incursions. Even though the Migou have diverted significant resources to oppose Cultist activities, New Earth Government strategists realize that they still fight a defensive war.

The Children of Chaos cooperate with other Cults, but only maintain close ties with the Death Shadows. They wage a secret war throughout the world, infiltrating government and large corporate organizations, spreading misinformation, and trading in blackmail and secrets. The Children of Chaos routinely bury operatives within other Cults with the understanding that any secret is valuable. Their intention is to destabilize New Earth Government and Migou control and to hunt down their mortal enemies – the elusive Eldritch Society. Rumors say that the Children of Chaos are on the verge of awakening something dark in the primordial forests of the Pacific Northwest.

The Disciples of the Unnamable carve their way through the New Earth Government. The Rapine Storm has rolled over Southeast Asia virtually unopposed. With no mind toward occupation or rule, the Storm has left pockets of mortal survivors in their wake who have taken to hiding in the jungle or underground to avoid extermination. The Storm has recently begun a campaign of terror through the islands of the East Indies with only the NEG forces based in Australia to oppose their advance. Other Rapine Storm warbands have violently pushed their way into China decimating villages, military installations, and Migou population centers in Mongolia. GIA agents have recently uncovered Rapine Storm plans to launch an offensive against NEG territory in Eastern Europe. In the meantime, the Death Shadows target New Earth Government infrastructure in China and Japan for corruption and terrorist activity. Japanese sex cults have experienced a sharp rise in popularity.

The Esoteric Order of Dagon walks its own road. Their war is not one of conquest, for that isn't necessary. The "talking monkeys" and the Migou infestation will both be swiftly dealt with once their sleeping god awakens. For now it is sufficient to simply disrupt their enemies by cutting Atlantic telecommunications cables, raiding shipping, and absorbing mortal communities for breeding programs. The EOD has only been known to attack in force when seeking lost things or information critical to their search for R'lyeh. They have stepped up offensive efforts on the outer islands of the Caribbean and at the Straight of Gibraltar. Under the direction of Dagon himself, the Esoteric Order recently took Iceland from surprised Migou forces. Supposedly, they are using some of the surviving Migou as experimental guinea pigs. The Esoteric Order also experiments with the various Human racial subtypes to determine if they have any influence on the development of Hybrids. For this reason, they have absorbed populations in sparsely populated areas throughout the North American northeast, portions of the European coast, the West Coast of Africa, and the South American east coast. It is also rumored that the EOD is perilously close to finding their lost city.

Much like the New Earth Government, the Migou wage war on everyone. Migou territory currently encompasses Scandinavia, most of Russia, a portion of Mongolia, Korea, New Zealand, a foothold on the southern tip of South America and, most recently, Alaska. They also exert exclusive control over Antarctica – a more comfortable climate somewhat closer to their home. Unlike the NEG, the Migou truly understand the cult threat and dread the return of the Old Ones. Even through their genocidal hate of us, the Migou have opted to wage their war with equal tenacity on every front for this reason.

The bugs believe that a slow and methodical approach to conquest is best and they do not let their enemies regroup. The Migou enjoy a certain amount of tactical support from their "Hive Ship" that dominates Earth's orbit. In recent years they have placed more emphasis on assimilated NEG mecha units to augment their forces. The Migou feel that these "conscripts" should be sufficient to replenish their numbers.

The New Earth Government fights a defensive war against the Migou on the other side. Though Migou military encroachment on mortal civilization has slowed, it has yet to be stopped. The seat of government and the center of scientific research and technological development, North America is the heart of NEG power. This heart has recently been threatened by the Migou. Along with supporting military operations in Japan, China, Australia, and Northern Europe, the NEG has had to contend with the recent bug invasion of Alaska. Military forces are being rallied to support this new front. Public centers in Vancouver and Seattle are overloaded with fleeing Alaskan refugees.

The NEG states of Australia and China are each fighting on two fronts. Australia barely holds its own against Migou incursions from New Zealand and Rapine Storm invaders from Southeast Asia. New Earth Government forces in China have to fight against
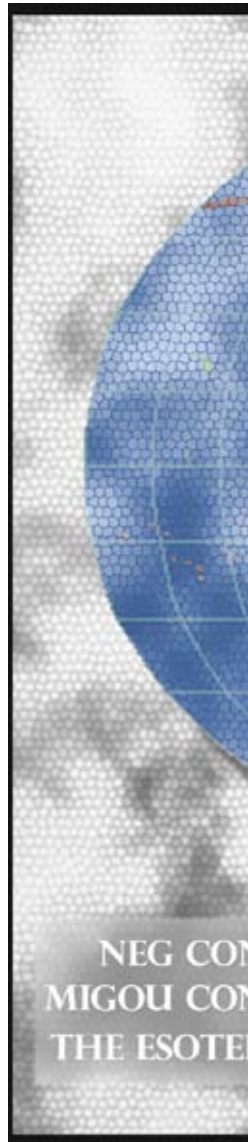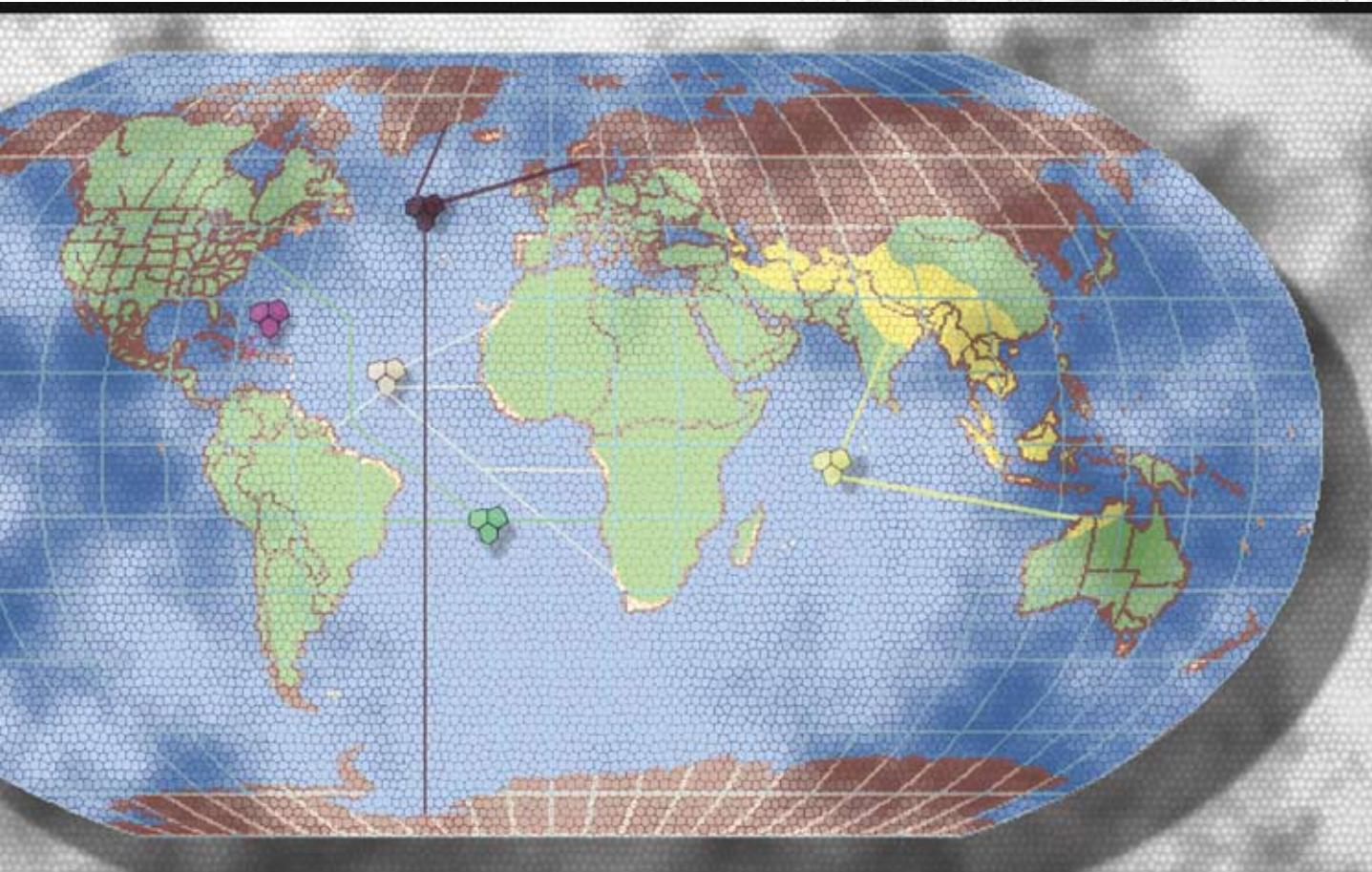
OLLED TERRITORY 🍇 🍇 TERRITORY 'PURGED' BY THE RAPINE STORM
OLLED TERRITORY 🍇 🍇 INDEPENDENT NAZZADI STATE OF NAZZA-DUHNI
ORDER OF DAGON 🍇 (FORMERLY CUBA AND HAITI)

the Storm coming from the west and south and a heavy push by the Migou from the north. Reinforcements filter from North America through the Philippines, to China, though the outcome for China looks bleak. Japan holds its own against Migou raids, but military strategists predict that it could never stand against the full might of the Migou once China falls.

Perhaps not willing to face the overwhelming threat of the Old Ones, the New Earth Government believes that the Migou are a more pressing and serious threat. The NEG has adopted a policy of "containment" against the cultist menace. Government agencies with help from the military isolate and minimize Cult growth until such time as the Migou can be defeated – at which point the full resources of the NEG will be dedicated to the eradication of the Cults.

The Aeon War could very well mean the end of our home on Earth. The NEG is preparing large-scale evacuation plans in the final event that Earth must be abandoned. Escape, however, would involve slipping past the Migou Hive Ship currently in orbit – no mean feat. These plans fall under a secret initiative known as "Project Mayflower." Evacuation of the Earth is commonly believed to be a last desperate resort. Government officials realize that our prospects would be bleak with nowhere to go and great danger not far behind.

Many have paused to wonder what happened to the off-world colonies of Mars, Jupiter, and Saturn. Veteran Nazzadi accounts of the colonies' fate have been sketchy at best. Most have assumed that they were destroyed. NEG communications stations periodically attempt to reestablish contact, so far to no avail.

DO YOUR PART

All citizens of the New Earth Government must do their part. The Aeon War threatens the extermination of every man, woman, and child on this planet. While Support at home carries its own importance, you might consider a more active role in our salvation - through the Armed Forces.

THE MILITARY OF TOMORROW TODAY

The NEG Armed Forces are made up of dedicated Enlisted Soldier and Officers serving together to ensure our future. The selfless commitment of each and every one of these Soldiers is the personification of service. Todays Soldiers fight for the very survival of their race - what higher ideal can one aspire to?

The Armed Forces provide homeland security and expeditionary forces wherever and whenever they are needed. In conjunction with the Ministry of Defense, the Armed Forces train and equip Soldiers - creating leaders in the process - capable of rapidly responding to any threat. In today's war we have many enemies and the Armed Forces are ready to face them all.

THE SOLDIER

Living as the epitome of honor, courage, and self-sacrifice - that's what being an integral part of the world's greatest military is like. Every day, Soldiers train and work together for the continuance of their species. But they don't stop living their own lives and still have time for family, friends, and personal interest. The Armed Forces provide a distinctive and diverse lifestyle for anyone.

The strength of the Armed Forces lies not only in their numbers, but also in the individual Soldiers. They are all strong and capable, no matter what rank they hold or what job they have. Today's Armed Forces are almost four million soldiers strong, with three million on Active Duty, ready to rapidly respond for any purpose, and one million Reserves, who can be mobilized on a moment's notice.

OPTIONS

As a Soldier of the New Earth Government, you can choose to serve on Active Duty or in the Reserves. No matter what you choose, you'll be showing the world your dedication to our very existence. Plus, you'll be a part of the world's most technologically advanced military.

Those on Active Duty serve full-time through their term of service. Those in the Reserves serve part-time and continue life as civilians. Either choice offers a variety of unique advantages.

Enlisted Soldiers have the specific job skills and know-how to ensure the success of their team on every mission. Warrant Officers have specific technical or tactical specialties (such as UCH-70 Werewolf pilots). Officer are the managers and problem-solvers who lead other Soldiers.

COMPOSITION

The Armed Forces are made of two major components: the Active Duty (70%) and Reserves (30%). Those who serve in either component are Enlisted Soldiers and Non-Commissioned Officers (NCOs) (65%). Warrant Officers (2%) or Commissioned Officers (33%). 15% of Commissioned Officers serve as command, while 18% are certified mecha pilos.

HONOR

GET YOUR EDUCATION

There are many opportunities in the Armed Forces for Soldiers to sharpen their skills. Each of the over 400 different Armed Forces jobs involves continuing job and leadership training. With that many pieces to the puzzle, each and every Soldier is an important part of our inevitable victory.

All Soldiers attend Basic Combat and Skills Training (BCST) and Advanced Individual Vocational and Tactical Training (AIVTT). On the other side, they are fully qualified for one of the many available jobs. From fighting in mecha to working with computers to assisting doctors, there is at least one Armed Forces career that's right for you.

In addition, the New Earth Government maintains their Armed Forces Academies. Those who are accepted to an Academy after high school not only graduate with a four-year degree, they step into a career as a Commissioned Officer.

Some Armed Forces careers are:

Administrative Support
Applied Arcane Arts*
Arts & Media
Combat
Computers & Technology
Construction & Engineering
Intelligence & Combat Support
Legal & Law Enforcement
Mechanics
Medical & Emergency
Transportation & Aviation

YOUR HOME AWAY FROM HOME

Active Duty Soldiers serve at one of the many Armed Forces posts throughout the world. Reservists typically serve at a Post or Reserve Center in the nearest arcology.

BENEFITS OF JOINING UP

Doing your part and learning new and valuable skills are only some of the benefits of joining the Armed Forces. The New Earth Government's college payment programs combined with cash bonuses and quality-of-life programs and facilities to take care of you and your family help make being a Soldier something with lasting rewards.

JOINING UP - DO IT TODAY!

Working with a Recruiter to find your best fit is the first step towards becoming a Soldier. Find out how a career in the Armed Forces can not only prove that you're doing your part to save the world, but how it can help you succeed in your own life. To enlist, go to any NEG Armed Forces Recruiting Center. Officer Recruiting Centers can also help you explore the possibility of a commission. Nine weeks of Basic Combat and Skills Training (BCST) and a few more months at Advanced Individual Vocational and Tactical Training (AIVTT) and you'll be ready.

You'll be a New Earth Government Soldier. Let the world beware.

*If you are a registered sorcerer or para-psychic there are special places for you in the Armed Forces. Be sure to ask your Recruiter for more information.

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NEW EARTH GOVERNMENT

CthulhuTech is a storytelling game based on the synthesis of two very different genres. On one hand, it's a universe filled with the conventions of the mecha giant robot genre from anime. On the other, it's a dark world of eldritch horror, magic, and terrible monstrous living gods. It's a time when humanity has come one step closer to discovering the secrets of the universe, but at a terrible price.

All else aside, *CthulhuTech* is a game about telling stories. If you're already familiar with storytelling games, you know what this means – getting together with friends and creating interactive stories within a shared universe. If you're not, read on.

Storytelling Games

Many of you reading this book are already well-versed in the concept of storytelling games. If so, go ahead and skip to the next chapter. If you're not, we've provided a short explanation of how they work. We'd hate for you to get this far and not be able to go the distance.

Storytelling games are about doing just what you'd think – telling stories. Normally, a person shares their story with us but while we may enjoy it we have no influence over it. That's not the case with storytelling games, which are fully interactive. You not only have influence over the story, you are integral part of it.

Storytelling games have a great deal in common with improvisational theater. In improv, you are given a character and a situation and set free to interact. You create a persona on the spot and mentally live in that world for as long as the scene lasts. Storytelling games live in the same world. We give you the setting, your Storyguide creates the situation and plot, and you create the character. You take on his persona and mentally live in this world for the duration of the game. It's all about imagination and interaction.

The Storyguide

Someone has to take responsibility for keeping things together and that someone is the Storyguide. One person in every storytelling game group becomes the one who guides the story along, creates the overall plot, direction, and situations, acts out the Supporting Cast, and adjudicates the game rules. It's a heck of a job, so please be nice to your Storyguide.

If you're the type of person who enjoys creating stories, writing plays, or is just a movie enthusiast, you might enjoy being a Storyguide. Don't worry if you have no ex-perience. In this book is everything you'll need including guidelines on creating your own stories and a few detailed stories to start you out. It might be daunting at first, but it's a rewarding job.

And in these boundaries the Storyguide weaves the story around the Dramatic Characters – who it's really all about.

Dramatic Characters

Everyone else takes on the part of Dramatic Characters, who are the pivotal characters of your shared story. Dramatic Characters aren't the guy running the shop down the street or the functionary who makes sure the company's finances are stable. Instead, they're the daring heroes facing death at every turn, doing the sort of things that most people only dream about. If your story were a movie, the Dramatic Characters would be the stars.

If you ever dream about being someone you're not or you enjoy acting and drama, you'll enjoy portraying a Dramatic Character. The exciting difference between storytelling games and plays or movies is that you get to design your own character and not take on the role someone else has made.

Players create their own Dramatic Character from scratch according to the limitations of certain game rules that make sense for the setting. The options are broad so no one is pigeon-holed. However, all Dramatic Characters begin at a basic level of competency – they have not yet grown into larger-than-life heroes. After all, that ride is part of the fun.

The Game's the Thing...

Most people expect either an ending or a winner and a loser when they play a game. Storytelling games don't really have either. The story is the goal of the game – telling a fun, grand, and exciting story about the Dramatic Characters that everyone enjoys. No one really "wins" or "loses." Just like in stories, sometimes the heroes win and sometimes they lose – all in the name of drama. Think of your game more like a comic book series or television show. The story is going to constantly evolve, in terms of both the setting and the Dramatic Characters.

Sometimes storytelling games do have an end, but it's when the story is told and there's nothing else to say. It's like coming to the end of a television series. But then it's time to come up with a new story and new characters and start all over again.

What Does It Look Like?

Actually, watching a Storytelling game can be pretty dull. Since it's all taking place in the imaginations of the participants, it looks like a bunch of people hanging out and talking to each other and occasionally scribbling on paper or rolling dice. Of course, if you're playing with a bunch of trained actors it can sometimes turn into an entertaining bout of improvisational theater, but that's certainly not the norm. While watching someone play video games can be interesting, anyone who wants to watch a storytelling game had might as well join in if they really want to get what's going on.

Playing Aids

Storytelling games are meant to be played around a table or in your living room so you don't need a special place to play them. You'll need up to ten 10-sided polyhedral dice – if you don't already have these, they should be available where you bought this book. You'll also need something to write with, copies of the *CthulhuTech* Character Sheet and potentially the Mecha Sheet from the back of this book, and some scratch paper.

Other than that, kick your imagination into overdrive, throw on some music that'll help you conjure the right mood, and you're off!

The World of CthulhuTech

The world of *CthulhuTech* is not a pretty place. The Migou want humanity enslaved because we know too much. The Old Ones return, remaking the world in their image. The Aeon War rages across the Earth.

Humanity has been reduced to a fraction of its former glory. The New Earth Government controls only a portion of the planet. The rest belongs to cults and monsters. But yet we've discovered the power to fight on. We have arcanotechnology – a melding of super-science and ancient magic. We have mecha – giant robotic war machines piloted by men. We have Engels – vicious bio-mechanical mecha evolved out of arcanotech. But most importantly, we have the will to live.

Characters in *CthulhuTech* take up the fight in the Aeon War. They are brave mecha pilots, cunning Tagers, brilliant arcanotechnicians, and more. They are the ones stories will be written about – should we survive.

Before we start you on the path of creating your Dramatic Character, we're going to teach you some of the basic game rules. That way things will make more sense when you get there. Read on.

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Semantics

Throughout the years, storytelling games have evolved. Functionally, each different storytelling game is an interpretation by individual writers or companies and as such the terms used to describe both the sum and the parts can vary widely.

Most enthusiasts trace the origins of storytelling games back to the creation of *Dungeons & Dragons* in the 1970's. Terms created by *D & D* have endured for a very long time. The type of game was called a roleplaying game, the guide was called the Dungeon Master, and the participants were called Player Characters. If you've played this type of game before you are undoubtedly familiar with these terms. Over the years, we've seen changes as games have evolved. Player Characters became Characters, Dungeon Master became Game Master or Storyteller, but the term roleplaying game has remained more or less constant.

We've chosen to add to this evolution by using new terms based primarily in more traditional storytelling rather than adventure games. Since the goal of the game is to tell a story and not just take on a role, we use the term storytelling game. Since all fictitious people in a story are characters, those who drive the action and are played by the people playing the game are Dramatic Characters. Finally, instead of other terms, we use Storyguide to describe the person who directs the story. He isn't a storyteller because other people he's playing with control the Dramatic Characters, but he is their guide.

So there's our reasoning. Of course, semantics are just that. Use whatever terms you are familiar with and whatever works for you.

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framewerk

Simply put, *Framewerk* is the storytelling rules engine used by *CthulhuTech*. Every storytelling game has a rules engine, which is just a bunch of numerical measurements that have been created to balance things against each other and to simulate dramatic chance in your story – it's an abstraction of reality. *Framewerk* is an additive rules engine, which means that higher numbers are almost always better. To simulate chance, it utilizes ten-sided polyhedral dice, simply referred to as Dice, which can be found at most specialty game stores. Most importantly, *Framewerk* tries to keep things simple yet interesting. You may run into other storytelling games that simulate reality more accurately but our focus is on the story and the dramatic flow of events. *Framewerk* is cinematic in its philosophy.

With few exceptions, *Framewerk* is the storytelling rules engine that *Black Sky* in their partnership with *Wild-Fire* will use for storytelling games. This means that you won't have to relearn the rules each time you pick up one of our new games. There may be differences based on the setting but the fundamentals will remain the same.

One more thing before we begin. The rules of *Framewerk* are meant to be guidelines. If you find something you don't like, go ahead and change it. It's all about what works for you.

Now, let's teach you how this thing works.

TIME

Because *Framewerk* is an abstraction of reality, time is something that is treated very differently. The flow of time varies and has several different applications in storytelling games. After all, you can't expect the time it takes for your Storyguide to describe a scene to be as long as it takes for your Character to absorb it in his reality. Nor can you expect drama or high action to be the only things in your Character's life – there are plenty of boring moments and we don't care about those. Here's how we break down time:

Turn

The smallest unit of time we use is the *turn*. Turns are only used when time needs to be neatly divided so that everyone gets a fair chance to act, as in dramatic conflict situations such as combat. A turn in *CthulhuTech* represents five seconds of time.

Scene

A scene, like in a movie, is a series of linked events that take place in and around a single location. For example, your story may move from the car chase scene to the arcology scene to the love scene, etc. You'll do most things in *CthulhuTech* in scenes.

Episode

We use the term episode to describe one play session. Every time you get together to play *CthulhuTech* you are playing an episode just like in a television series. However, these episodes don't need to be as self-contained as those in a series – the plot just needs to progress.

Story

A *story* is an interconnected series of scenes that weave together to create an entire plotline – beginning, middle, and end. One story typically follows one entire plot through to conclusion, which can take from days to months of real time to complete. Sometimes you'll only portray a Dramatic Character for one story while at other times you'll portray him for many. We talk about most things as they relate to your story.

Downtime

Downtime represents all the time in your Character's life that isn't very exciting. For example, in between the major plot points of your story five months might pass in your Character's life. It certainly wouldn't be very interesting to tell the story of these five months in which little is happening so we just skip right over them and get back to the good stuff. The intervening time is called downtime.

Game Time

Game time is the term used to describe how time passes for Characters in the story – it is real time in your Character's imaginary reality. For example, you might say in a second of real time that your Character needs to get some sleep and then you get back into the action but four hours would have passed in game time. Generally, game time flows at whatever rate the Storyguide feels is best for the story.

Real Time

Real time is a term used to represent how time passes for you in reality and not your Character in the story. In the above example, it might take only one second of real time to pass four hours of game time. It is primarily used as a counterpoint to the term game time.

LEARNING THE RULES

If you take a look at all the game rules in *CthulhuTech*, it's a lot to know. The good news is that you don't have to commit 90% of it to memory. The most important thing about game rules is knowing where to find them in the book when you need to look them up. The only thing you should learn and remember is how to make Tests because that's the rules convention you'll use most.

TESTS

There are many everyday things that anyone can do without thinking – walking, making coffee, surfing the internet, or having a conversation. However, *CthulhuTech* is a setting filled with adventure and intrigue so you are going push your Character's abilities to the limit. Whenever it suits drama that there's a chance a Character could fail at what he's attempting to do, a Test is required. Making a Test means that you take the Character's innate abilities and put them to the test, adding the element of chance against the difficulty of the task. Sometimes you'll fail, but sometimes you'll succeed spectacularly. Let's find out how.

DEGREES & DIFFICULTIES

The first thing you'll need to understand is the Degree & Difficulty Scale. This scale simulates how complex or challenging a particular task might be. That's all. Whenever you try to do something, your Storyguide will tell you how hard it is by telling you the Degree and giving you a Difficulty. To succeed at your Test you must beat that Difficulty, but we're getting ahead of ourselves.

		Degrees & Difficulties
DEGREE	**DIFFICULTIES**	**STANDARD**
Easy	7-9	8
Average	10-14	12
Challenging	15-19	16
Hard	20-25	22
Incredibly Hard	26-31	28
Legendary	32+	34

You'll notice that each Degree has a range of Difficulties associated with it. That's because the Degree is the ballpark and the Difficulty narrows the Test down more accurately. Two Tests might be Easy but one may be easier than the other, for example. Most of the time, however, your Storyguide will use the Standard Difficulties. They create an easy default for Tests to avoid slowing down the drama of the game and create a level of consistency that lets you assess your Character's odds of success or failure.

MAKING TESTS

As we've already established, a Test is required whenever there's a dramatic chance that a Character could fail at what he's attempting to do. Now that you understand what Degrees and Difficulties are, let's learn how to make Tests. There are four steps:

1. Determine your Base and Dice.
2. Determine Degree and Difficulty.
3. Roll and read your Dice.
4. Determine your Success or Failure.

Let's go through each of these step by step.

1. Determine your Base and Dice.

Every Character has skills, which represent things in which he has either trained or which he has studied. As the first part of any Test, your Storyguide will tell you which one of your Character's skills best applies. If your Character were trying to look for information you'd use his Research skill. If he were trying to remember chemical reactions you'd use his Physical Science skill. Most everything you want to try should have an obvious skill that covers it. For a complete listing of skills check out the Skills chapter, starting on p. 80.

Now you need to determine your Base, which is the raw potential and ability that your Character throws at the Test – it's automatically applied towards his success. Every Character has six different Attributes that measure things like his strength, intelligence, or agility. Your Base is equal to the score of the Attribute associated with the skill. For example, if you were using you Character's Research skill you'd have a Base that equaled his Perception Attribute. If you were using his Physical Science skill you'd have a Base equal to his Intellect Attribute.

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			Sample Degrees & Difficulties
TEST	**SKILL**	**DEGREE**	**DIFFICULTY**
Fixing a cracked D-Engine	Arcanotechnician	Incr. Hard	28
Hacking a home computer	Computer	Average	12
Remembering battle movements	History	Challenging	16
Translating a very dead language	Languages	Legendary	34
Stitching a minor cut	Medicine	Easy	8
Lying to your superior	Misdirect	Average	12
Noticing a tiny blood spot	Observation	Hard	22
Recalling Yog-Sothoth's sigil	Occult	Average	12
Searching for cult historical practice	Research	Challenging	16
Behaving properly at a board meeting	Savoir-Faire	Challenging	16
Sneaking through a dark room	Stealth	Easy	8
Facing a Spawn without fear	Tenacity Feat	Hard	22

Then you need to determine your Dice, which simulate the random element of chance in the Test. The number of Dice you'll be rolling is equal to your Character's level of Expertise in the skill. For example, if he were an Expert researcher, the fourth level of expertise, then you'd roll 4 dice. If he were only a Novice scientist, the second level of expertise, you'd roll 2 dice. Levels of expertise are better explained on p. 61.

The only thing that might get confusing are Specializations. Specializations allow you to use extra dice in a very specific field of knowledge or application. For example, a researcher could be specialized in Libraries or Laboratory Testing and a scientist could be specialized in Microbiology or Robotics. If the Test is within the specific field of specialization then you get to roll these bonus dice as well. We'll explain Skills, Attributes, and Specializations better in the next chapter.

> TEST STEP ONE SUMMARY:
> · Determine which skill applies to the Test.
> · Determine your Base, which equals the skill's associated Attribute.
> · Determine your Dice, which equal the skill's level of Expertise in addition to any bonus dice from Specializations.

2. Determine Degree and Difficulty.
So you already understand what Degrees and Difficulties are, but here's where we learn how to use them. Your Storyguide will tell you what he's determined as the Degree and Difficulty for the Test. The Difficulty – most often the Standard Difficulty – is the number that you have to beat on your Test to succeed by adding together your Base and the result of your dice roll.

> TEST STEP TWO SUMMARY:
> · Your Storyguide will determine what the Degree and Difficulty is for the Test.
> · The Difficulty is the number that you have to beat on your Test to succeed.

3. Roll and read your Dice.
Here's where the rubber meets the road. Take the number of dice that you figured out in Step One of this process. Roll them all. You want to get high results since you are trying to beat the Difficulty.

Here's where things get interesting. There are three ways that you can get a high result:
· You can take the highest single roll. For example, if you roll a 7, a 4, and a 3, you'd take the 7.
· You can take the highest set of multiples and add them all together. For example, if you'd rolled a 6 and two 4's, you could take and add the two 4's together for a result of 8, instead of just the 6.

· If you get to roll three or more dice, you can take the largest straight and add those dice together. A straight is three or more numbers in consecutive order. For example, if you rolled a 9, 4, 5, 6, you could add the last three together for a result of 15 instead of just the 9.

So, as you can see, there's a little poker built into it too. There's only one other thing you need to know: watch out for ones! They can make bad things happen, but we'll explain that in a bit.

> TEST STEP THREE SUMMARY:
> · Roll the dice you'd determined in Step One, trying to get a high roll.
> · You can take the highest single roll.
> · You can take the highest set of multiples and add them all together.
> · If you get to roll three or more dice, you can take the largest straight and add those dice together.
> · Watch out for ones, because they can make bad things happen.

4. Determine your Success or Failure.
Now's the moment of truth. First, add the result of your die roll to your Base. That's your Test Result. Now compare your Test Result to the Difficulty. Did you tie or beat it? If you did, you've succeeded! Whatever your Character was trying to do worked.

On the other hand, if your Test Result was lower than the Difficulty, your Character has failed. Nothing particularly bad happens – he just doesn't get to do what he was trying to do.

And that's how the game is played in a nutshell. Of course, there are ways in which this can get more complicated, which we'll discuss next. What we've just gone through here is all you need to remember to play the game – everything else is just here for reference when the time comes.

> TEST STEP FOUR SUMMARY:
> · Add the result of your die roll to your Base. This is your Test Result.
> · Compare your Test Result to the Difficulty.
> · If your result ties or beats the Difficulty your Character succeeds.
> · If your result is lower than the Difficulty your Character fails.

TEST MODIFIERS
There are a number of ways in which Tests can be modified – here's a list explaining how. Remember that most of these modifiers won't come into play very often so it's not crucial to remember how they work. Go ahead and breeze through them now, paying special attention

to Critical Success and Failure. Just remember to check here when you need to look something up.

Automatic Success

Sometimes you're just not going to want to slow the game down for simple Tests. This goes doubly so for Tests that are routine and have nothing dramatic about them. For example, you want your Character to shake down some old contacts. In a movie this scene might easily be glossed over using a montage, since only the result is important and it's pretty routine for this Character. How do we determine how well this goes without rolling dice?

This is where Automatic Successes come into play. For these types of tasks, just assume that you got a result of 7 for your die roll and add that to your Base. If you equal or beat the Difficulty your character automatically succeeds and no die roll is necessary. If this wouldn't equal a success then you should roll as usual. Try to use this option as often as possible to reduce routine die rolling. The dice should really only be rolled when it furthers the drama of the scene or story.

Critical Success

After learning how to roll dice for Tests you may have discovered that it is possible to get a very high result, especially if you roll a straight. The good news is that all those extra points on those spectacular rolls don't need to go to waste. If you ever beat the Difficulty by 10 or more you've succeeded in a big way. This is called a Critical Success and your success will be much better than you'd expected.

For example, if you got a Critical Success while trying to research a cult's history, maybe your Character stumbles across a lost text in the library that has coveted and secret information. Or if you got a Critical Success while trying to fix your Character's Broadsword it's

finished in half the time. The results are always at least twice as good as you anticipated.

Critical Failure

On the other hand, just like unexpectedly good things can happen, sometimes very bad things also happen. Remember when we said to keep an eye out for ones on your die roll? That's because ones determine if your roll is truly cursed or what we call a Critical Failure. Critical Failures occur when half of your dice come up ones – round up to figure this out. For example, if you rolled five dice and three of them come up ones your Character has Critically Failed. If you roll a one when rolling only one die that's also a Critical Failure. When this happens something really bad goes down.

For example, if you got a Critical Failure while trying to research a cult's history, your Character might mistake incorrect information for the genuine article and waste time researching the wrong thing. Or if you got a Critical Failure while trying to fix a mech your Character not only didn't make the repairs, he damages something else in the process – it'll now take twice as long to fix. The results are at least twice as bad as you might have expected.

Cross-Matching Skills

Sometimes, you're going to need to use a skill in a way that's different from its normal use. For example, you might want to use your Character's Survival skill to recall important information about poisonous insects in the desert. Normally, the Attribute associated with Survival is Tenacity, but does Tenacity make a lot of sense for recalling information? Not really. In this case you'd more likely use your Intellect as your Base for this Test.

Any time you come across a situation like this just go ahead and choose the most sensible Attribute to use

as your Base. It should be pretty obvious. If not, your Storyguide will make the suggestion.

Complementary Skills
There may be times when you'll come across a situation when your Character needs to make a Test to do something for which he doesn't have the right skill, but he's got one that's close. For example, your Character needs to repair the housing on a sidearm. He doesn't have the Armorer skill but he does have the Tech skill. Since what he's doing isn't exclusive to the Armorer skill, he can use the Tech skill as a complementary skill to make the Test. To do this, make the Test as usual but roll one less die than you normally would.

This option is a very tempting one and can be easy to abuse. Your Storyguide will make the final decisions as to whether or not you can use a skill in a complementary fashion.

Unskilled Tests
Sometimes you'll come across a situation in which your Character will have to make a Test and try to do something for which he doesn't have the right skill. If your Storyguide determines that your Character doesn't have a complementary skill then you'll have to trust his intuition and a whole lot of blind luck. Make the Test, but you only get to roll one die and take half the result – round up for this. Your Character is not going to be making many amazing feats here and is going to be lucky to succeed at the most basic of tasks.

There are certain skills that are considered Professional and they are noted in Chapter Six. Professional skills are those that require a lot of special knowledge and training to learn. Unfortunately, you can't attempt to use Professional skills if your Character doesn't have them.

Attribute Feats
Occasionally your Character will need to make a Test for something to which no normal skill can be applied. What skill would you use to break down a locked door? That's something that your raw strength should handle. Or how about whether or not you fall when tripped? That's something your natural agility should cover.

Whenever you need to Test for something that's covered by an Attribute instead of a skill, your Character will use what is called his Feat skills. Feats are what the game rules use to determine your Character's natural ability. Every Character has a Feat skill for each of their Attributes. Otherwise, make the Test as usual.

So what about where Feats might cross over against Skills? Feats are last resorts and are used only when no skill would cover a Test. In all cases where a Test would require the use of a skill, the normal rules for use – skilled, complementary, or unskilled – are used. The potential measured by Feats is no substitute for the special knowledge and training required by skills. Feats also cannot be used as complementary skills.

Second Chances
Sometimes you'll blow a roll but the Test is something that your Character might be able to try again. After all, just because he didn't find what he was looking for the first time doesn't mean that he can't look again, does it? There are some things your Character only gets one shot at and these rules don't apply to those situations.

When you want a second chance go ahead and make a second Test. However, there's a price – the Degree and Difficulty increase by one category for this new Test. Maybe it's frustration setting in or maybe your Character is just a little spent from the first time around. You can attempt a Test like this a total of three times before you have to give up and the Degree and Difficulty increase by one category each time.

For example, you want to get a second chance at an Average Test with a Difficulty of 12. To make the second Test it would become a Challenging Test with a Difficulty of 16. If you failed again and wanted to give it a third go it would become a Hard Test with a Difficulty of 22.

Sometimes you'll have to wait a little while before giving it another shot. If this is the case, your Storyguide will let you know.

Examples of Attribute Feats
Here are a few examples of things for which you might use Attribute Feats. Strength and Tenacity Feats are by far the most common types.

· Agility Feats are used for unconscious reactions such as catching oneself after tripping or avoiding boiling water from a spilled pot.
· Intellect Feats are used to see how fast someone catches on to something.
· Perception Feats are used as intuition to see if a Character gets a "feeling" about something or makes unusual leaps in cognition.
· Presence Feats are used to see how someone reacts to a Character naturally, free of any acting or influence.
· Strength Feats are used for acts of brute force such as lifting things or forcing doors open.
· Tenacity Feats are used to resist things that might interfere with or damage a person's system including fatigue, poisons, disease, fear, or insanity.

Extended Tests

What about those times when what your Character is trying to do is really big? What if he's trying to write the definitive work on the Esoteric Order of Dagon's ritual practices? What if he's trying to build a new mech out of spare parts? What if he's slowly cracking open a Chrysalis Corporation database? These tasks take hours, days, or even weeks to complete, and require the application of knowledge and skill at many different intervals. That's where Extended Tests come in.

Your Character succeeds at Extended Tests by accumulating a certain number of successful Tests. Your Storyguide will give you a Degree and Difficulty as normal. However, you'll have to make a series of successful Tests to succeed – your Storyguide will give you the exact number. The general rule is that the number of successful Tests should equal the Degree. For example, an Average Extended Test should require two successful Tests while a Hard Extended Test should require four.

Your Storyguide will determine how long elapses between Tests. For example, hacking the Chrysalis database might be a Hard Extended Test requiring four successful Tests. He might rule that each Test occurs an hour apart so that the overall Extended Test takes four hours. In the example of building the mech, each Test might be four days to a week apart.

If you get a Critical Success during an Extended Test, it should count as two successful Tests. On the other hand, if you get a Critical Failure during an Extended Test, it should either knock off an accumulated successful Test or make you start over again – your Storyguide will let you know.

Teamwork

Most simple Tests wouldn't benefit from more than one Character working together. They would just turn into another case of too many cooks in the kitchen. However, Extended Tests most certainly can benefit from help. Simply put, if a team of Characters chooses to work together on an Extended Test, they can pool their successful Tests together to make it a go.

Taking Extra Time

There are times that you need to take the time to do things right on the first try. Now there are things that you can't take extra time with but these should be pretty obvious. If you have this luxury, you'll get a bonus to your Test.

Every time your Character intentionally takes twice as long to do something you get a +4 bonus to your Test. Taking four times as long gives you a +6 bonus! But that's the maximum – you don't get any more bonuses for more time than this. How long it takes to do something varies by the task. Cooking a meal might normally take an hour. Digging into someone's background might normally take two hours. Just be sensible.

Pushing the Limit

When really dramatic situations arise you might need to force your Character beyond his normal capacity. This is when you really get to push his limits. Pushing the Limit only applies to actions that your Character could conceivably hurt himself doing through either strain or fatigue. He could be pulling every extra bit of strength out of himself to make the jump or he could be living on stimulants, skipping food and sleep, and driving himself mad with stress and anxiety. Your Storyguide will let you know if Pushing the Limit is appropriate.

When you need that edge you can sacrifice your Character's health in favor of success. For every +2 bonus that you want for your Test your Character will take 1 die of damage to his Vitality – this damage cannot be reduced in any way. It is determined after the Test is made so it is conceivable for a Character to die by pushing too hard. These concepts will make more sense later on and are better explained in Chapter Nine.

Contests

Contests occur when your Character competes against another person instead of just the normal difficulty of a Test. For example, a guard is watching to make sure that no one enters a building into which your Character is trying to sneak. In this case, your Character isn't just trying to sneak, he's trying not be seen by someone who's paying attention to these sorts of things.

To engage in a Contest each Character makes the appropriate Test. The one with the higher result wins. From the above example, you'd make your Character's Stealth Test and the guard would make his Observation Test. If your roll was higher your Character would win the Contest and sneak past. If you only tied or rolled lower than the guard, he'd see your Character trying to be stealthy.

Contest Modifiers

Sometimes conditions will make a Contest easier or more difficult for one side or the other. From the previ-

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ous example, it might be raining heavily as your Character tries to sneak into the building giving him an advantage to staying hidden and quiet. Or the guard may be wearing night-vision goggles making it way more difficult for your Character to sneak by.

ADVANTAGE	CONTEST MODIFIER
Slight	+1
Reasonable	+2
Considerable	+4
Outrageous	+8

Contest Modifiers only give bonuses to the Character with the advantage – there are no penalties. Your Storyguide will let you know if any modifiers apply to your Contest. Use these guidelines to determine any Contest Modifiers:

Actions & Reactions

There are times during crucially dramatic scenes when you'll have to rush things. The rules for Actions are fully explained in Chapter Nine so we're only going to teach you some of their effects here.

Actions are conscious choices that a Character makes, versus reactions which are a response to external stimuli. A Character can react to any number of things in a given amount of time without penalty – including Contests or blows aimed at his head. However, Actions take more brainpower and the more your Character tries to cram into a given amount of time the harder they'll be to pull off.

Characters can normally take from one to three Actions a turn depending upon their Attributes. For every Action your Character takes beyond one he suffers a penalty of –2 to his Tests. So if your Character takes two Actions both suffer a –2 penalty, and if he takes three all three suffer a –4 penalty.

This will all be made clear later on. For now you just need to know generally how it affects you and that it's coming down the pipe.

Fluency

In the spirit of automatic success and keeping the flow dramatic and well-paced, Language is one skill that you shouldn't have to Test very often. To determine your Character's level of Fluency just take a look at the following table and compare his level of Expertise – Specializations certainly apply. The only time you'll need to make a Language Test is if your Character is tackling something outside his level of Fluency.

· **Students** know very little of the language or dialect – primarily pleasantries such as hello, how are you, thanks, and the like.
· **Novices or Focused Students** know the language or dialect in a broken form – they can still lose something in the translation.
· **Adepts, Focused Novices, or Specialist Students** are fluent in the language or dialect.
· **Experts, Focused Adepts, or Specialist Novices** are fully multi-lingual.
· **Masters, Focused Experts, or Specialist Adepts** understand the intricacies of the language or dialect better than most native speakers.

DRAMA POINTS

Dramatic Characters are the heroes of the story. They are simply a breed above the norm and are supposed to pull off amazing feats or survive the most dangerous situations. To help simulate this, Dramatic Characters get Drama Points.

Drama Points are used to manipulate a Character's dice – any Character's dice. For each Drama Point spent you can increase your Character's number of dice for a Test by one, increase an ally's dice by one, or rob an enemy of one of his Test dice. You can increase the total number of dice a Character gets to roll for a Test up to a maximum of 10 dice or you can reduce an antagonist's overall dice to zero so that he only gets to use his Base!

If you are using Drama Points to increase your Character's dice you can choose to spend the points before or after the roll – it doesn't matter. Even after you figure out your Test Result you can keep spending Drama Points until you are either satisfied or out of points. On the other hand, if you're using Drama Points to decrease your opponent's dice you will need to inform your Storyguide of this before he rolls.

You can even use Drama Points when you have to make Tests for skills your Characters doesn't have. The first Drama Point you spend converts the half die you normally get for Unskilled Tests into one full die and each point thereafter gives you more full dice for the Test. You can even attempt to use Professional skills this way – something you normally can't do!

Sometimes Key Antagonists will also have Drama Points to spend and they can use them to reduce your dice! Your Storyguide will tell you if this is happening and he must do it before you roll. However, there's no reason that you can't spend Drama Points to hold onto those dice if you have any available. You are more than likely going to drain each other of Drama Points pretty quickly but these types of Characters are the villains of the story.

And now that you know the basics, it's time to move on to making Dramatic Characters – unless you want to read an example of play or plan on being a Storyguide, in which case read on.

Putting The Horror Back In

According to the standard rules of Framewerk, you should be able to use Drama Points for Fear and Insanity Tests as they are simply Tenacity Feat Tests. But this is a game about the dark and horrific and it won't be as much fun if no one ever suffers Fear Effects or gains a couple points of Insanity. We recommend that Storyguides do not allow Drama Points to be used for Fear or Insanity Tests, or Tests related to the use of magic.

AN EXAMPLE OF PLAY

To help you get a feel of how the rules system works we're going to give you a fictionalized example of play. Mind you, most of *CthulhuTech* revolves around interaction between Characters and isn't this dice-rolling intensive. We've deliberately chosen a situation that calls for a number of Tests.

In this game there are three players, who are Fraser, Mike, and J, plus a Storyguide who is Matthew. Their story takes place in the Seattle arcology and the Dramatic Characters are all Tagers in the employ of the Eldritch Society. Fraser is playing Angela, who is a police detective by day and a Phantom Tager by night, Mike is playing Ikada, a Nazzadi computer hacker and a Whisper Tager, and J's playing Tammi, a teenage street girl with a violent temper who's a Nightmare Tager.

The situation is this. They've recently been double-crossed by a contact who has wisely skipped town. Their next best lead is to investigate his assistant's house, but it's not as simple as it sounds. There was a multiple homicide in which their former contact was implicated so the police have the place under surveillance. Angela can't get access to the house because the nature of the crime has involved the feds – her interest on a case that wasn't hers would arouse too much suspicion. They want to get in and get out without any sort of complication.

The first step is to scout the location – of course they're approaching at night. They know that cops are there,

but they don't know where they are or what kind of devices they're using to watch. Ikada is the best person for the job. He shifts to his Whisper form and flies up to the rooftops trying to remain unseen. He's careful enough to do it where people won't be actively watching and there are plenty of shadows. Matthew asks Mike to make a Stealth Test against an Average Difficulty of 12. Ikada has an Agility of 12 when shifted and a Stealth skill at Adept. Mike rolls three dice – 7, 4, 2. Since he doesn't have any doubles or a straight, Mike chooses the 7 and adds it to Ikada's 12 Agility for a total Test Result of 19. He succeeds without any trouble. He creeps along, using his enhanced senses to look into the buildings around him. It doesn't take long before he spots the surveillance team. It looks like they are using standard recording equipment and keeping an eye on things from across the street. However, they are now actively scanning so Matthew tells Mike that Ikada must now engage in a Stealth Contest with the cops. Matthew rolls for the cop, who has a Perception of 7 and an Observation skill at Adept. He rolls three dice – 4, 4, 3 – taking double 4's and adding his 7 for a total Test Result of 15. Mike rolls – 6, 5, 3 – taking the 6 and adding it to his 12 for a total of 18. Ikada remains unseen and keeps watch.

Meanwhile, Angela and Tammi have been hanging out in a nearby alley. Angela is shifted into her Phantom form and receives the information about the police from Ikada over Tager mindlink. It appears that the two ladies can enter the house through the alley door without causing too much trouble. They quietly move their way up the alley to the door as Angela whips out her lock-hacking kit (in 2085, locks are a little more complex). Matthew calls for a Security Test on Angela's part – he thinks it's going to be Challenging with a Difficulty of 16. Angela's Intellect is 6 and she's an Expert in Security so Fraser rolls four dice and gets 3, 5, 6, 9. Taking the high roll of 9, her Test Result is a 15, which doesn't cut it. Fraser decides to spend Drama Points. He spends the first one and gets a 2, so he spends another and gets a 4 – now he has a straight. Adding together the 3, 4, 5, and 6, he gets a total of 18. With Angela's Intellect of 6 the Test Result is 24. The lock pops open. They breathe a sigh of relief and enter.

Now it's time for them to be sly and to find any remaining evidence of this woman's life. Since the cops can't see into the back rooms, Matthew says that they only need to succeed at an Easy Stealth Test to keep quiet. Reconsidering, he decides that with automatic success they don't need to roll at all. However, he does want them to make a Challenging Observation Test to try and find anything. While they are making their Tests, Matthew goes back to Mike who has been keeping a lookout. With all of Ikada's enhanced senses Matthew doesn't even worry

about a Test and just tells Mike that Ikada sees a college-age Nazzadi girl heading down the alleyway.

Meanwhile, Fraser and J both roll for their Observation Tests – they both succeed and discover that someone's been through here and cleaned out anything that might be useful. This takes them a moment while Ikada tracks the girl who stops, pulls out a key, and looks like she's entering the very house they're investigating. Mike has Ikada shift back to Nazzadi form and send Angela a text message on her PCPU – "Trouble at the door!"

That's where we leave them. While this example is Test-heavy, hopefully it gave you an illustration as to how the basic rules of the game work.

FOR STORYGUIDES

Assigning Degrees & Difficulties

So now you're the Storyguide and you're in charge of assigning all the Degrees and Difficulties. Seems a little intimidating doesn't it? The good news is that you're a Human being and you've been around the block a few times so you've already got a good basis for figuring this out.

First off, don't worry about Difficulties – they've got a built-in default and any tweaking you might want to do comes later. Start with Degrees, because this qualitative measurement is something you're going to be able to grasp more easily. Always look at things from the view of an average person who understands something about the subject matter. Don't be afraid to use the descriptions of each level of Expertise listed with the skills in the Skills chapter – that's why they're there. If it helps, equate the tasks listed at Novice as Average, Adept as Challenging, Expert as Hard, Master as Incredibly Hard, and Student as Easy, and save Legendary for those special moments.

Let's say one of your players wants his Character to tap a phone. Ask yourself, how hard this would be for someone who knows something about surveillance? Tapping phones is a much bigger deal than eavesdropping on a conversation with a shotgun microphone or taping someone using a spy camera. But it's not as difficult as planting surveillance devices on someone or concealing them in his possessions. So I'm thinking that surveillance of a more normal sort, same as using visible cameras to completely watch over an area, is probably average. I'm thinking that Challenging is covertly taping someone and that it's Incredibly Hard to plant and conceal devices on someone. Which leaves me in the Hard Degree, which I buy. Using the Standard Difficulty I tell the player he'll have to beat a 22 to succeed at this Test.

Let's look at another example. One of your players wants his Character to appraise the value of a collectible piece of early 2000's kitsch so that he can sell it on an internet auction. He just wants to pinpoint its value with a reasonable amount of accuracy because it's not worth all that much. Since he's not trying to be super-accurate, I'm thinking this task is not all that difficult. I don't think it would be Easy because this is something

he has to know something about. Since it's just a basic item for internet auction, I wouldn't say that it's even Challenging – so I'd set the Degree at Average with a Difficulty of 12.

Of course situations can modify this. In the above examples, it would be much harder if the guy's phone was hooked up to a system that monitored for bugs and taps. It would an art to beat a hot system so I'd increase this Degree of Difficulty to Hard or even Incredibly Hard depending upon the bug detector's reliability and sensitivity. Or it would be harder to appraise the object if it were a forgery and I'd increase the difficulty to at least Challenging.

These guidelines even apply if the Character doesn't have the skill. Determining the Degree works is the same, but the player's going roll a lot fewer dice unless he's spending a lot of Drama Points.

Once you've gotten this ability down pat you can start playing with Difficulties. Sometimes you'll feel that circumstances or the task warrant a slightly higher or lower Difficulty without requiring a full shift in the Degree. Only do this when you feel strongly about it – messing with Difficulties makes the game more unpredictable for your players and makes them less likely to give things a shot.

Success & Failure Margins

As it stands, you know when a Character has succeeded or failed and you know when he's Critically done either. But what about all the steps in between? Those steps aren't going to be important most of the time but it can be useful to know how to interpret them when they're needed. These qualitative descriptions don't have any other game effect besides helping you give more detail to your players. Determine the difference between the Test Result and the Difficulty and consult the following chart:

	SUCCESS & FAILURE MARGINS
DIFFERENCE	**MARGIN**
1-2	Near Failure or Success
3-4	Average Success or Failure
5-6	Solid Success or Definite Failure
7-9	Like a Pro or Like a Complete Idiot
10	Critical Success or just a Definitive Failure

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If you've decided that you don't want to be a Storyguide, you'll be taking on the role of a Dramatic Character. Dramatic Characters, as opposed to Supporting Characters or Antagonists, are the big time – they are the pivotal Characters of your story. If your story were a movie or television series, your Dramatic Character would be one of the heroes. They aren't the average citizen suffering through a day job only to be glued to the news at night – they are the ones making the news. Although they may come from humble beginnings, they have the potential to grow into something amazing. They are stars.

Your Dramatic Character is your alter ego in the game. That doesn't mean that your Character is a homologue of you – it just means that you need to enjoy the Character you design and also be able to relate to him on some basic level. What sorts of things interest you? Are you into technical things and solving complex problems? Then maybe you should look at designing an Arcanotechnician as your Dramatic Character. Are you into daredevil antics and the thrill of battle? Then maybe you should look into Mecha or Engel Pilot Dramatic Characters. Don't just design a Dramatic Character that fits nicely into your story or one that sounds kind of cool – find one into which you can really sink your teeth.

You'll be designing your Dramatic Character from scratch – this chapter takes you through the process step by step. It's pretty simple. Character design basically distills the different aspects of a person into a couple quantitatively measurable areas. In short, we break a person into pieces and assign numbers to measure them. The two main areas that compose a *CthulhuTech* Character are Attributes, which measure a person's innate abilities, and Skills, which represent formal education, training, and other things a person learns to do in his life.

Before you begin you might want to sit down with your fellow players and talk about what types of Dramatic Characters you're each thinking of designing. It's usually a lot easier to figure out how your team is going to work together before you've started as opposed to when you're done.

CHARACTER DESIGN

STEP ONE: CONCEPT
The first thing you'll look at is what we call concept. Your Character concept basically involves answering a couple of important questions that help you define the core of what your Character really is. These questions really get you thinking about what type of Character you want to play and help you focus your creative energies before moving on to the numbers aspects of Character design.

Allegiance
Most Dramatic Characters in the war-torn world of *CthulhuTech* are part of an organization, and Allegiance is simply a declaration of where those loyalties lie. This Core Book outlines three major groups.

Sometimes your Storyguide will decide what type of story you're playing for you and other times you'll decide with your group. These three aren't the only options available in *CthulhuTech* but are the ones we're primarily exploring in this book. We'll look at others in future books and you'll undoubtedly come up with others on your own. If you decide you want a story centered on the Ashcroft Foundation or a secret society of your own making go for it. Feel free to utilize the material in any way you'd like.

THE NEW EARTH GOVERNMENT (NEG)
Emerging from the chaos of the Arcanotech Wars and the Aeon War, the New Earth Government fights to hold Earth against the combined might of the Migou and the Cults. NEG stories are common and can most easily contain the greatest mix of Character types. Any type of Character, except a Tager, fits well into an NEG story.

New Earth Government stories run the gamut of flavors and styles. Some can be about the front line warriors who boldly risk their lives every day. Others can be special forces stories in which the Characters infiltrate deep into enemy territory. Still others can be in the research and development labs, working to analyze the enemy and discover the NEG's next edge.

THE ENGEL PROJECT
The Engel Project falls under the purview of the New Earth Government, but deserves its own treatment. By fusing together arcanotech and biotech, the Engel Project has created a more powerful mecha better suited for dealing with the horrors of the modern world. Those who work on the Engel Project are the elite of the NEG, from the Pilots to the Arcanotechnicians. Arcanotechnician, Engel Pilot, and Occult Scholar are common Character types.

Engel Project stories tend to be high-stress. The Engel Pilots fight on the front lines and see more combat than any other type of soldier in the New Earth Government. Those who work in research and development feel great responsibility to create new Engels that will continue to close the gap between the NEG and the dark forces threatening mortal life on Earth.

THE ELDRITCH SOCIETY
Sworn enemy of the Chrysalis Corporation and the Children of Chaos, the Eldritch Society is the master of the secret Tagers. They fight a shadow war against the Dhohanoids to prevent the Cults from gaining greater power and unleashing further apocalypse. They hold the secrets of the *Ta'ge Fragments* and use their knowledge to cut out the unseen cancer within the New Earth Government. Tagers are the most common Character type associated with Eldritch Society stories, but Arcanotechnicians, Intelligence Agents, Occult Scholars, and Soldiers can work just as well.

Profession
The universe of *CthulhuTech* contains all of the professions and trades that you'd find in the modern world and then some. How-

ever, most of them aren't well suited for Dramatic Characters, which is what these Professions are meant to simulate – those walks of life that can be most easily drawn into the drama of the Aeon War. These Professions help identify a Character's focus, strengths, and skills. Dramatic Characters usually belong one of the following seven Professions – choose one for your Character.

Each of these Professions is further explained on p. 71, giving you a more detailed idea of what goes into them as Characters.

ARCANOTECHNICIAN
Part-scientist and part-sorcerer, Arcanotechnicians understand the fundamental principles underlying D-Engines and mecha technology. They tend to be cerebral, in order to understand the great technical feats with which they work, as well as willful, in order to resist the mind-shattering principles upon which arcanotechnology is based.

ENGEL PILOT
Regarded as the New Earth Government's elite pilots, Engel Pilots "commune" with the strange and mysterious Engels. Their lives are very stressful as they see more regular combat than any other NEG force. Engel Pilots tend to be perceptive, to better acquire targets at a distance, and willful, in order to effectively overcome the "consciousness" in every Engel.

INTELLIGENCE AGENT
Information wins wars and the Aeon War is no different. Intelligence Agents might be spies trying to infiltrate a cult, part of a mecha team gathering military intel, or working as counter-espionage to root out cult spies within the New Earth Government. They tend to be intelligent, to better recognize and creatively process important data, and perceptive, to better notice important details.

MECHA PILOT
Mecha Pilots are the mainstay of the New Earth Government's army – soldiers in mechanized war machines as tall as buildings. They are anywhere and everywhere the NEG needs them, pulling guard duty at bases and installations, performing special forces raids deep inside enemy territory, or fighting on the front lines. Mecha Pilots tend to be perceptive, to better acquire targets at a distance, and agile, to better use the close quarters weapons indicative of many NEG mecha.

OCCULT SCHOLAR
With the advent of arcanotechnology and the Arcanotech Wars, a new class of scholar emerged – the Occult Scholar. Occult is the term broadly used to describe the otherworldly forces now ravaging the Earth and Occult Scholars are those who risk their soundness of mind to delve into the lost secrets surrounding them. Many times, their occult pursuits bring them to the practice of sorcery. They tend to be cerebral, in order to comprehend the range of knowledge required for their studies, and willful, to maintain their sanity and, in many cases, to work magic.

SOLDIER
Soldiers are those warriors who fight outside of mecha. They are the brave infantry charging across the field of battle, the police keeping order in New Earth Government cities, and the special forces troops sneaking in behind enemy lines. They tend to be perceptive, to better acquire targets at a distance, and enduring, to better withstand the physical rigors of their duty.

TAGER
The holy warriors of the Eldritch Society, Tagers are those who have undergone the Rite of Sacred Union. They have become one with a Ta'ge symbiont, a thing from beyond space and time, which turns them into a powerful supernatural warrior. They tend to be agile, to better fight enemies up close and personal, and willful, to survive the Rite of Sacred Union.

Race
Humans are no longer the only sentient species on Earth. After the First Arcanotech War, the New Earth Government welcomed the Nazzadi into the fold. Dramatic Characters in *CthulhuTech* can be Human or Nazzadi – your choice.

The races are further described on p. 69-70.

HUMAN
The former dominant species of Earth, Humans are much as they are in our modern world. Their world has gotten a lot bigger since the advent of the Aeon War however and people don't live with the same prejudices and petty issues that they once did.

NAZZADI
The Nazzadi are biogenetic creations of the Migou originally sent to destroy Humanity in the First Arcanotech War. Discovering that they were manufactured, they rebelled against their secret masters. They are creatures of darkest night but are similar to Humans in most respects. Their culture is in most ways ours, but they struggle to create their own racial identity.

Defining Characteristics
Qualifying an individual's personality is difficult since people are inherently complex. To at least give a snapshot of every Character's behavior we use Defining Characteristics – two traits that help define the core of your Character's personality.

The first Defining Characteristic is the Virtue – the primary quality in your Character that is good. The other is the Flaw – the primary quality in your Character that is imperfect and seen as a shortcoming. These two Characteristics don't fully define your Character's personality, but they provide a view of what he's like by defining the polarities.

Defining Characteristics can be any sort of personality trait of which you can think. Just be sensible in your choice and don't choose two Defining Characteristics that are exact opposites.

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Here's a sample list of Defining Characteristics to get you started:

VIRTUES	FLAWS
Considerate	Arrogant
Courageous	Bigoted
Courteous	Cowardly
Forgiving	Cruel
Generous	Dull
Gentle	Flippant
Honest	Foolish
Humble	Greedy
Imaginative	Impatient
Kind	Insecure
Optimist	Irreverent
Patient	Lazy
Peaceful	Liar
Pious	Mean
Productive	Pessimist
Self-Confident	Rude
Sober	Selfish
Tolerant	Vengeful
Wise	Violent

Name

Now that you have an idea of what your Character is going to be like, go ahead and pick a name for him or her. Human names haven't changed much since modern times. Nazzadi names are a little more unusual and have their own rules attached to them, which are explained on p. 70.

Also make sure to record your own name and your Storyguide's name on the Character Sheet. It helps make sure everyone knows where it belongs when it inevitably gets misplaced.

THE HERO FACTOR

Dramatic Characters in *CthulhuTech* are the bold and bigger than life heroes of their story. Sure, they may start off young and fairly inexperienced but they have great potential and advantage over the average person. There are two ways that *Framewerk* simulates this.

The first way is through Drama Points, which you already know about. The second, applied during Character design, is through Cheats. Cheats are ways that a player can craft his Character in certain heroic directions. You don't need to know how they work just yet but you do need to know that you'll be able to give your Character a couple extra improvements before you're done.

STEP TWO: ATTRIBUTES

When you describe a person to someone else, what sort of things commonly come up? He's smart? She's pretty? He's strong? That's what Attributes are – the innate abilities and capabilities of a person. We use six Attributes to measure a Character in *CthulhuTech*.

Each of these Attributes is rated on a scale from one to ten. Think of this scale like you might in real life – we are often asked to rate people or things on just such a scale. A rating of one is considered severely challenged while a five is Human average

WHY FLAWS?

Some people dislike the idea of portraying a Character with an obvious personality flaw. This is fiction after all. Do personality flaws really need to exist in our heroes?

Flaws are something that allow us to truly relate to other human beings. A Character without a flaw is a person we can't believe exists and we can't create a bond with him – he is two-dimensional. Beyond that, a hero who succeeds 100% of the time is boring. He needs to overcome obstacles both without and within. Flaws provide an additional dimension that makes your Character believable, gives him the opportunity for lows, and makes the victories that much sweeter.

Normally flaws do exist in every Character already – they're the flaws of the player. If you solely rely on those they're always the same. By using a mechanic to simulate them, you gain individual flaws for individual Characters.

and a ten is downright amazing. There is potential in *CthulhuTech* to reach an eleven or more on the scale – these people are paragons and off the normal charts.

To determine your Character's starting Attributes distribute a total of 35 points among the six of them. You have to put at least one point into each and you can put a maximum of ten in any one. Your Attributes are also modified by your Character's race, so check the Racial Templates on p. 69-70 to find those bonuses.

Agility

Agility is a measure of physical dexterity, grace, and finesse – the ability to make your Character's body move like he wants it to. Agility is used for any skill that requires bodily control and is used by your Character both to fight in close quarters and dodge in combat. It is one of the factors used to determine his Actions, Movement, and Reflex Secondary Attributes.

Intellect

Intellect is a measure of intelligence, education, the ability to learn, and memory – the way your Character's brain processes and recalls information. Intellect is used for any learned skill including many technical and scientific areas. It is one of the factors used to determine your Character's Orgone and Reflex Secondary Attributes.

Perception

Perception is a measure of awareness and sense acuity – the way your Character's brain receives information. Perception is used for any skill requiring attentiveness and is also used for marksmanship. It is one of the factors used to determine your Character's Actions and Reflex Secondary Attributes.

Presence

Presence is a measure of charm, beauty, force of personality, and social ability – the way others react to your Character. A higher rating in Presence doesn't necessarily mean that he has to be beautiful. Instead he may be exotic, striking, have a magnetic personality, or have an inspiring bearing. Presence is used for any skill that involves influencing another person.

Strength

Strength is a measure of physical might – how heavily your Character's body can influence the world around it. Strength is used for lifting heavy things, restraining people, and anything else that requires raw power. It also affects how much damage your Character does in close quarters combat. Strength is one of the factors used to determine your Character's Movement and Vitality Secondary Attributes.

Tenacity

Tenacity is a measure of endurance, stamina, and willpower – how well your Character can make his body and mind function under adverse circumstances. Tenacity is used for taxing physical skills and to perform magic. It is one of the factors used to determine your Character's Orgone and Vitality Secondary Attributes.

STEP THREE: SKILLS & SPECIALIZATIONS, QUALITIES

While Attributes measure raw gifts and potential, Skills represent a Character's training and education. Each skill is body of knowledge or a type of physical training in which the Character has ability. Every Character starts with a certain number of different skills rated at different levels of expertise. The different levels of expertise are:

EXPERTISE

LEVEL OF EXPERTISE (DICE)
· Unskilled Characters have no real understanding of the skill. (0 Dice)
· Students have a rudimentary understanding of the skill. (1 Die)
· Novices have a basic understanding of the skill. (2 Dice)
· Adepts have a thorough understanding of the skill. (3 Dice)
· Experts have an advanced understanding of the skill. (4 Dice)
· Masters have a nearly complete understanding of the skill. (5 Dice)

As you can see, the different levels of expertise equate to a certain number of dice. This is the number of dice a Character with a skill at the level of expertise gets to roll for Tests.

When designing a Character, you receive 20 points with which to acquire skills. Every skill costs a number of points equal to the desired level of expertise's rating in dice. For example, an

expertise of Novice costs two points since it carries a rating of two dice. Most Characters begin with between eight and ten different skills. However, there's an important restriction – you cannot purchase levels of expertise above Adept (with the exception of the Education skill and the Character's native language). The Expert and Master levels of expertise must be gained through Character development.

A complete list of the skills available in *CthulhuTech* can be found on p. 80. You may also wish to consult the Profession Templates starting on p. 71 for a list of skills suggested for those Professions.

Free Skills

There are certain things common to all Characters in *CthulhuTech* – every Character receives the following skills for free. Human Characters speak English as their native language and Nazzadi Characters can choose either English or Nazzadi. English is the official language of the New Earth Government and those Nazzadi Characters who would know Nazzadi as their native language are those grown in vats on Pluto. Those born in the Nazzadi fleet during the First Arcanotech War or after may choose to be only basically proficient in both Nazzadi and English (both at Novice), both of which may be improved through the expenditure of skill points.

· Languages: Expert (Native Language)
· Literacy: Novice
· Regional Knowledge: Novice

Feats

To simulate a Character's proficiency with his natural abilities each Attribute has a paired Feat skill. These Feat skills are used for Tests when a natural ability is called into question instead of a learned response.

Beginning Characters automatically receive each Feat skill at a starting level of expertise equal to half the associated attribute, rounded down. For example, a Character with a Strength of six starts with the Strength Feat skill at Adept (3 dice).

Specializations

Since the skills used in *CthulhuTech* are pretty broadly defined, Characters can specialize in more specific areas within a given skill. They then become especially knowledgeable in that one area. For example, an Occult Scholar might specialize in Ancient Texts as part of his Occult skill. The first level of specialization is called Focused. At the Focused level the Character gains one additional die for Tests involving that specific area of knowledge or

CHARACTER DESIGN SUMMARY

This summary covers the Character design process in brief. Please refer to the appropriate sections in this chapter for more detail.

Step One: Concept

Choose an Allegiance:

· *New Earth Government (NEG),* fighting its war to save the world.

· *The Engel Project,* the elite of the NEG, working to create a more powerful mecha through arcanotechnology biotech.

· *The Eldritch Society,* fighting against the Chrysalis Corporation to prevent further apocalypse. The secret masters of the Tagers.

Choose a Profession:

· *Arcanotechnician* – part-scientist, part-sorcerer who understands the secrets of mecha technology and the unlimited power of the D-Engine.

· *Engel Pilot* – one of the NEG's elite, piloting the disconcerting Engels.

· *Intelligence Agent* – working to gather information to help the cause or to fight against cult spies.

· *Mecha Pilot* – one of the NEG's mechanized warriors.

· *Occult Scholar* – a well-learned scholar of all things occult and the enemy. Many times, also a worker of magic.

· *Soldier* – fighting on the front lines or on street level against any threat.

· *Tager* – an Eldritch Society symbiont warrior.

Choose a Race:

· *Human* – the former dominant race of Earth, like you or I.

· *Nazzadi* – the biogenetic creations of the Migou, originally sent to destroy Humanity.

Choose a Name:
· Pick a Character name.
· Record your name.
· Record your Storyguide's name.

Concept is explained on p. 58.

Step Two: Attributes

Distribute 35 points among the six Attributes, from 1 to 10:
· *Agility* is a measure of physical dexterity and grace.
· *Intellect* is a measure of education and intelligence.
· *Perception* is a measure of awareness and sense acuity.
· *Presence* is a measure of charm, beauty, and force of personality.
· *Strength* is a measure of physical might.
· *Tenacity* is a measure of endurance and willpower.

Attributes are explained on p. 60.

Step Three: Skills & Specializations, Qualities

Purchase skills using 20 points; 1 point is available for two Focused level Specializations. Each skill costs the desired level of expertise's die rating:
· Student (1 Die)
· Novice (2 Dice)
· Adept (3 Dice)
· Expert (4 Dice)
· Master (5 Dice)

All Characters receive the following skills for free:
· Languages (English or Nazzadi): Expert (or both at Novice for younger Nazzadi)
· Literacy: Novice
· Regional Knowledge: Novice

You may also purchase Assets, which cost skill points, and acquire up to ten points worth of Drawbacks, which give you skill points to spend.

Skills & Specializations and Qualities are explained on p. 61. Skills are listed on p. 80. Qualities are listed on p. 93.

Step Four: Secondary Attributes

Calculate Secondary Attributes:
· Actions – average of Agility & Perception. Consult table on p. 64.
· Movement – average of Agility & Strength. Consult table on p. 64.
· Orgone – 5 + average of Intellect & Tenacity.
· Reflex – average of Agility, Intellect, & Perception.
· Vitality – 5+ average of Strength & Tenacity.
· Drama Points – 10

Secondary Attributes are explained on p. 64.

Step Five: Outfitting the Character

Characters are middle class and entitled to the creature comforts associated with that level of status. Any special gear is determined by Profession, starting on p. 71.

Step Six: Cheats

Spend 6 Cheats. Adjust any Secondary Attributes that might be affected.

Cheats are further explained on p. 65.

*Check for requirements and Insanity Tests.

Step Seven: Making It Real

Add detail and background, including physical description, personality, motivation, family, and friends.

Making It Real is further explained on p. 65.

Cheats

CHARACTER ENHANCEMENT	CHEAT COST
Increase an Attribute 1 point	3
Get 2 more points for Skills	1
Increase Orgone by 2	1
Increase Vitality by 1	1
Start with a legal First Order Protection or Scrying Spell	1*
Start with an illegal First Order Protection or Scrying Spell	2*
Start with a legal First Order Enchantment or Transmogrification Spell	2*
Start with an illegal First Order Enchantment, Summoning, or Transmogrification Spell	4*

training. The second level is called Specialized and the Character gains two additional dice for Tests for that specific area.

There are many different specializations within each skill and Characters can learn different specializations for the same skill without restriction. Since the benefit of specializations is limited by the skill's overall level of expertise, sooner or later it's in your best interests to improve the skill rather than just its specializations.

When you describe your Character's level of expertise, combine the descriptions for both skill level and specialization level into one. For example, a Character might be a Focused Adept at Language: French while another might be a Novice Specialist at Law: Criminal. Master Specialists are the most sought after individuals in their field, but traditionally they aren't very well rounded.

During Character design you may purchase only two Focused specializations. By choosing to spend one Skill Point, you gain two Focuses of your choice.

New Skills

Sometimes you'll look for a specific skill and you won't find it. *CthulhuTech* uses a conglomerated and broadly defined skill list. If you can't find the skill you're looking for check other related skills to see if it might be covered by one of them – Hobby and Trivia are catch-all skills. If not, work with your Storyguide to create a new skill, designating scope, an associated attribute, and specializations.

Qualities

Qualities are both positive and negative things that affect a Character's life but which can't be accounted for using normal Attributes and skills. There are two types of Qualities. Assets are positive traits while Drawbacks are negative traits. When you choose an Asset for your Character it costs a number of your starting skill points and when you choose a Drawback it gives you an additional number of skill points to spend. You may only acquire up to an additional ten skill points by choosing Drawbacks.

For a list of Assets and Drawbacks, see the Qualities chapter on p. 93.

Step Four: Secondary Attributes

Secondary Attributes are, for the most part, derivative of your normal Attributes. There are six of them and they help define a few more useful areas of your Character – things like reaction speed, magical capacity, and the like. In every case where you are asked to average Attributes, round down any fractions.

Actions

Actions represent a combination of reaction, speed, and multitasking abilities. Normally a Character can perform one free action and one normal action every turn. Free actions are those that take little effort, such as speaking or walking a few steps, while normal actions are those that require real effort. Actions are further explained on p. 54.

However, individuals who are more gifted may be able to perform additional normal actions in the same amount of time. The following table will help you calculate how many actions your Character can perform a turn – go ahead and take the average of your Agility and Perception to find out. Three Actions is the maximum number of actions a Character with only two natural limbs can take in one turn.

ACTIONS

AVERAGE	ACTIONS
1-6	1 Action
7-8	2 Actions
9-10	3 Actions

Movement

It can be important to know how fast your Character can move. To determine this, take the average of his Agility and Strength and consult the following table. The table lists a couple of different rates. The first is your Character's running speed in miles per hour (mph). The second shows his running speed/cautious speed in yards per five-second combat turn (ypt). His running speed is his full bore maximum speed – a Character can do nothing else but run at this rate. His cautious speed is the speed most often using in intense conflict situations.

MOVEMENT

RESULT	MAXIMUM SPEED/CAUTIOUS SPEED
1	3 mph (7/1 ypt)
2-3	5 mph(13/3 ypt)
4	7 mph (17/4 ypt)
5	9 mph (22/5 ypt)
6	11 mph (27/6 ypt)
7	13 mph (32/8 ypt)
8	15 mph (37/9 ypt)
9	17 mph (42/10 ypt)
10	19 mph (47/11 ypt)
11	21 mph (52/12 ypt)
12	23 mph (57/13 ypt)
13	25 mph (62/14 ypt)
14	27 mph (67/15 ypt)

Orgone

Every person has the capacity to use magic whether or not they actually understand how. Magic is powered not only by spell and ritual, but also by the magician's will and understanding. Dr. Wilhelm Reich, who discovered orgone long before the acceptance of sorcery, believed that this new energy was the cause of a number of phenomena that are "completely at variance with the theory of electromagnetic energies." Orgone represents that reservoir of cosmic power in your Character. His starting Orgone is equal to the average of his Intellect and Tenacity, plus five points.

Reflex

Reflex is a measure of your Character's reaction time – how quickly he can respond during intense situations. Most importantly, Reflex is used to determine when your Character gets to act in combat. His Reflex is the average of his Agility, Intellect, and Perception.

Vitality

Characters in *CthulhuTech* live in a dangerous world. It's very likely they're going to get hurt. Vitality is what measures a Character's overall level of health and wellness. Every Character has six Wound Levels, from Unhurt to Death's Door, which are explained on p. 65. Each Wound Level is equal to your Character's Vitality, so his Vitality times five is how many points of damage he can take in total before dying. This is better explained on p. 123.

Your Character's starting Vitality is equal to an average of his Strength and Tenacity, plus five points.

Drama Points

Drama Points are one of the things that define Dramatic Characters as heroes. They represent the fortunate things and circumstances that surround key characters, as well as fate just plain looking out for them. Lucky breaks, cheating death, daring-do – these are all Drama Points in action. Functionally, each point represents one die. Depending upon the situation, you can either use Drama points to add dice to a single Action or you can rob an enemy of one of his dice for a single Action. This is better explained on p. 54.

Drama Points are expended when they are used. Once you've used one, it's gone for now – they normally return at the end of play.

Dramatic Characters begin with ten Drama Points.

Step Five: Outfitting the Character

Most Characters in *CthulhuTech* are part of a greater organization such as the New Earth Government or the Eldritch Society. This means that your Character is functionally employed and doesn't have to worry about his basic needs. He has a place to live, although not an expensive one, and he has clothes, food, transportation, etc. You can assume with regard to basic life stuff that your Character is firmly middle class.

With regards to special items of gear that would be useful for your game, such as armor or weapons, every Character starts with a few. A list of this gear is found under the Profession Templates found starting on p. 71. If you want anything more than this, negotiate with your Storyguide and see what you can get.

Step Six: Cheats

Remember our discussion of the Hero Factor from earlier? We said that you'd have one last chance to enhance your Character before you started play. Now is that time – this is where you get to customize certain areas of your Character using Cheats.

You have six Cheats to spend and the following table shows you what areas you can change and how much it costs to change them. You want to use all your Cheats because you simply lose any you don't.

If you choose to increase an Attribute remember to go back and check to see if that will change any of your Secondary Attributes. Furthermore, you still have to observe the restrictions for level of expertise and specializations for starting Characters.

Step Seven: Making It Real

This is the last step in designing your Character. You're all done with the numbers portion, so now is the time to find out who your Character really is. It's time to learn what he looks like, get into his head, and figure what his life's been like. To help you do this we're going to ask you a bunch of questions.

Cheats

ENHANCEMENT	CHEAT COST
Increase an Attribute by 1 point	3
Get 2 more points to spend on Skills	1
Increase your Orgone by 2	1
Increase your Vitality by 1	1
Start with a legal First Order Protection or Scrying Spell	1*
Start with an illegal First Order Protection or Scrying Spell	2*
Start with a legal First Order Enchantment, or Transmogrification Spell	2*
Start with an illegal First Order Enchantment, Summoning, or Transmogrification Spell	4*

* Check the spells in Chapter 11 to see if you meet the Intellect, Tenacity, and Occult knowledge requirements and to see if you need to make an Insanity Test for learning the spell. Regardless, Characters cannot begin play with enchanted items even if they know the appropriate ritual.

You don't need to know everything about your Character because you're going to end up creating a lot of it as you tell your story. You only need enough so that he feels three-dimensional, so that you can really go out and experience the *CthulhuTech* setting.

How old is he?

Most Characters in *CthulhuTech* are likely to be in their twenties – recently out of training and ready to establish themselves as adults. However, that doesn't mean that you can't play the teen prodigy, or an older wiser Character who's just changed his profession in favor of a more exciting or motivated life. Nazzadi Characters typically were born within the Nazzadi fleet during the First Arcanotech War, but those older than their mid- to late-twenties are actually vat grown clones.

What does he look like?

Take a moment to describe the physical appearance of your Character. What's he built like? How is his face shaped? What color are his eyes? Hair? What kind of hairstyle does he have? What kind of clothes does he wear? How does he carry himself? What's his default facial expression? When other people describe him what do they say?

What does he act like?

How would his friends describe him to someone who's never met him? How does he react to new people? How does he behave under stress? What kind of a sense of humor does he have? Is he friendly? Is he talkative? How does he talk? What kinds of things does he like to do? What kind of things is he interested in?

What does he want out of life?

Everyone has dreams, desires, and goals. Your Character is no different. Does he want something simple like a happy romantic relationship and an apartment downtown? Or does he want something loftier like the liberation of the Human race? Or maybe his goals are more direct and immediate such as being promoted or dating a certain person. Of course, in the world of the Aeon War things that seem simple, like a safe and quiet life, aren't as simple as they should be.

Why does he do what he does?

Something had to motivate your Character to become an active part of the Aeon War. What was it? Was it a sense of duty instilled by your Character's family? Was it a personal desire to do something about the horror? Was it a need to prove himself? Or is he just a thrill-seeker? Or was it a vengeance thing?

What's his family like?

Are members of your Character's family still alive? How close is he to them? What kind of relationships do they have? Does he have siblings? Is he married? Does he have children? Where does his family live? What kind of people are they? What do they do for a living? What do they look like?

What are his friends like?

Usually a Dramatic Character's closest friends are the other Dramatic Characters in the group. That doesn't mean that he doesn't have other friends from his personal life, from his training, or from his childhood. Who are they? What are they like? What's their relationship like? What kind of people are they? What do they do for a living? What do they look like?

What was growing up like?

Most Characters will have been born somewhere around the First Arcanotech War. They've been the first generation raised with a new integrated Nazzadi population. They've seen very little peace in their lives. Where did your Character grow up? What was it like for him? What kinds of things does he really remember from his childhood? Did he grow up far from conflict or was his life touched by warfare?

What's his adult life been like so far?

Where did the Character get his training? What was that like for him? What's his personal life been like? Any serious romances? How has he changed as he's grown? How does he view life now? What are a couple things that he'll look back on as "formative events?"

If the world were a different place...

What would your Character have done if the world were a different place? What kind of person would he like to be?

Signs & Animals

Here are a couple of new-age (or old-age) concepts that might help you define your Character's personality more easily. The first concept is that of western astrological signs – the idea that a person's birth month helps dictate portions of their personality. Here's a very quick list of the different sun signs and their stereotypes.

Aries (3.21 to 4.20) – "I Am," Fire. Active, energetic, excitable and impulsive, optimistic, open to change and new experiences. They are brave and active doers. However, Aries tend to strongly project their own personalities and can be quite selfish. They also often don't finish what they start. Key trait: Courage.

Taurus (4.21 to 5.21) – "I Have," Earth. Quiet, affectionate, patient, stable, determined and practical, and often stubborn and resistant to change. They persevere and are often successful. They tend to put a high regard on collecting possessions and are known to cling to what is theirs. Key trait: Dependability.

Gemini (5.22 to 6.21) – "I Communicate," Air. Lively, energetic, versatile, and intellectual, lives primarily in the mind rather than the emotions and is extremely adaptable to new situations. They strive for self-expression and often try to impose their point of view on others. They also tend to be superficial. Key trait: Responsiveness.

Cancer (6.22 to 7.22) – "I Feel," Water. Receptive, sensitive, imaginative, sympathetic, kind, and emotional, and possesses an active, shrewd, and intuitive mind. They seek close personal relationships and are happiest surrounded by the familiar and those whom they love. However, they can be unpredictable and temperamental. Key trait: Loyalty.

Leo (7.23 to 8.23) – "I Create," Fire. Enthusiastic, powerful, expansive and creative, generous and extravagant, but often dogmatic and fixed in opinion. They are great friends and natural leaders. However, they tend to look for what they can get out of life for themselves and can dominate others. Key trait: Exuberance.

Virgo (8.24 to 9.22) – "I Analyze," Earth. Reserved, modest, practical, discriminating and industrious, analytical and painstaking, seeking to know and understand. They are perfectionists who dissect facts in order to find the truth and obtain all the information available. However, they tend to get bogged down in the details and complicate things. Key trait: Conscientiousness.

Libra (9.23 to 10.22) – "I Balance," Air. Active, artistic, easygoing, peaceable, prizes beauty and harmony, is diplomatic, polished, and very socially inclined. They are happiest functioning within a union and often lose their equilibrium and positive outlook when forced to be alone. They can be vain and also tend to be indecisive. Key trait: Charm.

Scorpio (10.23 to 11.21) – "I Desire," Water. Imaginative, passionate and emotional, subtle, persistent, intense, but often obstinate and unyielding. They often have a sense of purpose and destiny and find truest happiness dispensing their life force to others. However, they are competitive, often with vicious tempers. Key trait: Idealism.

Sagittarius (11.22 to 12.21) – "I See," Fire. Energetic, ambitious, generous, freedom loving, and a seeker of challenge, open to new ideas and exploration. They are happiest discovering new ideas, exploring distant places, and not getting tied down with personal commitments. They are easily bored with routine. Key trait: Optimism.

Capricorn (12.22 to 1.20) – "I Master," Earth. Reserved, prudent, patient, uses cunning instead of force, seeks security, is acquisitive, determined, and quick to seize an opportunity. They seek honor, praise, and approval in the world at large but tend to be emotionally reserved in relationships. They are often stern and materialistic. Key trait: Steadiness.

Aquarius (1.21 to 2.19) – "I Know," Air. Assertive, independent, progressive, analytical, original and inventive, but often has strong dislikes and firm opinions. They tend to be idealistic humanitarians who are concerned with the larger issues of the world but remain personally detached in their own relationships. However, they tend to inflate their own importance and often enjoy arguing with or provoking people for the fun of it. Key trait: Friendliness.

Pisces (2.20 to 3.20) – "I Believe," Water. Receptive, intuitive and emotional, imaginative, romantic, impressionable and mystical, adaptable, and very changeable. They trust their intuitions and feelings and tend to seek more spiritual values in life. However, they are often impractical, prone to over-indulgence, and unsure of themselves. Key trait: Compassion.

Another way to look at a Character's self is through his animal resonance. A lot of people bear a resemblance in both appearance and personality to a particular type of animal. Maybe your Character is sleek, graceful, but vain like the cat? Maybe he is patient, powerful, but slow like the bear? Or maybe he is graceful, proud, but conceited like the falcon?

Either of these techniques is totally optional, but they can be fun and can help you generate a core personality in mere moments.

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Example of Character Design

To help guide you through Character design, Matthew is going to generate a Dramatic Character for his CthulhuTech story. His Storyguide and he have decided that they are going to tell a story set in China and that the Characters involved need to be part of an New Earth Government mecha force.

The first thing Matthew does is create a concept for his Character. From the type of game they are to be playing, it seems obvious that his Character's allegiance will be to the NEG. Matthew looks at the options and decides that he wants to play a Nazzadi Engel Pilot. He peeks at the guidelines for Nazzadi names and chooses to name his Character Dova.

Next, he moves on to determine Dova's Attributes – he has 35 points to assign among the six of them. He takes a look at the Engel Pilot Profession Template and learns that he should probably make sure his Perception is higher than average and that he is required to have a Tenacity of at least seven. Looking at the Nazzadi Racial Template, he sees that Nazzadi get a +1 bonus to their Agility (and Nightvision, which will be fun later). So he assigns Dova's points like this:

Agility 6 (5, +1 for being Nazzadi)
Intellect 5
Perception 7
Presence 6
Strength 5
Tenacity 7

Satisfied, Matthew moves on to choosing skills and specializations for Dova. Looking at the Engel Pilot Template again he sees that there are certain suggested skills for Dova's Profession. But first, he records Dova's free skills. Dova's not old enough to be part of the old guard, so Matthew chooses to be basically proficient in both English and Nazzadi. He also determines that Dova grew up in the Los Angeles arcology and spent time stationed in Hong Kong, so he knows where his Character's regional knowledge applies.

Languages (English): Novice
Languages (Nazzadi): Novice
Literacy: Novice
Regional Knowledge (LA Arcology & Hong Kong Arcology): Novice

Now Matthew assigns 20 points to Dova's other skills. He looks back at the different types of Engels and works it out with his Storyguide that Dova will be attuned to a Malach. This just helps focus the Character further, as now Matthew knows his Character's not going to be piloting something designed for stealth or recon.

Before he goes on to pick the actual skills, Matthew peruses the Qualities list to see if he spies anything he likes. He chooses the following Assets & Drawbacks:

Duty (3) – Drawback (required for Engel pilots)
Rival (2) – Drawback
Alluring (2) – Asset
Authority (3) – Asset (required for military pilots)
Muse: Airbrushing (1) – Asset

He has chosen five points worth of Drawbacks and six points of Assets. He thus only has 19 points to spend on skills. He chooses the following:

Armed Fighting: Novice (2 points)
Artist (Airbrushing): Student (1 point)
Athletics: Student (1 point)
Fighting: Student (1 point)
Dodge: Adept, Engel Focus (3 points, plus a half for the specialization)
Languages (English): Adept (1 point)
Marksman: Adept, Engel Focus (3 points, plus a half for the specialization)
Observation: Student (1 point)
Pilot: Novice (2 points)
Support Weapons: Novice (2 points)
Survival: Student (1 point)

He spends 18 points on normal skill levels and spends one point to purchase two Focused Specializations. As you can see, Matthew wants Dova to be an amateur artist in his spare time in addition to being a well-rounded Engel Pilot.

Next, Matthew calculates Dova's Secondary Attributes:

· To determine Actions he averages Dova's Agility of six and Perception of seven, rounding down. Referencing the average of six against the Actions table, it looks like Dova has one Action.
· Averaging Dova's Agility of six and Strength of five and rounding down, we discover that a result of five on the Movement table equals a speed of 9 mph (22/5 ypt).
· To determine Orgone he takes the average of Dova's Intellect of five and Tenacity of seven, which is six, plus another five. Matthew determines that his Character's Orgone is eleven.
· To determine Reflex Matthew averages his Character's Agility of six, Intellect of five, and Perception of seven, rounding down. He gets a result of six for Dova's Reflex.
· To determine Dova's Vitality Matthew averages his Character's Strength of five and Tenacity of seven, rounding down, and adds five. This results in a Vitality of eleven.
· Dova starts with ten Drama Points.

Dova's Secondary Attributes look like this:
Actions 1
Movement 9 mph (22/5 ypt)
Orgone 11
Reflex 6
Vitality 11
Drama Points 10

Matthew looks next at outfitting his Character. He remembers that Dova is entitled to all the creature comforts that a person of middle class would have, as well as a few special pieces of gear based on his Profession. Looking at the Engel Pilot Template he has an ESI implant, his Malach Engel, concealed armor, and a sidearm. Matthew chooses Sentrytech Mk-V heavy concealable armor and a CS-40 Enforcer medium autopistol.

Now Matthew has reached the Cheats step of Character design. He spend his six Cheats in the following way:

· Increase Agility by 1 = 3 Cheats
· Additional 6 Skill Points = 3 Cheats

Looking back at Secondary Attributes, that extra point of Agility might change something. Agility is a component in determining Actions, Movement, and Reflex. The extra point ends up increasing Dova's Actions to two and his Movement to a speed of 11 mph (27/6 ypt).

With the extra six points for skills, Matthew increases Dova's Armed Fighting to Adept for one point, increases Athletics to Novice for one point, increases Observation to Novice for one point, adds Stealth at Student for one point, adds Trivia (Nazzadi Painters) at Student for one point, and adds Seduction at Student for one point. It looks like Dova likes to get out a little as well.

And that's it for the numbers part of Character design. Matthew needs to go through the questions in Step Seven: Making It Real in order to better flesh out Dova and he'll be ready to play.

RACE

As discussed earlier, there are two races available as Dramatic Characters: Humans and the Nazzadi. These templates should provide you with a snapshot of the race along with any racial abilities and attribute modifications. Everything your Character gets as a bonus from his race is free.

Human

Still the most populous single sentient species on Earth, Humanity has had a tough time of it. While physically no different from you or I, the Humans alive during the Aeon War have a very different outlook on things. They've been unseated as the dominant species on the planet. They've seen a population of 8 billion reduced to 2.5 billion in only a couple of decades. They've seen two invading alien forces, integrated one of them, and watched as living gods rolled armies out across the Earth. They've created coping mechanisms that allow them to rationalize the horrors of the world around them and have been forced to acknowledge things they were not meant to know.

Humans in CthulhuTech are a hardy breed of people without many of the petty worries and prejudices that plagued the race in centuries past. Despite the challenges and terrors that face them, they are a stalwart race who have strangely found hope in and amongst the almost overwhelming darkness.

· Racial Abilities – +2 skill points for Character design
· Recommended Skills – By Profession
· Attribute Modifications – +1 to any Attribute.

Here are some suggestions based on Profession:
Arcanotechnicians – +1 Intellect.
Engel Pilots – +1 Tenacity.
Intelligence Agents – +1 Perception.
Mecha Pilots – +1 Perception.
Occult Scholars – +1 Tenacity.
Soldiers – +1 Agility.
Tagers – +1 Tenacity.

Nazzadi

An alien race that is cousin to Humankind, the Nazzadi are a species that, instead of evolving, was entirely manufactured. They were created by the Migou as a warrior race that was meant to subjugate Humanity for their masters, all while keeping the Migou's existence a secret. Unfortunately for the alien insects, when the Nazzadi were told the truth they rebelled. They are now a fully integrated member of the New Earth Government and live side by side with Humanity. While prejudice might exist in the outlying regions, Nazzadi are fully accepted in the cities of the NEG and are equal partners in the government. There has yet to be a Nazzadi President, but there have been many Nazzadi cabinet members and ministers influencing society. There are about 1.8 billion Nazzadi worldwide.

The look of the Nazzadi was created to meet two goals. The first was to make them appear more as an alien species than something supernatural. Not needing to reinvent the wheel, the Migou's understanding of Human anatomy moved them to create a creature based on our DNA. The second goal was to make them fearsome to Humans. Thus, the Nazzadi have jet-black skin and hair with reflective red eyes and sharp incisors. Today in the face of true horrors, Humankind no longer views Nazzadi features with fear.

· Racial Abilities – Nightvision
· Recommended Skills – By Profession, though most Nazzadi over twenty-five have an array of personal combat skills.
· Attribute Modifications – +1 Agility

Nightvision

The Nazzadi were designed to be effective warriors, day or night. Their nightvision allows them to see in very low light conditions, though not in complete darkness, up to 50 yards. It takes no time for their eyesight to adjust from light to darkness. This vision is black and white. In the dark, their eyes reflect direct light like a cat's.

Nazzadi Names & Words

Without going into a full description of the Nazzadi language, here are a few guidelines that will help you create authentic names for your Characters.

· Nazzadi words do not use complex consonant sounds – "th," "ch," and the like – nor complex vowel combinations – "oa" or "oe" or "oi."
· Nazzadi words are spelled and spoken phonetically. For example, phonetic according to Nazzadi rules would be spelled fonetik.
· Whether vowels are said hard or soft is a matter of learning pronunciation and dialect. The written Nazzadi language is not concerned with it.
· Nazzadi uses hard consonants, but never at the sacrifice of flow. Nazzadi words roll off the tongue easily.
· Nouns and names in Nazzadi are gender specific. Masculine Nazzadi words end with –a, feminine words with –y, and neuter words with –i.
· Sample male names: Dova, Karana, Kyra, Timana, Vreta
· Sample female names: Cevy, Dormy, Kory, Nomany, Tazy
· Nazzadi do not have surnames. As part of the Migou armada they identified themselves by name, rank, and legion. Now they identify themselves by name, home, and profession. The adoption of family names was suggested, but many older Nazzadi didn't want the reminder that many of their "parents" were Migou cloning vats on Pluto.

PROFESSION

Most of those fighting the Aeon War are drawn to one of the following professions. These seven are hardly an exhaustive list, but are those most exciting for what we've shown so far in the setting. This doesn't mean that you can't create your own Professions according to the guidelines here and use them in your group. Regardless, every Character in CthulhuTech should start with a declared Profession.

You should try to focus your Character in one single direction at first. That doesn't mean that your Arcanotechnician is always going to stay an Arcanotechnician, however. As your Character develops he may begin to blur the lines between Professions. There's no reason that your Arcanotechnician might not become so learned that he also could be considered an Occult Scholar. Or that a Mecha Pilot might not eventually attune with an Engel and change what sort of mech he pilots. Whatever your background is, your Character's current Profession should be the one in which he plies his trade.

There is one exception to this rule. Engels and Tagers are both supernatural creatures, at least in part. People have found out the hard way that the living thing inside an Engel and the symbiont of a Tager don't get along. If a Character is bonded with one, he can never be bonded with the other. In fact, Engels won't let a Tager inside of them under any circumstances. If one gets inside, the Engel will rip it out the first chance it gets even if it hurts itself in the process.

So here are the Profession Templates. Each template includes a description of the profession, some Attribute level recommendations, Quality requirements (if any), some suggested skills that are indicative of the profession, any special gear for a Character of this type, a set of example starting Attributes and skills, and an illustration to wrap it all up.

Arcanotechnician

Part occult magician and part scientist, arcanotechnicians work with the secrets unlocked by Teresa Ashcroft and *The Mysteries Within*. They understand the fundamental principles of the non-Euclidean mathematics and alien physics that are at the core of D-Engines and modern mecha.

Arcanotechnicians come in one of two breeds. There are the true technicians who build and fix what engineers design. They are the guys in the trenches who work with arcanotech every single day. Technicians may work for the power company, work on D-Engine cars, or may work on mecha or Engels. The second breed of arcanotechnician is the engineer who understands the fundamental principles of arcanotech theory. They are the guys who spend time in labs laboring to unlock new secrets or in design studios applying the most recent arcanotechnology as they design power systems, vehicles, weapons, mecha, or even Engels.

Being an arcanotechnician is a dangerous job – as such, they are often well paid. Arcanotechnology fits at least partially in the "things man was not meant to know" category. Many arcanotech applications work on mind-bending principles, which can be taxing on the psyches of those who maintain or design such devices. Many arcanotechnician programs train students in certain cognitive techniques that help them deal with the rigors of their job.

Attributes: Higher than average Intellect and Tenacity recommended.
Suggested Skills:
Technician – Arcanotechnician, Computers, Literacy, Observation, Technician
Engineer – Arcanotech Engineer, Computers, Education, Literacy, Science (Earth, Life, or Physical)
Special Gear: Arcanotechnology reference library, a good portable computer, and appropriate professional tools.
Sample Attributes:
Human/Nazzadi
Agility 5/6
Intellect 8/7
Perception 6/6
Presence 5/5
Strength 5/5
Tenacity 7/7
Sample Skills:
Technician
Appraisal: Student
Arcanotechnician: Adept, D-Engine Focus
Computers: Novice (Adept if Human)
Hobby: Student
Languages (English): Expert
Literacy: Adept
Munitions: Adept
Observation: Novice
Regional Knowledge: Novice
Research: Novice (Adept if Human)
Technician: Adept, Power Systems Focus
Trivia: Student
Engineer
Arcanotech Engineering: Adept, D-Engine Design Focus
Computers: Novice (Adept if Human)
Education: Adept
Hobby: Student
Languages (English): Expert
Literacy: Adept
Observation: Novice
Occult: Student
Physical Science: Adept, Robotics Focus
Regional Knowledge: Novice
Research: Novice (Adept if Human)
Trivia: Student

Engel Pilot

Prerequisite: Engels have a will and consciousness of their own and pilots must be able to control them. Engel Pilot Characters must start with a Tenacity of at least seven.

Engel Pilots are regarded as the New Earth Government's elite, specially trained and surgically attuned to "commune" with the strange bio-mechanical Engels. Engels are among the most powerful of the NEG's mecha army and Engel Pilots see a lot of conflict. Many would think that being considered the New Earth Government's elite and piloting the amazing mecha they do that Engel Pilots would become arrogant or over-confident jocks. However, between the respect they have for their Engels and the amount of sheer combat that they see they don't – they see things very differently. Most others consider them a little weird. The process of synthesis leaves pilots with a slightly different perspective on life. They're usually considered a little off – that indefinable way in which someone just doesn't quite fit in. Many Engel Pilots choose to keep their own company, feeling either uncomfortable in the outside world or that others just don't really understand them.

Operating an Engel is taxing on a pilot. After all, every time a pilot crawls in the "cockpit" he's exercising some sort of a telepathic bond with an alien cyborg. It isn't unusual for Engel Pilots to slowly burn out, although the regular mandatory counseling associated with the job usually helps keep them sane. Even so, the dark eyes and distant look of a veteran worry even their fellows.

While a trained Engel Pilot can pilot any Engel, he can only exert total control over the one to which he is attuned. Every pilot undergoes surgery to have an Engel Synthesis Interface implanted in his brain and this ESI ensures a deeper bond with the single Engel that's his.

Attributes: Higher than average Perception recommended. Minimum Tenacity of 7 required.
Suggested Skills: Armed Fighting, Dodge, Fighting, Marksman, Pilot.
Required Qualities: Authority (3), Duty (3), Engel Synthesis Interface (1)
Special Gear: Engel Synthesis Interface (ESI) implant, a suit of concealed armor (such as Sentrytech Mk-IV or Mk-V), a sidearm (such as a UT-7 Hornet, CS-40 Defender, or CS-44 Enforcer), and an Engel to which the Character is attuned (see p. 155 for a list).
Sample Attributes:
Human/Nazzadi
Agility 7/7
Intellect 5/5
Perception 7/7
Presence 5/5
Strength 5/5
Tenacity 7/7
Sample Skills:
Armed Fighting: Novice
Athletics: Student (Novice if Human)
Fighting: Novice
Dodge: Adept, Engel Focus
Hobby: Student
Languages (English): Expert
Literacy: Novice
Marksman: Adept, Engel Focus
Observation: Student (Novice if Human)
Pilot: Novice
Regional Knowledge: Novice
Support Weapons: Novice
Survival: Student
Trivia: Student

Intelligence Agent

Information is a key element to winning every conflict. Intelligence Agents have one of the hardest and most nerve-wracking jobs in the Aeon War – they have to gather information about the New Earth Government's mysterious and alien enemies. Some are analysts who decipher and correlate piles of information. Others gather data as scouts, braving new and unfamiliar territory. Some are surveillance teams sent with an array of electronic gadgets to record the enemy at work. Others are spies who go deep undercover to infiltrate the Cults. Still others work in counter-espionage to root out spies within their own organizations.

An exciting part of intelligence is psychological operations or psy-ops for short. Psy-ops deal with figuring out how your enemy thinks and using psychology against him or it. It's about confusion, disinformation, and demoralization, among other things. It is also about propaganda – keeping up the morale of the NEG in the face of terrible odds.

But the intelligence game in the Aeon War isn't just about gathering, analyzing, protecting, disseminating, and distorting information. It's also about the dirty jobs no one wants to talk about. Whether it's drug running for money, assassination, or other black ops, it's the intelligence community that often has to deal with it – while keeping it quiet and making sure that officials remain in the realm of "plausible deniability."

Attributes: Higher than average Intellect and Perception recommended.
Suggested Skills (General): Bureaucracy, Misdirect, Observation, Security, Stealth, Surveillance
Required Qualities: Authority (1) – if federal, Authority (3) – if federal or military, Duty (1-3)
Special Gear (General): A suit of concealed armor (such as Sentrytech Mk-IV or Mk-V), a sidearm (such as a UT-7 Hornet, CS-40 Defender, or CS-44 Enforcer), surveillance gear, and a good portable computer.
Sample Attributes:
Human/Nazzadi
Agility 5/6
Intellect 7/7
Perception 7/7
Presence 6/5
Strength 5/5
Tenacity 6/6
Sample Skills (General):
Bureaucracy: Student (Novice if Human)
Communications: Novice
Computers: Novice
Criminal: Student
Dodge: Student
Hobby: Student
Languages (English): Expert
Literacy: Novice
Marksman: Student
Misdirect: Novice
Observation: Novice
Regional Knowledge: Novice
Security: Novice
Stealth: Student
Streetwise: Student (Novice if Human)
Surveillance: Novice
Trivia: Student

Mecha Pilot

Mecha Pilots are the mainstay of the New Earth Government's army, piloting arcanotech mecha in the Aeon War. While they may not have command of the powerful Engels, they also don't have to worry about implants and interfacing with an alien cyborg. Mecha Pilots have access to wide breadth of combat training and a versatile array of mecha. They find themselves anywhere and everywhere the NEG needs troops including guard duty, special forces, or fighting on the front lines.

Mecha Pilots tend to specialize in one type of mecha. Some are trained for intelligence gathering, others for stealth. The three most common types of application are multi-purpose (general), urban combat, and support. Those who pilot the multi-purpose battle mecha see the most action of any troop with the exception of Engels. The urban combat specialists tend to be more skilled in close quarters combat techniques and support specialists are those who's job it is to fire heavy ordnance in support of other mecha.

These pilots are much like the fighter jocks of old. They use colorful callsigns to identify each other, although in the face of their current enemy these nicknames are darker and more dangerous sounding than they once might have been. Callsigns such as Arclight, Black Widow, Blade, Butcher, Reaper, and Saucy Jack are more the norm. Also like old pilots, Mecha Pilots are a cocky, overconfident bunch. What they do is dangerous but it's also a rush. This attitude creates camaraderie within a pilot's unit, friendly rivalries without, and it covers up the fear that every time he goes out could very well be his last.

Attributes: Higher than average Agility and Perception recommended.
Suggested Skills: Armed Fighting, Dodge, Fighting, Marksman, Pilot
Required Qualities: Authority (3), Duty (2)
Special Gear: A suit of concealed armor (such as Sentrytech Mk-IV or Mk-V), a sidearm (such as a UT-7 Hornet, CS-40 Defender, or CS-44 Enforcer), and a mech to which the Character is normally assigned (see p. 150).
Sample Attributes:
Human/Nazzadi
Agility 7/8
Intellect 5/5
Perception 8/7
Presence 5/5
Strength 5/5
Tenacity 6/6
Sample Skills:
Armed Fighting: Novice
Athletics: Novice
Fighting: Novice
Dodge: Adept, Mecha Focus
Hobby: Student
Languages (English): Expert
Literacy: Novice
Marksman: Adept, Mecha Focus
Observation: Student (Novice if Human)
Pilot: Student (Novice if Human)
Regional Knowledge: Novice
Support Weapons: Novice
Survival: Student
Trivia: Student

Occult Scholar

Occult Scholars are well-learned academics, particularly versed in all things supernatural and hidden. However, their main area of specialization and the thing that makes them so valued is their knowledge of the occult itself. Occult Scholars have their place among arcanotech research teams as advisors in the Aeon War and as intelligence analysts for the New Earth Government. They are also found as pundits, authors, professors, occult investigators, or the guy who runs the coffee shop down the street.

A true understanding of the occult comes with a price. Many hidden things are beyond the capacity of the Human or Nazzadi psyche to comprehend – in a word, they're maddening. Occult Scholars are sometimes consumed by their pursuits. There is an unwritten code among scholars to watch out for each other's grip on reality and they are often unafraid to commit a colleague who has clearly gone too far.

Many times the occult pursuits of an Occult Scholar bring him to the practice of magic as he puts into practice the theory he's studied. Not only is sorcery personally dangerous, it's regulated. Even the average scholar is required to get permits for his occult texts as they, along with occult and ritual supplies and enchanted items, are considered controlled substances. Scholars who practice sorcery must register with the NEG's Office of Internal Security, who tracks both them and their ability – for the safety of society.

Attributes: Higher than average Intellect and Tenacity recommended.
Suggested Skills: Education, History, Languages, Occult, Research
Required Qualities: Watched (2) – if just a scholar, Watched (3) – if a registered sorcerer.
Special Gear: A small basic occult reference library and a good portable computer.
Sample Attributes:
Human/Nazzadi
Agility 5/6
Intellect 7/7
Perception 6/6
Presence 5/5
Strength 5/5
Tenacity 8/7
Sample Skills:
Appraisal: Student
Computer: Student
Education: Adept
History: Student
Hobby: Student
Languages (Arabic): Novice
Languages (English): Expert
Languages (Latin): Novice
Languages (R'lyehan): Novice (if Human)
Languages (Tsath-yo): Novice
Literacy: Adept
Occult: Adept
Regional Knowledge: Novice
Research: Novice
Trivia: Student

Soldier

Soldiers are those warriors who live outside of giant mecha. Some are the rank and file of the New Earth Government's infantry, charging across the field of battle with an assault rifle and battle armor. Some are special forces troops who execute covert actions deep behind enemy lines. Some are guerrilla fighters caught in enemy territory just trying to survive. But Soldiers aren't just found on the field of battle. They are also the brave police keeping order inside NEG cities. Some are government agents who investigate occult violations or potential cult insurgency as well.

Many soldiers are trained in the use of powered armor. These small mecha suits have the ability to get places other forms of mecha cannot and they are especially of use inside cities and arcologies. Police and special forces troops are more likely than other soldiers to use powered armor on a regular basis.

Soldiers in the NEG are a tough and determined lot. Most don't get to hide inside a machine when it's time to go to war. Both the training they've received and the horrors they've seen in battle combine to make them hard and vicious. Some soldiers have described their perspective as "having the volume turned down" in other parts of their lives.

Attributes: Higher than average Perception and Tenacity recommended.
Suggested Skills: Armed Fighting, Dodge, Marksman, Medicine, Survival
Required Qualities: Authority (1) – if municipal, Duty (1) – if municipal, Duty (2) – if military
Special Gear: A suit of combat armor (such as either Light or Heavy Spectrashield Combat), a sidearm (such as a UT-7 Hornet, CS-40 Defender, or CS-44 Enforcer), an assault rifle (such as an AR-25 or a HKS-192), a composite combat knife, and a survival kit.
Sample Attributes:
Human/Nazzadi
Agility 6/6
Intellect 5/5
Perception 7/7
Presence 5/5
Strength 6/6
Tenacity 7/7
Sample Skills:
Armed Fighting: Novice
Athletics: Student (Novice if Human)
Dodge: Adept, Dive for Cover Focus
Fighting: Novice
Hobby: Student
Languages (English): Expert
Literacy: Novice
Marksman: Adept, Assault Rifle Focus
Medicine: Student
Observation: Novice
Regional Knowledge: Novice
Stealth: Student (Novice if Human)
Survival: Novice
Trivia: Student

Tager

Prerequisite: The symbiont that makes a Tager has a will of its own and a candidate must be able to master it during the Rite of Sacred Union. Tager Characters must start with a Tenacity of at least seven.

Tagers are those who have undergone the Rite of Sacred Union to merge with a supernatural symbiont. This union creates a powerful biomechanical shell from the symbiont, which will form around the Human or Nazzadi host at will. It exists invisibly in extra-dimensional space and manifests only when called. Tagers are wicked mystical warriors, hiding within the currents of everyday society.

The sole heir to the secrets of the *Ta'ge Fragments,* which hold the Rite of Sacred Union, is the Eldritch Society. A secret occult group, the Eldritch Society has their origins in Nyarlathotep's cult. The Tagers are the Eldritch Society's holy warriors, carrying out their crusade against the insidious Children of Chaos and their Dho-hanoid servants.

The type of Tager a person becomes is solely determined by the symbiont. It picks the person and not vice versa. A Tager is trained to maximize the abilities of his symbiont once it has manifested, regardless of how he was trained beforehand.

As part of the Eldritch Society, Tagers are a serious and focused lot. They understand the importance of their role and their special place in the universe, which breeds a conviction and fanatical reverence. Besides that, Tagers develop personality traits indicative of the type of symbiont with which they bond. Some become painfully attentive and patient while others become coldly confident and bloodthirsty.

Bonding with a thing from beyond space and time is a nerve-wracking experience. Tagers tend to be a little more "out there" than normal people and this only increases with time. They are trained in certain mental disciplines and counseled within the Eldritch Society in order to maintain their sanity. Fortunately, most Tagers are strong-willed and able to keep a firm grip on reality on their own.

Attributes: Higher than average Agility recommended. Minimum Tenacity of 7 required.
Suggested Skills: Athletics, Dodge, Fighting, Marksman, Occult
Required Qualities: Tager (4), Tager: Exceptional (2) – if Nightmare, Duty (3), Fanatical (2-3)
Special Gear: A sidearm (such as a UT-7 Hornet, CS-40 Defender, or CS-44 Enforcer) and a symbiont to which the Character is bonded (see p. 172 for a list).
Sample Attributes:
Human/Nazzadi
Agility 7/7
Intellect 5/5
Perception 6/6
Presence 5/5
Strength 6/6
Tenacity 7/7
Sample Skills:
Athletics: Novice
Computers: Student
Criminal: Student
Dodge: Adept
Fighting: Adept
Intimidate: Student
Languages (English): Expert
Law Enforcement: Student
Literacy: Novice
Marksman: Novice
Observation: Novice
Occult: Novice
Regional Knowledge: Novice
Research: Student (Novice if Human)
Security: Student
Trivia: Student (if Human)

CHARACTER DEVELOPMENT

As stories progress, Dramatic Characters gain points in what is called Experience. These rewards represent the Character's learning and evolution and can be used to improve a variety of a Character's aspects. Experience is usually handed out at the end of every play session and you may spend it immediately or save it up. Experience can be spent at any time to develop your Character – even during an episode.

To Improve An Attribute

Normally, improving attributes is difficult. If you wish to do so, talk with your Storyguide about the things your Character needs to do to improve that Attribute and then have him do them during play. Once a reasonable amount of time has passed, as determined by your Storyguide, spend the Experience and increase the Attribute by one. Attributes can be increased to a maximum of 11 normally, but can be increased up to 20 if the Character is influenced by things of an otherworldly nature.

You'll notice that improving Attributes at low levels is more expensive. That's because one to three on the Attribute scale describe varying levels of handicap and it is often difficult to overcome natural disadvantages.

· To increase an Attribute of 4 or higher by one point costs a number of Experience equal to the Attribute's current rating x 5.
· To increase an Attribute of 3 or lower costs a number of Experience equal to the Attribute's current rating x 10.

To Learn A New Skill

If you want your Character to learn a new skill he must first seek instruction. An instructor is classified as any Character with at least an Adept level of expertise in the skill being taught and with a Presence of at least 7. He must then make a Challenging (Hard for Professional Skills) Extended Test for the skill and is required to roll five successful Tests to succeed. Of course, this will take time and your Storyguide will let you know how long it takes in game time to gain this rudimentary understanding of the skill.

Once your Character has completed his training, spend 5 Experience to learn the new skill at a Student level of expertise.

To Develop A Skill One Level of Expertise

If you want to improve one of your Character's skills, it must be one that he has been practicing – either through regular use, study, or training. A skill may only be increased one level of expertise every other episode at the most.

· To develop from Student to Novice costs 10 Experience.
· To develop from Novice to Adept costs 20 Experience.
· To develop from Adept to Expert costs 20 Experience.
· To develop from Expert to Master costs 30 Experience.

To Become Specialized

If you want your Character to become specialized it must in an area within a skill that he has been practicing – either through regular use, study, or training. A Specialization may only be acquired or improved if the overall skill to which it is attached is not improved that episode, and then only once every other episode.

· To become Focused in an area costs 15 Experience.
· To become a Specialist in an area from being Focused costs 20 Experience.

IMPROVING FEATS

Even though the starting level for Feat skills is linked to an Attribute, it is not limited by that Attribute over time. You can spend Experience to improve Feat skills just like any other, but they require varied concentration on the associated Attribute through a variety of skills and applications. In short, you have to concentrate on your raw ability as if you were training to improve the associated Attribute.

To Increase Orgone

Orgone is one of those unpredictable things and thus requires nothing other than Experience in order to improve. You can improve it at any time, for any reason, up to a maximum of double your Character's starting amount.

· To increase Orgone by one point costs a number of Experience equal to your Character's current Orgone rating.

To Obtain New Spells

Learning new spells is intense and each one takes a certain amount of time to study. Once your Character meets the Intellect, Tenacity, Occult, and study requirements, you can spend the Experience to learn the spell. Many spells also required Insanity Tests when they are learned, so keep an eye out.

· To learn a new First Order Protection or Scrying spell costs 10 Experience.
· To learn a new Second Order Protection or Scrying spell costs 20 Experience.
· To learn a new Third Order Protection or Scrying spell costs 30 Experience.
· To learn a new First Order Enchantment, Summoning, or Transmogrification spell costs 15 Experience.
· To learn a new Second Order Enchantment, Summoning, or Transmogrification spell costs 30 Experience.
· To learn a new Third Order Enchantment, Summoning, or Transmogrification spell costs 50 Experience.

See p. 183 for specific information on spells.

Removing Drawbacks & Acquiring New Assets

Qualities are, in most cases, intangibles and story devices. Some of them cannot be acquired after you've started playing your Character and some Drawbacks might be impossible to overcome. Your Storyguide will let you know which Assets or Drawbacks can be acquired or removed during play, but your common sense should predict his answer. If your Storyguide rules that an Asset can be acquired or a Drawback removed, he will provide you with a set of conditional or behavioral requirements. Once complete, spend the appropriate Experience and it is done.

· Removing a Drawback or acquiring a new Asset worth one point costs 5 Experience.
· Removing a Drawback or acquiring a new Asset worth two points costs 15 Experience.
· Removing a Drawback or acquiring a new Asset worth three points costs 35 Experience.
· Removing a Drawback or acquiring a new Asset worth four points costs 55 Experience.

Personality Development

Just like real people, Dramatic Characters change over time and not just in the aforementioned ways. Who people are, what they value, how they view things – these things shift in at least small ways. The personalities of Dramatic Characters can and should transform over time.

Aside from the more subtle ways in which you portray your Character, you can change his Defining Characteristics. Your Character always has one Virtue and one Flaw and you can't just get rid of either at any time. Change of personality on this core a level should be a serious focus in a Dramatic Character's life or the result of a serious, traumatic, or otherwise life-changing event. When working to change personality, the shift will be an effort at first but your Storyguide will tell you when it has occurred for good.

SPENDING ODD EXPERIENCE

If you ever end up with an odd number of Experience from purchasing Orgone increases, you can spend them to purchase temporary Drama Points. Record these temporary points separately, because when you use them they are gone – they do not regenerate like normal Drama Points. You get two temporary Drama Points for every point of Experience you choose to spend but you can still only bank up to twenty total, including your regular pool.

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chapter six
skillz

What makes the saga of *CthulhuTech* most memorable is the life you've breathed into your Character and how he evolves through the telling of the story. However, the cool and unique personality you've developed for your Character is useless unless he can interact with the world around him. That's where skills come in. Probably the most important aspect of your Character in terms of game mechanics, your skills are where the rubber meets the road during play. They encompass your Character's knowledge, interests, talents, and his ability to affect his environment. They are what gives your Character depth and substance and allow him to be successful.

Your choice of skills should complement your Character's profession. For example, you know that your Tager should have a good Fighting or Marksman skill to be successful in combat. On the other hand, he may have a secondary vocation – when he's not busy hunting Dhohanoids – which requires a different set of skills. He may have invested several points in Education and Medicine for example, to practice as a physician. Likewise, your Character might allocate some skill points to reflect a hobby or interest.

When looking through the list of available skills, you will find that each includes a list of possible Specializations. Remember that these are not all encompassing. If you can dream up your own Specialization that fits and your Storyguide okays it, go for it.

So before your Character climbs inside his mech, communes with his Engel, or summons his Ta'ge symbiont to do battle with the minions of the Old Ones, make sure you've chosen his skills well. You will enjoy overcoming your opponents with a very real and very skillful Character.

GENERAL SKILLS

Appraisal*
Attribute: Perception
You can ascertain the value, quality, rarity, and authenticity of any item. This of course assumes that you are somewhat familiar with the item. It would be, for example, difficult to appraise the general quality of a mech's "core induction actuator" when you normally work as an art dealer. The accuracy of your appraisal depends on the level of your expertise.

Student: You have a pretty good idea how to spot a bargain.
Novice: You can determine the value of an item with a reasonable degree of accuracy.
Adept: You can handle yourself well in a business transaction.
Expert: You are considered to be an authority on the value and quality of certain items.
Master: You can even estimate the authenticity of an occult manuscript, given that you can read the language or have not lost your mind in the process.

Specializations: Ancient Texts, Antiques, Arcanotech Components, Books, Fine Art, Jewelry, Weapons

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> ### PROFESSIONAL SKILLS
> Skills marked with an asterisk (*) are considered Professional skills. These are skills that require special training or study. Anything covered by Professional skills may not be attempted Unskilled – you have to know the skill, not just fake it.

Arcanotechnician*
Attribute: Intellect
If the Engineers can design it, you can build and fix it. You are the guy the Mecha jocks rely on to calibrate the D-Engine outputs, troubleshoot the power control actuators, and realign the laser cannon tracking systems. You might not know how to design these systems, but that's okay – leave that to the glorified desk jockeys. You understand arcanotechnology better than anyone because you have your hands on it everyday.

*Requires at least an Adept Expertise in the following skills: **Literacy** and **Technician**, along with **Munitions** for mecha weapon systems.*

Student: You can maintain basic systems.
Novice: You can be relied upon to troubleshoot simple problems.
Adept: You are a self-reliant and competent technician.
Expert: No arcanotech system is beyond your ability to fix or maintain.
Master: Engineers might design it, but you can make it better.

Specializations: A-Pods, D-Engines, Energy Weapons, Mecha Power Control Subsystems

Arcanotech Engineering
Attribute: Intellect
You understand the fundamental melding of arcane sorcery and technical design. You can outline elaborate arcanotech systems, improve existing system designs, and explore new potentials of arcanotech theory. You may even manage to decipher the application of alien technology based on arcanotech principles and apply them to your own innovative designs.

*Requires at least an Adept Expertise in the following skills: **Education, Literacy,** and **Physical Science.***

Student: You manage to wrap your brain around certain concepts, but arcanotechnology seems more like magic than science.
Novice: You understand arcanotechnology theory and can work well as part of an engineering team.
Adept: You are a competent design engineer.
Expert: The Ashcroft Foundation may seek you out as a worthy engineering talent.
Master: You walk in the footsteps of Teresa Ashcroft. The wonders of arcanotechnology are yours to explore.

Specializations: A-Pod Design, Alien Technology, Arcanotech Theory, D-Engine Design

Armorer*

Attribute: Intellect

You're skilled at maintaining or repairing small arms and body armor. You also have a knack for keeping a fine edge on your combat blade. You might not know how to manufacture an assault rifle from common household items, but if you're good enough you might be able to make some trick modifications to your favorite weapon.

Student: You can sharpen blades, oil firearms, and keep your armor in good repair.
Novice: You can calibrate weapon sights and make minor repairs.
Adept: You are a skilled armorer capable of keeping weapons and armor in good repair.
Expert: You make modifications to your weaponry, such as re-boring for a higher caliber round. You can make your own ammunition.
Master: You are highly regarded as a master craftsman and the quality of your work is noteworthy.

Specializations: Ballistics, Blades, Personal Armor, Sidearms

Artist

Attribute: Perception

You have a talent for artistic expression. Whether using a brush, chisel, camera, or skill with words, you can create emotion-invoking art. You can also identify and critique the work of other artists. You must choose the form of your art when you select this skill, such as Painter, Writer, or Cartoonist. The Artist skill can be taken multiple times for different forms of art.

Student: You can make basic sketches or soap carvings.
Novice: You are an amateur talent who's art shows promise.

Adept: You've developed your own artistic style and your work invokes some admiration.
Expert: Your work is noted within the artist community. You could make a living as an artist.
Master: You are a virtuoso and your work is ranked among the greatest artists in history.

Specializations: Calligraphy, Illustration or Painting Mediums (Acrylic, Charcoal, Colored Pencils, Ink, Oil, Watercolor), Photography, Sculpture Types (Clay, Found Object, Metal), Writing Forms (Poetry, Fiction, Screenwriting)

Athletics

Attribute: Special

Your increased physical prowess is the result of athletic training. You possess the ability to perform advanced physical feats such as acrobatics, rock climbing, distance running, or engage in other sporting activities. This skill is based on Agility, Strength, or Tenacity, depending upon your attempted physical feat.

Student: You've begun your training and are learning to push your physical limits.
Novice: You could easily compete in amateur sports activities.
Adept: You are the "rookie" in professional sports or otherwise at a point in your training beyond the amateur.
Expert: You are an accomplished athlete, professional trainer or a model of physical skill.
Master: Your athletic training has achieved Olympic standards.

Specializations: Acrobatics, Climbing, Jumping, Running, Swimming, Types of Team Sports

Bureaucracy

Attribute: Intellect

You understand government, political, military, or other organizational structures. You know how to subtly use power or influence to achieve your own ends. Whether conducting diplomacy, identifying the right individual to persuade to your point of view, or offering timely bribes you understand how to navigate through red tape. You also know how to extract information from administrative sources and counter a rival or opponent's bureaucratic schemes.

Student: The organizational structure might be a mystery to you, but you know how to work through the bureaucratic system.
Novice: You could work well as an assistant or aid to a higher official.
Adept: You handle yourself well in an organization and can read the shifting balance of power.

Expert: You have learned the subtle art of manipulation to achieve your goals. You can manage intricate organizational structures.
Master: Organizations are your plaything.
Specializations: Bribery, Government Organizations, Information Gathering, Military Organizations

BUSINESS
Attribute: Intellect
You've learned how to get the most return for your investment capital. You understand corporate structure, business practices, marketing strategy, and trade negotiations. You can develop business plans and forecast operating costs. You also know how to network and establish contacts within the business world.

Student: You might not understand the subtle nuances of business negotiations, but you are definitely the master of the mailroom.
Novice: You are capable of managing accounts, preparing invoices, or performing minor business functions.
Adept: You can manage small business operations, devise market strategy, and assess competition.
Expert: You can manage large business and trade operations.
Master: You highly regarded as an enterprising entrepreneur and business wizard worthy of the Chrysalis Corporation.

Specializations: Investing, Management, Marketing, New Markets, Trade

COMMUNICATIONS*
Attribute: Intellect
You are familiar with the operation of voice and data communications equipment. Depending on your level of expertise, you can establish anything from a cell phone call to a satellite communications link. You can determine operating frequencies, set encryption codes, scan radio frequency spectrums, and attempt to jam enemy communications traffic with the right equipment.

Student: You can establish a data call on cell phone or set the frequency on a radio transceiver.
Novice: You are familiar with radio, microwave, infrared, and fiber-optic communications equipment.
Adept: You can establish satellite and high-speed data transmission links, and apply encryption algorithms.
Expert: You can isolate radio frequency interference, scan communications channels, and jam telecommunications traffic.
Master: You can create new encryption algorithms, establish elaborate multi-path communications links, and attempt to crack enemy encryption codes.

Specializations: Encryption Codes, Fiber Optics, Infrared, Laser, Microwave, Radiowave, Satellite Communications

COMPUTER*
Attribute: Intellect
Depending on your level of expertise, you can operate, administrate, configure, and program a computer. You also understand Local Area Networks, TCP/IP protocol, and router configurations.

You may be able to hack through secured firewalls and run freely through someone else's system.

Student: Spreadsheets, Word Processors, and other common applications are no mystery to you. Net surfing is a common pastime.
Novice: You can set up a rudimentary network and make minor repairs to your computer.
Adept: You can administrate networks, develop complex databases, program software, or configure network servers.
Expert: Your programs are elegant and your security codes are difficult to breech. You can attempt to hack major computer networks.
Master: The framework of your programming style is considered to be visionary. You could develop advanced research applications for the Ashcroft Foundation.

Specializations: Graphics, Hacking, Network Administration, Multi-Media, Programming, Repair, The Net

CRIMINAL
Attribute: Agility
You have a talent for certain shady, if not downright illegal activities. This might include lock picking, picking pockets, disabling alarms, stealing objects without being noticed, disabling bugging and surveillance equipment, and hot wiring vehicles. On the legal side of things, you might know what kind of evidence to look for on a crime scene. These are physical criminal activities that you may have picked up living on the streets of a major city or perhaps you were "educated" by the Global Intelligence Agency to work as a field agent. For more cerebral criminal activities, see the Larceny skill.

Student: You may have experience with minor criminal activity such as petty theft or breaking and entering.
Novice: You could "boost" parked vehicles or work as an amateur thief.
Adept: You've learned the fine and respectable art of lock picking and pick pocketing. Valuable objects within your reach are fair game.
Expert: Alarm systems and other technical devices of security exist for you to disarm. Likewise, using surveillance technical devices is well within your range of skills.
Master: You could be ranked among the elite of intelligence agents or as a master criminal.

Specializations: B & E, Bugging, Grand Theft Auto, Pickpocket, Lockpicking

CULTURE
Attribute: Intellect
You have knowledge of a certain culture or typical characteristics common among cultures. You understand cultural customs and proper forms of etiquette expected among individuals within that culture. You may be familiar with common cultural values, customs, politics, or religious rites. By drawing upon your knowledge of other cultures, you may be able to decipher the social aspects of a newly discovered culture. Cultures may also

include sub-organizations that hold to their own customs and traditions such as the military or clergy.

Student: You may understand the basic customs of a particular culture but you still carry yourself as an outsider.
Novice: You can interact within a given culture on a rudimentary level, such as observing holiday customs and adhering to expected social graces.
Adept: You are quite comfortable within a culture outside of your own. You understand the social characteristics that make up the culture.
Expert: You can carry yourself as a native within a given culture. Their traditions are second nature to you.
Master: Your extensive knowledge of and sensitivity to other cultures would make you an ideal diplomat.

Specializations: Ancient Human Civilizations, Individual NEG States, Military Culture, Nazzadi Culture

Demolitions*
Attribute: Intellect
You understand the proper use of explosives, the amount needed to destroy a structural target, and the best locations to plant your charges for maximum effect. Your knowledge of various forms of explosive devices grants you the ability to defuse these devices, if necessary. You are also skilled at setting explosive "booby" traps or disarming these traps upon detection.

Student: You can blow something up without losing any limbs.
Novice: You can bring a structure down, though you can't predict how it will fall.
Adept: You know how to plant your charges so a structure will come down as you've planned.
Expert: You can use explosives for more precise applications such as blowing a safe or armored door.
Master: You can make potent explosives out of common items.

Specializations: Booby Traps, Bridge Demolition, Building Demolition, Doors and Hatches, Satchel Charges, Time Bombs

Education
Attribute: Intellect
Education measures the extent of your formal academic learning. Specializations can be taken for your major area of study. Otherwise, Education is the equivalent of a liberal arts degree, emphasizing broad rather than specific knowledge.
Since the level of Education can only be increased in conjunction with appropriate storytelling time, this skill is not restricted to an Adept level maximum for beginning Characters in the same manner as other skills.

Student: You have military, corporate, or vocational level training.
Novice: You have an Associates Degree.
Adept: You have a Bachelor's Degree.
Expert: You have a Master's Degree.
Master: You've achieved a Ph.D. in the field of your choice.

Specializations: English, Literature, Marketing, Mathematics, Philosophy, Political Science, Religion, etc.

Engineering
Attribute: Intellect
You are skilled in the design, documentation, analysis, and deployment of one or more engineering fields through the application of scientific and mathematical principles, experience, common sense, and creativity. Such engineering fields may include complex technological systems design, structural analysis, or city planning. You are a problem solver who strives to find quicker, better, or less expensive ways to meet tough challenges. Engineering specializations would include individual disciplines or job functions.

Requires at least an Adept Expertise in the following skills: **Education, Literacy,** *and* **Physical Science.**

Student: You have the basic tools necessary to grasp less intricate engineering concepts.
Novice: You are an associate level engineer with adequate knowledge, but little practical experience.
Adept: You are a reliable and experienced engineer.
Expert: You possess the experience and expertise to lead entire engineering teams or work on complex and challenging projects.
Master: You are revered as a leading authority in your field of engineering. Your designs set the standards by which other engineers work.

Specializations: Aerospace, Aquatic & Amphibious, Architectural, Biomedical, Chemical, Civil, Computer, Electrical, Mechanical, Nanotech, Robotics, Transportation

Feat
Attribute: Variable
This skill encompasses your ability to effectively utilize your natural attributes for situations that cannot be covered by other skills. Feat is a free skill for each of your Attributes. Beginning Characters automatically receive each Feat skill at a starting level equal to half the associated Attribute.

Specializations: None.

History
Attribute: Intellect
The recorded story of human civilization from antiquity to the present falls within your field of study. Not only are you familiar with major historical events, you understand the dynamic cause and effect of social attitudes, economic drivers, and political views on the development of mankind's past. You realize that the study of human history may offer some insight into the evolution of mankind's future.

Student: You've attended some History classes at a Junior College.
Novice: You have a well-rounded background in History from the point of view of an enthusiast.
Adept: You are considered to be a true Historian who conducts ongoing historical research.

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Expert: Your insight into human history is considered to be a landmark in its study. You could publish historical text.
Master: Considered to be a leading authority in human history, you may have insight into the more obscure areas of mankind's past such as the effect of occult influences on civilization.

Specializations: Ancient History, Occult History, Pre-NEG Earth, Recent History, The First Arcanotech War, The Second Arcanotech War, The Aeon War

Hobby

Attribute: Special (Based on Hobby chosen)
Everyone needs a break now and then from having to fight the nightmarish fiends trying to eradicate mortal life. Realizing this, you've decided to take up a hobby to help relax in your spare time. Your hobby could be model building, gaming, darts, beer drinking, cocktail mixing, gardening, cooking, stage magic, co-ed naked twister, or any other activity not covered by other skills. Select one hobby for each level of skill mastery. Having a good hobby always makes your Character a well-rounded individual and your Storyguide may allow you to use your Character's Hobby skill as a Complimentary Skill.

Student: You have a hobby. Good for you.
Novice: You have two hobbies – even better.
Adept: You have three hobbies. You must be fun at parties.
Expert: You have four hobbies and serious time management issues.
Master: You have five hobbies and you obviously don't work for a living.

Specializations: 9-Ball (Pool), Body Shots (Drinking), Card Tricks (Stage Magic), Flower Growing (Gardening), Italian Food (Cooking), Cricket (Darts), Killer Pina Coladas (Cocktail Mixing), Mecha Models (Model-Making), and many more.

Intimidate

Attribute: Presence
You can cow an individual into submission through subtle threats or through inflicting physical injury. Your capacity for intimidation ranges from winning concessions during a negotiation to interrogating a helpless prisoner. It also measures how you carry yourself in certain social situations, if you wish to appear imposing.

Student: You can make someone think twice before messing with you.
Novice: You can appear to be quite imposing and others are likely to believe your threats.
Adept: You know how to extract information from an individual through physical "persuasions."
Expert: Your talent for interrogation or mental manipulation is considered to be art.
Master: Nobody could be more imposing. People had better believe your threats because you know how to make their pain real.

Specializations: Browbeat, Interrogate, Menace, Overawe, Subdue, Torture

Languages

Attribute: Intellect
You are given your Character's native tongue upon his or her creation. However, any additional languages you want to know must be purchased as a separate skill. This skill allows you to speak individual languages or their specialized dialects. You may also be able to specialize in certain subject matters for a given language. For example, you might speak Nazzadi with a Focus toward Medical jargon. Language Tests are typically performed when attempting to understand languages as a Student or Novice, or when trying to understand a speaker with an unusual dialect, who speaks rapidly, or with slurred speech. All Characters begin with Languages (English or Nazzadi) at a Expert level of expertise for free (or younger Nazzadi Characters may have both at Novice). English is the official language of the NEG.

Student: You understand basic pleasantries, or necessary phrases like, "where is the toilet" or "I'd like a beer, please."
Novice: You have a basic understanding of the language and can speak it with your own original accent.
Adept: You are completely fluent in the language, though your original accent still permeates your speech.
Expert: You are completely fluent in the language and can pronounce your phrases with a native accent.
Master: You have a mastery of the language that transcends the understanding of most native speakers.

Specializations: Bavarian German Dialect, Business Jargon, Canadian French Dialect, Engineering Jargon, Medical Jargon, Military Jargon, New England Dialect

Larceny

Attribute: Intellect
Unlike the Criminal skill, which deals with the more direct side of illegal activity, Larceny incorporates certain subtle skills and well-conceived plans to execute a more "white collar" form of crime. Such crimes might include embezzlement, money laundering, forgery, large-scale robbery, planning an elaborate con, and the like. Larceny may be used to gather information on a possible target and to plan the infiltration or robbery of the target location.

Student: You play a small part, say as a "gopher" or "runner," in a large Larceny scheme.
Novice: You are a competent information gatherer who can scope out security system sensors, guard schedules, or other physical location characteristics.
Adept: You can plan criminal schemes or forge documents to help carry out a scheme.
Expert: You can organize a crack team to infiltrate the most elaborate installations.
Master: You are a criminal mastermind.

Specializations: Embezzlement, Forgery, Information Gathering, Smuggling, Team Management

Law Enforcement

Attribute: Intellect
You understand law enforcement procedures and techniques. This includes arrest procedures, crime scene analysis, evidence examination, ballistics testing, record searches, and crowd

control. You are also familiar with any local or federal laws that fall within your jurisdiction to enforce. You know how to deal with authorities outside of your jurisdiction, or know which officials to bribe in order to get your way. Perhaps you know ways to find loopholes within existing laws. You might be a security guard, a city policeman, a private detective, or an FSB agent.

Student: You could work as a security guard.
Novice: You could be a "rookie" cop or low-level field operative for GIA.
Adept: You are a competent and experienced law enforcement officer.
Expert: Your eye for crime scene investigation makes you an effective detective.
Master: You are the master sleuth capable of catching the criminal mastermind.

Specializations: Arrest Techniques, Bribery, Evidence Gathering, Local Law, NEG Law

Literacy
Attribute: Intellect
Where the Language skill covers the spoken tongue, Literacy deals with the written word. You can read and write any of the languages you know. Literacy also measures the complexity of text you can understand, as well as the eloquence in the way you articulate your thoughts on paper. You grasp the varied formats in which the written word can be presented, such as Professional Letters or Technical Documents. All Characters receive the Literacy skill at Novice for free.

Student: (Does not apply)
Novice: You have an average command of written language. You could manage letters, emails, memos, graphic novels, or any other commonly authored work.
Adept: You possess a well-rounded literary background. You can knock out college level essays, write business documents, or publish magazine articles. You know what The Portrait of Dorian Gray is about and who wrote it.
Expert: You are an accomplished author or you have written

your Masters' Thesis. If it's your bent, you understand advanced technical publications covering things like Genetic Engineering and Arcanowave Theory.
Master: You could be a renowned author whose work is commonly regarded to be a classic of the modern age. On the technical side, the deciphering of an occult manuscript is well within the scope of your skill.
Specializations: Engineering Publications, Fiction, Literary Classics, Medical Journals, Technical Documents

Medicine
Attribute: Intellect
You have chosen the path of either Physical Medicine or Psychological Medicine. You have studied the workings of the human body or the human mind and understand how to treat physical or mental afflictions. You can perform first aid, diagnose illnesses, treat diseases, provide therapy, or conduct psychoanalytical evaluations, depending on your chosen path of Medicine.

To specialize in the broader areas of medicine or to perform advanced medical feats you must have at least an Expert of the Education skill. To practice as a licensed physician, you must be Master of the Education skill. *Both Expert and Master Expertise require at least an Adept Expertise in the following skills:* **Education,** *Literacy,* and **Life Science.**

Student: You can perform basic first aid or provide psychological support.
Novice: You can perform advanced first aid techniques or fill the role of a guidance councilor.
Adept: You could work as an emergency medical technician, paramedic, or therapist.
Expert: You could work as a doctor or a psychiatrist.
Master: Your advanced knowledge makes you an authority in your field of medicine.

Specializations: Acupuncture, Anxiety Disorders, Childbirth, First Aid, Organ Extraction, Organ and Limb Cloning, Trauma Treatment, or branches of medicine such as Pediatrics, Psychiatry, Radiology, etc.

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Misdirect

Attribute: Presence

You have the "gift of gab;" that is, you know how to talk others into doing things against their better judgment. You can force individuals to make instant decisions in your favor. You may also use Misdirect to cover your own motivations when others find them suspect. This is often a favorite skill for Intelligence Agents, Lawyers, Politicians, and Used Car Salesmen.

Student: You might not always be able to convince someone to do something against his or her will, but they at least find you entertaining.

Novice: You can lie convincingly most of the time. Other times you just dazzle them with BS.

Adept: You are quite competent at manipulating your target. They are like putty in your hands.

Expert: You are one smooth SOB.

Master: You have a talent for lying and cover-up that borders on genius.

Specializations: Confuse, Cover Up, Distract, Fast-Talk, Lie

Munitions

Attribute: Intellect

You can identify, handle, and maintain various forms of large-scale weapons systems such as mecha weapons, vehicle mounted weapons, naval weapon systems, and fire control systems. A good Munitions skill will allow you to keep your laser cannon or charge beam in excellent working order and help maintain deadly accuracy. It also allows you to safely handle and load ordinance such as rockets missiles and large caliber ammunition. Those people who hone their Munitions skill can personalize and modify these weapons to suit their individual tastes. Depending on the complexity of the weapon system, a successful Hard to Incredibly Hard Munitions Test can give a weapon an accuracy Test Modifier of +1 until it's damaged next. (This bonus cannot be increased by further Tests.)

Building a weapon from scratch requires the Technician skill at an Adept level of expertise; designing a weapon at the drawing board requires the Engineering skill at an Adept level of expertise.

Student: You know how to safely handle and clean your weapons systems.

Novice: You know how to disassemble, clean, and maintain your weapons systems for routine maintenance.

Adept: You can take apart and assemble a weapon system without guidance or schematics.

Expert: You keep your weapons systems in the best possible condition and you're very good at making modifications. Set your hands to a mecha arsenal or the main gun of a battlecruiser and god help the bugs.

Master: The modifications you make to a weapon could only be described as a work of art.

Specializations: Hand-Held Mecha Weapons, Mecha Hand Weapons, Mecha Projectile Weapons, Mecha Special Weapons, Rockets and Missiles, Shipboard Weaponry, Vehicle Mounted Weapons

Observation

Attribute: Perception

You know how to search for the hidden, spot the inobvious, and note the fine details of any object or situation you might observe. Observation can be used to spot hidden persons or creatures that may, for example, be waiting in ambush. Your skill is not confined to the naked eye. You can use Observation with binoculars, IR goggles, motion detectors, radar, mecha sensors, or any other form of technological enhancements available. The limitation of using these devices is the kind of detail you discern from your observation.

Student: Whereas the untrained eye might only notice a swarm of inbound Migou Locusts, you can spot the one who's trained his sights on you.

Novice: You are more keenly aware of your surroundings than the average person.

Adept: You have a practiced eye for detail and can effectively use sensing devices to spot your mark.

Expert: You possess highly trained senses and your ability to detect minute details is extraordinary.

Master: Very little passes without your notice. Your effectiveness with mecha sensors is only surpassed by your ability to ascertain a scene in an instant.

Specializations: Binoculars, Hearing, Mecha Sensors, Radar, Sight, Smell & Taste, Touch

Occult

Attribute: Intelligence

You know of a world within our world. You understand the darker realities that no one else wants to acknowledge. You seek the hidden secrets of mysticism, curses, hauntings, ancient rituals, eldritch sorcery, and dark gods. You tread through the shadows when others walk in the light. You quest for true knowledge when others accept only ignorance. You've witnessed the rise of cultist activity throughout the world, which has reaffirmed your conviction to understand that which man was not meant to know.

Student: You amuse yourself with what you understand to be occult knowledge – though it's difficult to separate the fluff from reality.

Novice: You have begun to truly see the hidden side of reality and the prospect of new discoveries is exhilarating.

Adept: You are a competent occult scholar with a very real awareness that hidden knowledge comes with hidden danger.

Expert: You have begun to master some of the secrets you've unearthed. There may actually be some sense to magic.

Master: You have confronted some of the darkest occult secrets and lived with at least some of your sanity intact – though some people regard you to be scary.

Specializations: Ancient Texts, Children of Chaos, Disciples of the Unnamable, Forgotten Ones, Eldritch Society, Endless Ones, Esoteric Order of Dagon, General Occult Lore, Old Ones, Historical Secret Societies, Migou, Minor Cults, Mysticism, Occult History, Occult Symbology, Otherworldly Creatures, Ritual History, Voodoo

Performance

Attribute: Presence

You possess a musical, theatrical, oratory, dance, or other form of artistic performance talent that you can exhibit before an audience, typically for their entertainment. The quality of your performance is of course dependent on your level of skill. You may have a talent for a particular kind of performance, say music, with a focus toward a certain style, say Jazz. Your performance may be geared toward swaying the opinion of an audience, rather than seeing to their entertainment. Such is the case with a politician who might offer a particularly moving speech.

You must choose the form of your performance art form when you select this skill, such as Acting, Dance, or Music. The Performance skill can be taken multiple times for different forms of performance.

Student: You can play "Chopsticks" on the piano, "Kumbaya" on the guitar, or become a corporate pop star.
Novice: You might have college level musical or acting skill or work as a stripper.
Adept: You can hold your own in "Off Broadway" style theater or in a local band.
Expert: You could act in a "Broadway" production, go on tour, dance in the Nutcracker, or give a moving speech at a political party banquet.
Master: The depth and quality of your performance art is highly acclaimed. You are what aspiring young artists dream of becoming.

Specializations: Acting Mediums (Movies, Television, Theater), Dance Forms (Ballet, Interpretive, Jazz, Hip-Hop), Musical Instruments (Drums, Guitar, Keyboards), Musical Styles (DJing, Jazz, Rock), Singing

Persuade

Attribute: Presence

Whereas Intimidate coerces an individual to certain behaviors through bodily harm or the threat thereof and Misdirect covers lying and manipulation, Persuade allows you to influence an individual's behavior through the power of your personality. You might use Persuade in the guise of leadership to motivate combat troops into battle, for example. You may also influence a person's opinion in such a way as to make them cast a certain vote, sign a document they were reluctant to sign, or believe whatever lie you might tell them. The primary difference between Persuade and Misdirect when it comes to falsehoods is that Misdirect only works in the short-term. Persuade makes a person genuinely believe, but it might take more time. Of course, your Storyguide might impose a penalty to your skill Test if you attempt to tell a particularly outrageous lie.

Student: You can persuade someone whom you are familiar with and who would have little reason to suspect you.
Novice: You could deceive the unwary or persuade someone who doesn't quite have a firm opinion.
Adept: You can present convincing arguments that even those in opposition to your point of view would have to take pause and consider.

Expert: Your power of persuasion is a match for any within the halls of NEG government. You make a great leader.
Master: There's just something about you that's undeniably magnetic and undoubtedly your arguments must be correct.

Specializations: Con, Debate, Haggling, Ideology, Inspire, Leadership, Motivate, Politics

Pilot

Attribute: Agility

You are skilled with the operation of modern military or transportation vehicles. For each level of Pilot skill, choose a class of vehicles that you can drive. Classes include Wheeled Vehicles, A-Pod Personal Hovercraft, Large A-Pod Transports, Mecha/Engel Flight, and Remote Control Drones. You are also skilled with modern navigation equipment.

Student: You can pilot one vehicle class.
Novice: You can pilot two vehicle classes.
Adept: You can pilot three vehicle classes.
Expert: You can pilot four vehicle classes.
Master: You can pilot five vehicle classes.

Specializations: Combat Pilot, Navigation, Specific Mecha/Engel Types, Specific Vehicle Types

Regional Knowledge

Attribute: Intellect

You are acquainted with the characteristics of a certain regional area. The nature of your knowledge depends on the size of the region with which you've chosen to be familiar. Large areas, such as continents, NEG states, or portions of states will yield a more general kind of knowledge. This might include town locations, major rivers, seasonal effects to certain areas, highway locations, etc. Smaller areas such as cities, islands, or other finite communities will afford a more detailed kind of information. This might include important business contacts, the best restaurant or club locations, detailed terrain information, or the best way to avoid the tourist districts.

You must choose a single region for each level of skill. You may be knowledgeable about a small region and the larger region that surrounds it at a Novice level. Specializations would pertain to any specific types of information you know about your region. Characters begin with Regional Knowledge at a Novice level for free.

Student: You are knowledgeable about one region.
Novice: You are knowledgeable about two regions.
Adept: You are knowledgeable about three regions.
Expert: You are knowledgeable about four regions.
Master: You are knowledgeable about five regions.

Specializations: Best Restaurants, City Locations, Criminal Contacts, Mag-Lev Train Schedules, Major Highways

RESEARCH

Attribute: Perception

You are careful and diligent in your search for information, facts, theories, or practical applications based on newly discovered evidence. Your research can take on various investigative methods including file or archival exploration, experimentation, interviews, or statistical analysis. Depending on your topic of interest, Research can be a long and involved process and your Storyguide may require an Extended Test.

Student: You know how to make good use of a standard library.
Novice: You know how to search public records, collect statistics, or work as a junior member on a research team.
Adept: You are a competent researcher who can utilize a wide range of investigative techniques.
Expert: Your advanced research skill is consistent with the standards of the Ashcroft Foundation.
Master: Secrets exist for you to unravel. The mysteries of the occult only await your attention, if that's where you dare to go.

Specializations: Interview, Libraries, Laboratory Testing, Statistics, Specific Research Topics such as Occult, Genetics, Human Sexuality, etc.

SAVOIR-FAIRE

Attribute: Intellect

You are familiar with the proper etiquette needed to conduct yourself graciously within various social circles. You understand the correct manners, honorifics, or social customs that are expected of individuals within these circles. Savoir-Faire also reflects your ability to adapt to the social requirements of an unfamiliar situation, drawing upon your knowledge of social etiquette from other cultural arenas as a reference. It can also be used to spot certain individuals within a social circle that may not belong. Savoir-Faire may be specialized for specific social circles.

Student: Though you attempt to put your best foot forward, you may seem a bit awkward in certain social situations.
Novice: You know how to blend in with a crowd and make pleasant conversation
Adept: You are a model of courtesy and graciousness.
Expert: You are widely considered to be very well mannered, refined, witty, and a pleasure in social company.
Master: You are one smooth SOB.

Specializations: Aristocracy, Business Acumen, Court of Law, Greetings & Farewells, Honorifics, Manners, Military, Occasions, Political Arena, Toasts

SCIENCE, EARTH

Attribute: Intellect

You have studied the planet Earth, its structure, its composition, and much of its development through history. You understand its geological characteristics, ecosystems, environmental systems, and its ability to support life. You may be familiar with weather patterns or natural hazardous event such as earthquakes or tsunamis. Specializations would include a specific field of study.

Requires at least an Adept Expertise in the following skills: **Education** *and* **Literacy.**

Student: You've taken a few college level Earth Science courses and possess a rudimentary knowledge of basic scientific concepts.
Novice: You are an amateur geologist or inexperienced scientist.
Adept: You can work as a professional within the scientific community.
Expert: Your experience and knowledge could land you a position as a government or corporate advisor on scientific issues.
Master: Your research and work is a topic of study for students throughout the world.

Specializations: Archeology, Environmental Sciences, Geochemistry, Geography, Geology, Geophysics, Hydro-geology, Meteorology, Mineralogy, Oceanography

SCIENCE, LIFE

Attribute: Intellect

You possess a background in one or more areas of biological science. You've developed this knowledge through your exploration of the fundamental processes of life. Your study of Life Science may support and propel you into other fields of study such as Biological Research, Biomedical Engineering, Horticulture, Marine Biology, Medicine, Pharmacology, Physical Therapy, or Public Health.

Requires at least an Adept Expertise in the following skills: **Education** *and* **Literacy.**

Student: You've taken a few college level Life Science courses and possess a rudimentary knowledge of basic scientific concepts.
Novice: You have enough knowledge to work within a scientific field under the supervision of a mentor.
Adept: You are a capable and knowledgeable scientist.
Expert: Your experience and knowledge is highly regarded within the scientific community.
Master: Your research and work could very well be considered revolutionary.

Specializations: Biochemistry, Biology, Biophysics, Botany, Ecology, Genetics, Marine Biology, Molecular Biology, Neuroscience, Paleontology, Physiology, Zoology

SCIENCE, PHYSICAL

Attribute: Intellect

You understand the science of matter, energy, and their interactions. Your learning has crossed into areas of one or more scientific disciplines that outline the physical laws of the universe. Whether delving into thermodynamics or astrophysics, your comprehension of physical science, the hypotheses you develop, and the conclusions you draw may one day increase people's understanding of the universe. Specializations may be taken for individual scientific disciplines.

Requires at least an Adept Expertise in the following skills: **Education** *and* **Literacy.**

Student: You've taken a few college level Physical Science courses and possess a rudimentary knowledge of basic scientific concepts.
Novice: You have enough knowledge to work within a scientific field as an assistant.

Adept: You are a capable and knowledgeable scientist.
Expert: Your experience and knowledge is highly regarded within the scientific community.
Master: Your research and work could very well be considered revolutionary.

Specializations: Aeronautics, Astronomy, Astrophysics, Atomic Physics, Chemistry, Electromagnetics, Kinetics, Mechanics, Nuclear Physics, Optics, General Physics, Particle Physics, Quantum Physics, Thermodynamics

Security
Attribute: Intellect
You are familiar with various techniques used to set security alarm systems or traps. By the same token, you're also familiar with ways to circumvent such things. In either case, you may need certain specialized equipment to accomplish your task. Such systems may include remote cameras, motion detectors, sonar, infrared sensors, retina scan sensors, trip wires, laser sensors, or pressure plates. You are also familiar with the logistics of establishing a manned security perimeter.

Student: You may have some experience as a security guard or have monitored security systems for a large company.
Novice: You may have worked as an apprentice during an alarm system installation project. You have a basic understanding of strategic sensor placement.
Adept: You fully understand security system architecture.
Expert: You are a specialist in establishing area security for any given situation.
Master: Your security measures are extremely difficult to circumvent.

Specializations: Alarm Systems, Guard Animals, Perimeter Security, Security Patrol Procedures, Traps, Wiretaps

Seduction
Attribute: Presence
You know how to impress or gain the trust of others through the offer of intimacy, favors, or downright sexual captivation. Your manners, personality, attitude, tone of voice, and looks all play a part in your seduction attempt. Seduction can be performed on members of the opposite sex or the same sex (if that is your target's leaning).

Student: Though you might seem a bit awkward at times, you are able to get his or her attention.
Novice: You manage to pick up just about anyone you want at a nightclub.
Adept: You definitely have a sophisticated style about you that makes you alluring.
Expert: You know how to titillate even the most unapproachable person.
Master: When you enter a room, everyone notices.

Specializations: Extract Information, Manipulation, One-Night Stand, Relationships, Romance, Sexual Satisfaction, Subjugation

Stealth
Attribute: Agility
You possess the ability to hide, move silently, or otherwise avoid detection. If the local environment allows, you can conceal yourself, surreptitiously move across an area, or shadow someone. Environmental considerations or a target person's level of alertness could modify your Stealth Test or force a Contest, at the Storyguide's discretion.

Student: You could hide in the shadows as long as you don't make any sudden movements.
Novice: You can move silently, but slowly and carefully.
Adept: You can effectively blend into your surroundings without being noticed.
Expert: You can move covertly through the most difficult terrain.
Master: Your silent deftness is that of a cat.

Specializations: Camouflage, Concealment, Silent Movement, Shadowing

Streetwise
Attribute: Intellect
You understand how to operate and survive within the seedier side of civilization. You have a talent for blending into the local environment through your dress, attitude, and knowledge of street slang. You know how to make contact with the black market, gain information, identify bribable officials, recognize underworld gang leaders, or otherwise find out where the "action" is.

Student: You may have had some experience with street gangs and understand street culture.
Novice: You know how to make certain underworld contacts or how to fence stolen goods.
Adept: You fully blend into street society. Others see you as pretty cool.
Expert: You know how to go deep into the criminal underground. You also know how to work around local officials.
Master: You are influential on the streets. Everyone treats you with respect.

Specializations: Black Market Contacts, Criminal Culture, Drugs, Hot Goods, Hot Spots, Rumormill, Safehouses

Surveillance
Attribute: Intellect
You know how to gather intelligence on a given person or selected location through extensive remote observation. This might be with the naked eye or through the use of sophisticated surveillance equipment. You can plant "bugs," listening devices, or micro-cameras to record relevant data. Surveillance also works hand in hand with Stealth when shadowing someone.

Student: You can follow someone on the street without losing him or her.
Novice: You are able to pick out important information about a given location.
Adept: You could easily work stakeouts for a law enforcement agency.

Expert: Your ability to plant concealed surveillance devices on a person or in a target area borders on art.
Master: How could anyone possibly know that you were watching him or her?
Specializations: Equipment Concealment, People, Places, Shadowing

Survival
Attribute: Tenacity
You possess the necessary skill to live off the land. You know how to forage for food, track game, find or build shelter, avoid hazardous areas, and identify dangerous plants and animals. You are also familiar with certain techniques to survive hostile environments, such as extreme cold. You can use your Survival skill to determine your direction so as to navigate through the wilderness. You will normally need to make a Test once per day unless attempting a particularly difficult task. Survival can be specialized for specific kinds of wilderness terrain.

Student: You can manage in the wilderness for a few days with the proper equipment.
Novice: You probably have considerable experience with the Boy Scouts of Earth.
Adept: You are quite at home in the wilderness and could survive for an extensive period of time.
Expert: You could operate as a scout or a guide, providing for yourself and a small group of people.
Master: There is no land or terrain into which you couldn't successfully venture.

Specializations: Arctic, Desert, Food Gathering, Hunting, Jungle, Mapmaking, Mountains, Plains, Shelters, Snares, Swampland, Water Finding, Woodlands

Technician*
Attribute: Intellect
If it's broken, you can fix it. You have a general knack for troubleshooting. Whether dealing with mechanical systems, electrical systems, electronic systems, or computer systems, you can isolate and solve almost any problem. Technician also allows you to make modifications to a system to improve its performance or just plain get it working in an emergency. On the other hand, you know just where to go to sabotage a system if necessary. You can specialize in individual technical fields.

*Requires at least a Student level of expertise in the **Education** Skill.*

Student: You can find fairly obvious problems such as blown fuses, dead D-Cells, or an unplugged CPU.
Novice: It may take you some time, but you can eventually trace a schematic diagram to isolate the trouble.
Adept: You are a competent technician with sound troubleshooting skills.
Expert: You are considered to be a "super tech" with outstanding troubleshooting skills. You can modify and improve systems.
Master: Your technical mastery ranks among the best of the Chrysalis Corporation's top staff.

Specializations: Computer Systems, Electrical Systems, Electronics, Engines, Forges, Mechanics, Plumbing, Power Systems

Trivia
Attribute: Intellect
You are well rounded in your knowledge of miscellaneous subjects. Everyone picks up a plethora of random information as they go through life and you're no exception. After all, your knowledge of Classic Movies might not help you wipe out a cadre of Deep Ones, but it will make you interesting at parties. You can possess trivial knowledge of broad subjects, such as 20th century cars, and specialize in a tighter area, such as American manufacturers. Choose a broad area of Trivia for each level of skill you have.

Student: You are knowledgeable in one Trivia category, making you curious about the world around you.
Novice: You are knowledgeable in two Trivia categories, making you well rounded.
Adept: You are knowledgeable in three Trivia categories, making you a witty character to converse with.
Expert: You are knowledgeable in four Trivia categories, making you a great game show contestant.
Master: You are knowledgeable in five Trivia categories, making you wonder why you don't have a girlfriend.

Specializations: Any focused trivia subject of which you can think.

COMBAT SKILLS

Armed Fighting
Attribute: Agility
You can fight effectively with any bashing, slashing, or stabbing weapon – either manufactured or improvised – that you can hold in your hand. Such weapons might include swords, daggers, knives, clubs, brass knuckles, baseball bats, tire irons, or lead pipes. You can specialize with a particular type of weapon, or you can specialize with Engel or Mecha Close Quarters Weapon Systems.

Student: You are not entirely uncomfortable with the weight of a weapon in your hand.
Novice: You could compete in amateur match.
Adept: You are a competent and skilled combatant. You could compete in professional level tournaments.
Expert: You could teach hand-to-hand combat techniques. A blade would be very deadly in your hand.
Master: Your deftness with a weapon in hand is quick, precise, and artistically lethal.

Specializations: Clubs, Daggers, Engel Close Quarters Weapon Systems, Improvised Weapons, Knives, Mecha Close Quarters Weapons Systems, Powered Armor, Swords

Dodge

Attribute: Agility

Your body has been trained through extensive drill to respond to emergency situations. In the presence impending danger, your body will react, often subconsciously, by evading the danger. You might find yourself ducking for cover knowing that someone has trained a firearm on or lobbed a grenade at you, or instinctively sidestep a physical blow thrown by an opponent. Dodge also applies to evading a moving object headed hazardously your way. Dodge can be used to counter attempts to hit you with firearms or as a substitution for Armed Fighting and Fighting skills to defend yourself in close quarters combat.

Student: Though your moves might not be elegant, you can at least lurch out of the way of danger.
Novice: You have above average moves akin to an amateur boxer or a rookie cop.

Adept: You are nimble on your feet and react to danger like a well-oiled machine.
Expert: You move and react like a cat.
Master: Your moves are astonishingly graceful with almost an inhuman quality.

Specializations: Dive for Cover, Engel, Mech, Powered Armor, Sidestep, Tager, Vehicle

Fighting

Attribute: Agility

You can fight effectively unarmed using your body as its own weapon. This involves certain hand-to-hand fighting techniques including punching, kicking, head-butting, grappling, throwing, squeezing, choking, or any other way in which you might bring harm to your opponent. You can specialize in Fighting to include certain techniques like punching or certain styles like Karate – doing so encourages a certain anime-style cinematic flair to your combat scenes. Additionally, you may specialize with Engel, Mech, Powered Armor or Tager Fighting.

Student: You have some basic techniques down and could manage against untrained assailants.
Novice: You could handle yourself well in a street or bar fight
Adept: You are skilled and competent fighter. You could compete in professional level Boxing or Martial Arts tournaments.
Expert: You could teach Martial Arts or self-defense techniques. Your bearing is confident and powerful.
Master: Your skill in combat is extraordinary. You rank among the finest boxing champions or Martial Arts Masters.

Specializations: Boxing, Engel, Kicking, Kung Fu, Mech, Powered Armor, Punching, Tager

Marksman

Attribute: Perception

You can effectively handle any firearm, energy weapon, or archaic projectile weapon in combat. Such weapons might include pistols, rifles, shotguns, submachine guns, bows, tasers, or mecha or vehicle mounted weapons. You can specialize with a particular type of weapon, or you can specialize with Engel, Mech, Pilot, Powered Armor, or Tager Marksman.

Student: Stationary bulls-eye targets just don't stand a chance against your practiced aim.
Novice: You are a consistent amateur marksman, able to place a shot in a fairly simple situation – though you must rely on aiming.
Adept: You are a competent and skilled marksman capable of hitting a target while aiming or shooting from the hip. You may have received professional or combat training.

Expert: You are incredibly accurate, even under intense combat situations.
Master: Your precision and accuracy with a firearm ranks among the best spaghetti western gunfighters.

Specializations: Assault Rifles, Engel, Mech, Pistols, Powered Armor, Shotguns, Sniping, Tager, Vehicle

Support Weapons*

Attribute: Perception
You can effectively deploy and operate any support level weapon from light machine guns to mobile artillery to auxiliary Mecha weapons such as missile racks or rocket pods. Other such weapons include machineguns, grenade launchers, light AA (Anti-Armor) weapons, flamethrowers, mortars, mobile artillery, mecha rocket pods and auxiliary weapons systems, missile launchers, and battecruiser weaponry. You can specialize with a particular type of support weapon or with Engel, Mech, Powered Armor, Tager, or Vehicle Support Weapons.

Student: Support Weapons make bigger explosions than other weapons and you think that's cool.
Novice: You have a basic familiarity with support weapons that allow you to point and shoot with reasonable accuracy.
Adept: You skillfully deploy and use support weapons with acceptable accuracy.
Expert: You could direct multiple support weapon crews to fire for effect on a particular target
Master: You command support weapon fire with devastating results.

Specializations: Battlecruiser Weaponry, Engel, Grenade Launchers, Machine Guns, Mech, Mortars, Powered Armor, Tager

Thrown Weapons

Attribute: Agility
You can effectively toss, pitch, hurl, lob, or throw a weapon, whether manufactured or makeshift, at a target. Such weapons might include throwing daggers, grenades, shuriken, rocks, or cars (if you're in a mech). Oftentimes your weapon might be anything within reach that you can pick up. Some large and unwieldy objects might incur a penalty on your Test, at the Storyguide's discretion. You can specialize with a particular type of thrown weapon, or you can specialize with Engel, Mech, Powered Armor, or Tager Thrown Weapons.

Student: Remember to pull the pin, count to three, and throw.
Novice: You are reasonably accurate with area effect weapons such as grenades.
Adept: You could skillfully hit a target with precision thrown weapons such as daggers.
Expert: You can bulls-eye a target with amazing speed.
Master: The movement of your hand is a blur and the accuracy of your weapon is death.

Specializations: Grenades, Engel, Mech, Powered Armor, Shuriken, Tager, Throwing Daggers, Vehicle.

Complete Skill List

GENERAL SKILLS
Appraisal (Perception)*
Arcanotechnician (Intellect)*
Arcanotech Engineering (Intellect)*
Armorer (Intellect)*
Artist (Perception)
Athletics (Special)
Bureaucracy (Intellect)
Business (Intellect)
Communications (Intellect)*
Computers (Intellect)*
Criminal (Agility)
Culture (Intellect)
Demolitions (Intellect)
Education (Intellect)
Engineering (Intellect)*
Feat (Variable)
History (Intellect)
Hobby (Special)
Intimidate (Presence)
Languages (Intellect)*
Larceny (Intellect)*
Law Enforcement (Intellect)
Literacy (Intellect)
Medicine (Intellect)*
Misdirect (Presence)
Munitions (Intellect)*
Observation (Perception)
Occult (Intellect)*
Performance (Presence)
Persuade (Presence)
Pilot (Agility)
Regional Knowledge (Intellect)
Research (Perception)
Savoir-Faire (Intellect)
Science: Earth, Life, or Physical (Intellect)*
Security (Intellect)*
Seduction (Presence)
Streetwise (Intellect)
Stealth (Agility)
Surveillance (Intellect)
Survival (Tenacity)
Technician (Intellect)*
Trivia (Intellect)

COMBAT SKILLS
Armed Fighting (Agility)
Dodge (Agility)
Fighting (Agility)
Marksman (Perception)
Support Weapons (Perception)*
Thrown Weapons (Agility)

* = Professional Skill

qualities

Qualities are those things that represent aspects of your Character that aren't a result of his natural aptitude, as described by Attributes, or his training, as described by Skill and Specializations. They are physical, psychological, or metaphysical characteristics that have importance to game play that aren't encompassed by the normal rules and are used to further individualize a Character during the design process. Some provide bonuses or penalties to Tests in specific circumstances, while others simply provide story effects and flavor.

There are two types of Qualities – Assets and Drawbacks. In terms of Character design, Assets provide Characters with special benefits and cost you skill points. Drawbacks limit Characters with special hindrances, giving you more skill points to spend. Certain Assets and Drawbacks may be chosen multiple times and are marked with an asterisk (*) – the effects of which are explained in the description. As you're picking your Qualities be sure to use your common sense. Don't pick Assets that cancel out your Drawbacks, or vice versa. It doesn't make sense to have a Character with both Acute Hearing and Impaired Hearing, for example.

Your Character may have been born with his Assets or Drawbacks or he may have developed them during his life – your choice. As you are selecting the Qualities that fit your Character concept, try to think of where they came from or how they were developed. It's a whole lot more interesting to say that your Character became Wary as a survival trait after spending six weeks hiding in jungles from the Rapine Storm than it is to just say, "Hey, my Character is Wary."

If you want your Character to have a trait that would classify as a Quality but is not listed among the Assets and Drawbacks here, work with your Storyguide to create a new one using the examples here as guidelines.

ASSETS

*ACUTE SENSES (2)

One or more of your Character's senses is better refined than normal. When you purchase this Asset, choose one sense from the list below. This Asset may be purchased multiple times to gain additional Acute Senses, but may not be purchased more than once to gain additional benefit for the same sense.

Acute Hearing: Your Character has an exceptional sense of hearing. He can distinguish between very similar sounds, can determine the direction and general source of sounds, and the like. He receives a +2 Test Bonus to all sound-based Observation Tests.

Acute Smell & Taste: Your Character has a highly developed sense of smell and taste to go along with it. He can distinguish between very similar scents, smell things your average person would have missed, and has a highly discerning palate. He receives a +2 Test Bonus to all scent- or taste-based Observation Tests.

Acute Sight: Your Character has incredibly sharp vision, picking out details that your average person would have missed. He receives a +2 Test Bonus to all sight-based Observation Tests.

Acute Tactile Sense: Your Character's sense of touch is highly developed and can feel slight variations in texture, temperature, or vibration that others without this Asset would miss. He receives a +2 Test Bonus to all touch-based Observation Tests.

*ALLURING (1)

Your Character has something captivating about him be it his personality, physical beauty, or simply an exotic air. Your Character gains a +1 Test Bonus when making Tests using skills with
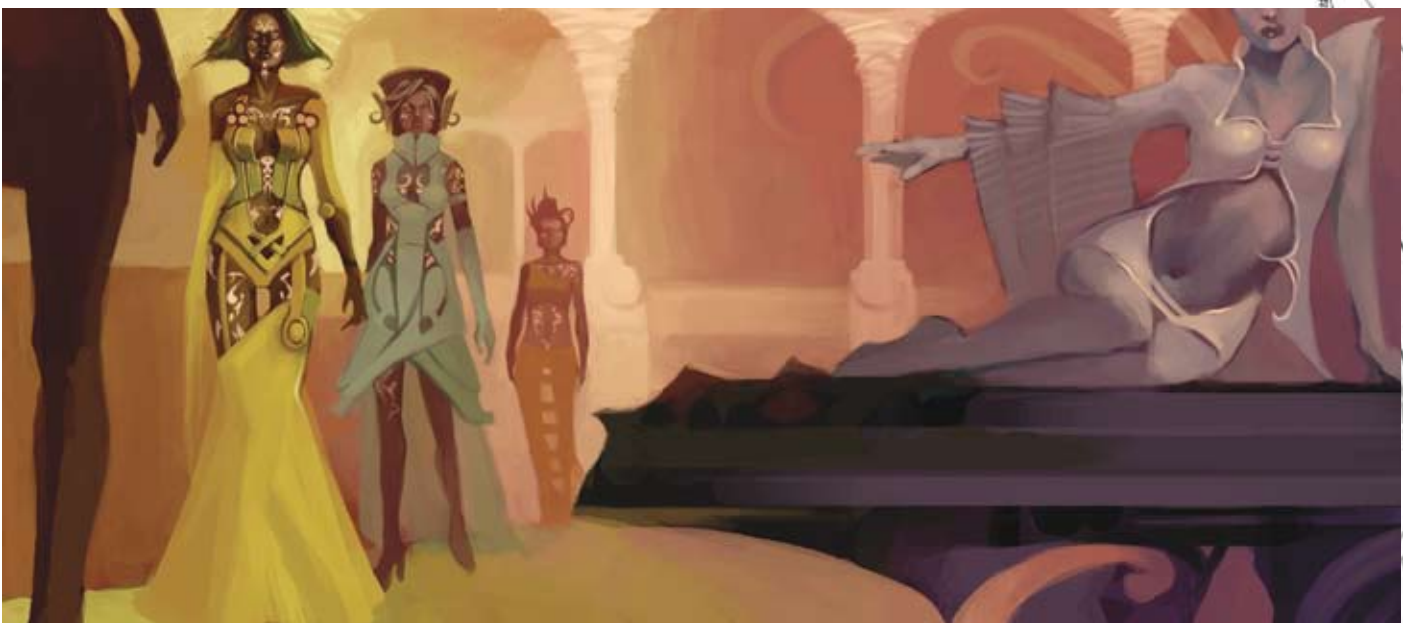
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Presence as the governing Attribute – except for Intimidation – against members of the opposite sex (or the same sex, depending upon the target's preference). Whenever attempting to use the Intimidation skill against either gender your Character suffers a -1 Test Penalty, as his good looks make it more difficult for him to be frightening or menacing. You may purchase up to three levels of Alluring for additional benefit; Alluring adds to any bonuses from the Sexy Voice Asset.

*Ally (1-3)

The Ally Asset means your Character has developed a close relationship with someone in a position to occasionally help him in times of need – either personally or through personal influence. This Ally may be someone else in your organization, someone in the military, a politician, a wealthy benefactor, or the guy who runs the local magic shop. Your Character's relationship with an Ally works both ways; an Ally may occasionally call on your Character to help him out of trouble. Your Character should be cautious not to abuse this relationship – calling upon an Ally too often may cause him to politely refuse to help for a while.

The cost of the Ally Asset depends upon his relative ability to help your Character:

1 – Ally has average skills or some measure of influence, such as a non-commissioned officer, storeowner, or mid-level corporate manager.
2 – Ally has a good range of skills or is moderately influential, such as a corporate executive or a low-level military officer.
3 – A highly skilled or very influential Ally, such as a high-level military officer or NEG politician.

You should work with your Storyguide to describe your Character's Ally, including the position they hold and what kind of relationship your Character has with this recurring Supporting Character.

Allies vs. Contacts

Though they cost the same, there's an important difference between an Ally and a Contact. An ally may give you more help than just information, but you have a relationship in which you must participate. Contacts are people you may provide with a juicy piece of information or a small favor now and again, but they don't require much more maintenance than that.

Ambidextrous (2)

Ambidextrous Characters do not favor one hand over the other and can use either equally well. This eliminates the Off-Hand Test Penalty for using two weapons if the Character has an Agility of only six or seven.

Authority (1-4)

Characters with the Authority Asset have been placed in a position of command and responsibility. You should work out the specifics of this position with your Storyguide – it can be military, political, corporate, religious, or any other. Just make sure that your Char-

acter is qualified to hold this position of authority before you take the Asset – he should have at least an Adept level of expertise in a couple of skills directly related to the position or he might find his authority won't last long. It is not recommended that new Characters choose four points worth of this Asset. Titles and ranks will differ depending upon the Character's occupation or service.

The cost of the Authority Asset depends upon the level:

1 – A supervisory position, local politician, or low-ranking non-commissioned military officer.
2 – A department manager, regional politician, or high-ranking non-commissioned military officer.
3 – A regional directorship, national politician, or low-ranking commissioned or warrant military officer.
4 – A national directorship, ranking federal politician, or high-ranking commissioned military officer.

Commendation (1-3)

The Commendation Asset allows your Character to start the game with a special distinction. At some point prior to the beginning of your story, your Character excelled and performed beyond the call of duty in his role within his organization and received official notice for his actions. You should work with your Storyguide to decide what your Character did to receive the Commendation. If your Character is a soldier perhaps the New Earth Government recognized his achievements and decorated him; if your Character is a Tager perhaps his performance was officially recorded in the Eldritch Society archives for all to study. The amount of recognition depends upon the number of points spent on the Asset:

1 – A small commendation, such as a certificate of achievement or a Distinguished Service Medal.
2 – A minor award, such as a Sundance Film Festival Award or a Meritorious Service Medal.
3 – A major award, such as an Oscar or a Purple Heart.

Common Sense (2)

Your Character has a healthy dose of everyday wisdom that helps keep him from making obvious mistakes. Whenever your Character is about to do something obviously stupid, your Storyguide will make a secret Perception Feat Test for your Character – the Difficulty of this Test is based on the situation. If the Test is successful, he will let you know that your Character is thinking that he may be about to make an apparent mistake. The information gained from the Common Sense Asset doesn't tell a character the consequences of his actions but only lets him know the nature of his potential action.

*Contact (1-3)

The Contact Asset means that your Character has established a relationship with someone (or someones) within an organization who can occasionally provide you with information. The organization may be your own, the Ashcroft Foundation, the Office of Internal Security, or any other. Unlike the Ally Asset, a Contact will not take an active part in helping your Character – he merely provides inside information. Contacts usually only ask for information in return. Your Storyguide will decide exactly how much information a Contact can and will provide.

The cost of the Contact or Contacts depends upon the position that he or they hold within the organization and thus the amount of information he or they have access to:

1 – Two contacts of low-ranking position; access to trivial information and internal rumors.
2 – Two contacts of mid-level position; access to practical information, may have access to some detailed information – or two mid-level and two low-ranking contacts or four low-ranking contacts.
3 – Two contacts of high-ranking position; access to detailed information, may have access to some sensitive information – or one high-ranking and two mid-level contacts, or one high-ranking and one mid-level and two low-ranking contacts, or one high-ranking and four low-ranking contacts, or four mid-level contacts, two mid-level and four low-ranking contacts, or eight low-ranking contacts.

You should work with your Storyguide to describe in detail who your Character's Contacts are, the positions they hold, and what kind of relationships your Character has with these recurring Supporting Characters.

Driven (2)
Your Character will not succumb to adversity; he is determined to persevere against all odds. Each episode, your Character receives two free Drama Points that can be spent only to overcome desperately difficult situations or situations requiring severe concentration. These free Drama Points are not added to your Character's regular Drama Points, but must be kept track of separately. Unused free Drama Points from the Driven Asset are lost at the end of the episode. Storyguides should require that this Asset be adequately portrayed in order for Characters to receive the free Drama Points.

Double Jointed (1)
Your Character's joints bend in unusual ways and he is very flexible. He gains a +2 Test Bonus to all Tests when attempting to escape restraints or to fit and move in tight spaces. Being Double Jointed can also be an exotic turn-on for some.

Efficient Immune System (1)
Your Character's body is good at fighting off illness and disease. Whenever your Character makes a Test to resist the effects of sickness, he receives a +2 Test Bonus.

Efficient Metabolism (1)
Your Character's body is very efficient at processing substances, including toxins and drugs. Whenever your Character makes a Test to resist the effects of poisons or drugs, he receives a +2 Test Bonus. It also takes him twice as much to get drunk.

*Egghead (2)
Your Character has the right kind of brain for technical or scientific pursuits. When Egghead is purchased you must select one Specialization from the Arcanotechnician, Arcanotech Engineering, Armorer, Computers, Education (science or technology only), Engineering, Medicine, Science: Earth, Science: Life, Science: Physical, or Technician skills for which this Asset applies.

You need not have this Specialization as this is only a focus, but you must have at least a Novice level of expertise in the skill in question. Whenever your Character makes a Test using this focus he receives a +2 Test Bonus. This Asset may be purchased multiple times to include additional technical or scientific focuses, but may not be purchased more than once for the same focus.

Eidetic Memory (3)
Your Character has a nearly photographic memory of things that he sees or hears, improving his ability to recall facts and details. Whenever you make Tests for recalling information that he has read or experienced firsthand, he receives a +6 Test Bonus.

Elite (4)
Whether your Character's family is prestigious or old money or whether he acquired fame all by himself, he is of high social standing. Doors open up for him, he gets into meetings, events, and places others can't, he always gets the best table at restaurants, he gets into VIP areas, and he hob-nobs with the elite. This doesn't necessarily mean that he has bundles of money now – take the Wealth Asset for his trust fund or residuals – but it does mean that he could stand to inherit something big. It also does not mean that the cream of society will do him any favors – take the Ally or Contact Assets for that.

Famous Incident (1-3)
Having the Famous Incident Asset means that your Character played a role in an important event of note, be it a famous battle or the signing of a crucial contract. Your Character was involved enough to have his name associated with the event. You should work with your Storyguide to determine the nature and importance of a Famous Incident. This Asset is primarily a story and background tool.

The amount of points spent on the Famous Incident Asset determines the event's importance and fame:

1 – The event was important to your organization and members recognize your involvement.
2 – The event was important to several organizations and was mentioned to the government or greater public.
3 – The event is seen as an important turning point to the government or organization and will go down in the chronicles of history.

Fast (2)
The Fast Asset means that your Character's speed and reflexes are finely honed, allowing him to move and react more quickly. Your Character gains a bonus of +1 to his Reflex and moves at a rate equal to one category higher than he normally would based on his Agility and Strength.

Fearless (2)
Your Character is virtually fearless and is undaunted in the face of great danger and the unknown. Each episode, your Character receives two free Drama Points that can be spent only when he is outclassed in battle, attempting a dangerous stunt, or required to make Fear Tests (if your Storyguide allows Drama Points to be

used for Fear Tests). These free Drama Points are not added to your Character's regular Drama Points, but must be kept track of separately. Unused free Drama Points from the Fearless Asset are lost at the end of the episode. Storyguides should require that this Asset be adequately portrayed in order for Characters to receive the free Drama Points. If the Character ever acquires a genuine phobia this Asset is nullified until the phobia is overcome.

HIGH PAIN THRESHOLD (3)

Your Character can tolerate more physical pain than the average person. All Test Penalties your Character suffers from injuries are reduced by two. For example, he suffers no Test Penalty when Lightly Wounded and only suffers a –1 Test Penalty when Moderately Wounded instead of –3. Additionally, he gains a +2 Test Bonus when making Tests to resist the effects of physical torture or pain.

INNOVATIVE (2)

Your Character finds creative solutions to problems and constantly finds new ways to approach given tasks. Each episode, your Character receives two free Drama Points that can be spent only in situations when he's using a skill in an innovative and creative way. These free Drama Points are not added to your Character's regular Drama Points, but must be kept track of separately. Unused free Drama Points from the Innovative Asset are lost at the end of the episode. Storyguides should require that this Asset be adequately portrayed in order for Characters to receive the free Drama Points.

INTERNAL CLOCK (1)

Your Character has an accurate internal clock and is preternaturally aware of the passage of time, even while unconscious. While not perfectly precise, the Character will usually know the time within ten minutes as well as what day it is.

INTERNAL COMPASS (1)

Your Character has an uncanny natural sense of direction which functions like an internal compass. Once he gets his bearings, he always remembers where he is, where he's been, and how to get between them. He never gets lost in areas of cities where he has been before and can find his way around in open terrain by sensing direction in relation to North.

LATENT PARA-PSYCHIC (4)

Your Character has an uncontrolled para-psychic potential or ability. Rules for para-psychic abilities will be presented in *Vade Mecum: the CthulhuTech Companion* – this Asset functions as a placeholder for those who would like to develop their Characters as para-psychics later on. Latent para-psychics may eventually become fully realized para-psychics.

However, a Character cannot use both eldritch magic and para-psychic powers, as the energies drawn on are the same – they can only be targeted and trained in one direction or the other. Tagers may also not be para-psychics of any kind.

*LUCK (3)

The fates smile on your Character and he is unusually lucky. Once per episode, you may roll three times for a Test and take the best result. You may purchase the Luck Asset multiple times to increase the number of times per episode it may be used – up to a maximum of three.

MINOR EMPATHY (2)

Your Character has a knack for reading people's emotions through inflection, word choice, body cues, and some small level of energetic sensitivity. He receives a +2 Test Bonus when dealing with anything of emotional content in one-on-one or small group interaction including uses of the Misdirect, Persuasion, Savoir-Faire, or Seduction skills. He also gains this bonus for bluffing, detecting lies, or determining how someone feels about him, someone else, or just what they're feeling in general.

*MUSE (1)

A Character with the Muse Asset is creatively inspired. Pick one form or style provided by the Artist or Performance skill in which the Character has his Muse – he gains a +2 Test Bonus for Tests involving that specific type of art or performance. This Asset may be chosen multiples times and applied to different forms or styles.

*NATURAL ATHLETE (2)

Your Character was born with an innate talent for athletics and excels at physical activities. When Natural Athlete is purchased you must select one Specialization from the Athletics skill for which this Asset applies – you need not have this Specialization as this is only a focus. Whenever your Character makes a Test using this focus he receives a +2 Test Bonus. This Asset may be purchased multiple times to include additional Athletics focuses, but may not be purchased more than once for the same focus.

NIGHTVISION (3)

Non-Nazzadi Characters Only

Your Character has little trouble seeing in dimly-lit or low light conditions, up to 50 yards – however this vision is black and white, not color. He can ignore any Test Penalties imposed on Actions due to lack of adequate light in anything less than total darkness. In order for Nightvision to work, your Character must first allow his eyes to become accustomed to the darkness, which takes from one to ten (one die) turns or five to 50 seconds.

Peripheral Vision (1)

Your Character has a wider range of vision than the average person and can see objects and motion in the periphery of vision more clearly. He receives a +2 Test Bonus when making an Observation Test to avoid being surprised by attacks or traps in the periphery.

Quick Healer (3)

Your Character recovers from wounds more quickly than most. Whenever a successful Healing Test is made for your Character, the healing time is reduced by a quarter.

*Sexy Voice (1)

Your Character has an amazing voice that instantly commands the attention of the opposite sex. He gains a +1 Test Bonus when making Tests using skills with Presence as the governing Attribute – except for Intimidation – against members of the opposite sex (or the same sex, depending upon the target's preference). Whenever using the Intimidation skill against either gender, your Character suffers a -1 Test Penalty, as his dulcet voice makes it difficult for him to be frightening or menacing. You may purchase up to three levels of Sexy Voice for additional benefit; Sexy Voice adds to any bonuses from the Alluring Asset.

Shrewd (2)

Your Character is a brilliant negotiator, able to get his way quickly during business or diplomatic talks when immediate success is vital. Each episode, your Character receives two free Drama Points that can be spent only in critical business or diplomatic negotiations. These free Drama Points are not added to your Character's regular Drama Points, but must be kept track of separately. Unused free Drama Points from the Shrewd Asset are lost at the end of the episode. Storyguides should require that this Asset be adequately portrayed in order for Characters to receive the free Drama Points.

Tager (4)

Prerequisite: Tenacity of 7 or more

Your Character has what it takes to be a Tager. He not only has the personal will and conviction, he has undergone holistic Eldritch Society training and survived the Rite of Sacred Union. Choose one of the basic Ta'ge symbionts – Phantom, Shadow, or Whisper (see p. 173-175) – and add its powers to your Character. Only Characters who have this Asset can be Tagers.

However, being a Tager has its drawbacks. Tager Characters only have access to half their Orgone – the rest is consumed by the symbiont. Furthermore, Tager Characters begin with one Insanity Point. They must also succeed at a Challenging Insanity Test every month of game time; failure to do so adds another Insanity Point to the Character's pool.

Tager: Exceptional (2)

Prerequisite: Tenacity of 9 or more, Tager Asset

Not only does your Character have what it takes to be a Tager, he's got that special something inside of him that calls to an exceptional Tager – like the Nightmare (see p. 172). Add its pow-

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ers to your Character. Only Characters who have both the Tager and Tager: Exceptional Assets can be Nightmare Tagers.

Being an exceptional Tager has slightly different drawbacks from normal Tagers. Exceptional Tagers have access to none of their Orgone – the symbiont requires it all. Otherwise, they begin with one Insanity Point and must make the same Insanity Tests as regular Tagers.

WARY (2)

Your Character has an intuitive sense for dangerous situations, which gives him a special chance to identify danger before it is encountered. When such situations arise, your Storyguide will make a secret Perception Feat Test for your Character – the Difficulty of this Test is based on the subtlety of said peril. If the Test is successful, he will let you know that your Character senses danger, although the information normally gained from the Wary Asset is vague – "something doesn't feel quite right" or "going that way doesn't sound like a good idea" are typical responses. While the Wary Asset may warn your Character of possible danger it never lets him know the nature of that threat.

WEALTH (1-4)

Characters with the Wealth Asset begin with more money and financial assets than normal. While most Characters are middle-class, your Character has more possessions and disposal income and exists in a higher tax bracket – whether from family, previous occupation, royalties or residuals, or the like.

The amount of points spent on the Wealth Asset determines the Character's affluence:

1 – The Character is wealthy and upper class. He has a nice residence, multiple vehicles, and a decent investment portfolio.
2 – The Character is rich and a millionaire. He has a large residence, expensive furnishings, multiple vehicles, and a solid investment portfolio.
3 – The Character is very wealthy and a multi-millionaire. He has multiple residences, a constant flow of new vehicles, and a coveted invested portfolio.
4 – The Character is fabulously wealthy and a billionaire. Little is beyond his means. What the hell is he doing working at all?

DRAWBACKS

AMNESIA (4)

Your Character suffers from a psychogenic fugue – he has lost all memories about his life and history while retaining basic life knowledge and skills. At some point, he's completely recreated himself. He has a brand new personality and an occupation and everything else that would constitute a real life.

If you choose this Drawback, your Storyguide gets to assign eight of your initial skill points for you – and he may buy Assets or skills with these points of which your Character is unaware. He may also choose one more Drawback that your Character does not know about that does not need to conform to the normal Drawback limitations. Combined with the Dark Secret Drawback, Amnesia can be very dangerous.

*BIG EGO (1)

Your Character believes that he is a superior being – not necessarily better at everything, just better than others overall. He rarely (if ever) notices the undertones of his normally condescending attitude. He suffers a -1 Test Penalty to any Tests where his personal appeal is important, such as Persuade, Seduction, and some Savoir-Faire tests. You may purchase up to three levels of Big Ego for additional penalty. It is often appropriate for Characters with both the Alluring and Sexy Voice Assets to choose at least one level of this Drawback, even though they technically cancel each other out at least in part.

CHRONIC PAIN (2)

Your Character suffers pain from an old injury or a minor medical condition such as migraine headaches. This pain occasionally flares up, causing problems with his day-to-day activities. At the beginning of each episode, he must succeed at a Challenging Tenacity Feat Test or the pain causes him to take a -1 Test Penalty to all Tests for the next one to five (half a die) hours of game time. Sometimes, conditions will call for a re-Test – certain things might cause the pain to flare up again.

CODE (1-3)

Your Character chooses to live his life according to a closely held set of principles. Having a Code is a Drawback, as it often dictates your Character's choice of actions in situations. When you take this Drawback, you must create a Code for your Character by choosing principles that your Character follows from the list below; you can make up new principles for your Character's Code as long as you have your Storyguide's permission.

Code Principles:
· I always keep my word.
· A friend of a friend is my friend and an enemy of my friend is my foe.
· I accept any challenge to single combat.
· I will protect the downtrodden and needy.
· I never accept reward, because my reward is service.
· I will always avenge a personal insult.
· I will always avenge an insult to my unit/government/organization.
· I will not lie.
· I will avenge the deaths of my loved ones.
· I cannot fail in my service – I will succeed or die trying (counts as two principles),
· I will fight with honor and I will not willingly fight lesser opponents.
· I will never turn my back on a friend in need.
· I will oppose the minions of the Old Ones in all their forms.

The skill point bonus you receive for a Code depends upon how many principles are a part of his Code:

1 – Two principles
2 – Four principles
3 – Six principles

Having a Code requires that the code be portrayed; should you not actively portray your Character's Code or violate it outright, your Storyguide may impose a Test Penalty on all your Character's actions. The guilt wracks him until he has atoned.

Compulsive Behavior (1-3)

Your Character has some sort of behavior in which he engages compulsively – usually to fill some sort of psychological void or to quell deep anxiety or depression. This behavior can be anything from compulsively checking the outlets of his house before leaving to washing his hands to masturbation. If he can't engage in this behavior, he suffers a Test Penalty until he can.

The skill point bonus you receive for Compulsive Behavior depends upon how the compulsion is triggered or how many times a day he needs to feed it:

1 – Minor Compulsion, which is either triggered by specific uncommon circumstances or that must be engaged in three to five times a day. –1 Test Penalty if prevented.
2 – Moderate Compulsion, which is either triggered by regular events or that must be engaged in five to eight times a day. –2 Test Penalty if prevented.
3 – Major Compulsion, which is either triggered by frequent stimulus or that must be engaged in eight to twelve times a day. –4 Test Penalty if prevented.

Coward (2)

Your Character is not brave and tends to fold in the face of fear. He will avoid conflict of any type unless he is sufficiently supported by others and feels safe. Regardless, he suffers a –2 Test Penalty to Fear Tests and suffers Fear Effects twice as long.

Damaged (2)

Your Character is damaged goods. Somewhere along the line, probably as he was growing up, he suffered some sort of trauma and victimization and it left permanent psychological scars. More than likely these scars stem from abuse of some kind, whether it be physical, sexual, emotional, or a combination. As a result, his set point for what is "normal" is a little off. He has some unusual ideas about how the world works and is incapable of having truly normal and healthy relationships with people. This doesn't mean he can't have relationships – they are just different and usually not entirely healthy. Damaged Characters usually have difficulty with romantic partners and relationships tend to be distant and short-term. If he was sexually abused, he's more than likely sexually compulsive. Sometimes, two Damaged Characters can create a lasting relationship, but it certainly doesn't look healthy to outside observers. These psychological scars are considered minor in terms of psychological counseling and are the last thing dealt with – they are however difficult to overcome.

*Dark Secret (1-3)

There is something from your Character's past that must not be discovered by others, be it something he did, something he knows, or something he saw. If the Dark Secret is discovered your Character will risk ostracision, prosecution, or worse. As the threat of discovery of a Dark Secret will come into play from time to time, you should work with your Storyguide to create the specifics of your Character's Dark Secret.
The skill point bonus you receive for a Dark Secret depends upon the consequences to your Character if it's discovered:

1 – Embarrassing; discovery could affect his chances of promotion or advancement or make him a target of ridicule.
2 – Hazardous; discovery might seriously affect his chances of promotion or advancement or could gain him a powerful enemy.
3 – Dangerous; discovery could cause him to be incarcerated or might be life threatening.

Debt (1-4)

Characters with the Debt Drawback begin with less money and financial assets than normal. While most Characters are middle-class, your Character has debts from some source, whether they be from family, child support, alimony payments, over-spending, or gambling and he exists in a lower tax bracket. Indebted characters could certainly try to forego repaying their debts for a period of time, but the consequences are usually severe.

The amount of points spent on the Debt Drawback determines the Character's level of poverty:

1 – The Character exists in the lower class. He has a small residence, an older vehicle, and very little disposable income.
2 – The Character is just scraping by. He has a small residence, and no disposable income.
3 – The Character is impoverished. He has a room in someone else's residence, no disposable income, and often has to rely on the generosity of others to eat real meals.
4 – The Character is dirt poor. He has a room in someone else's residence or in crappy government housing, no disposable income, no real possessions, and often has to rely on the generosity of others to eat real meals.

Delusions (2)

Your Character's world-view contains an element that simply isn't true, though he behaves as if it were. Whether it's thinking that he's going to be a famous movie star when he has no acting skill, thinking he's going to marry someone who doesn't like him, or that he has some special destiny this delusion makes those who know him shake their heads. These delusions aren't to the level of a full-blown psychological disorder and would be one of the last things dealt with in psychological counseling. This Drawback must be adequately portrayed; otherwise your Storyguide may impose a Test Penalty on all your Character's actions because the world just doesn't seem right to him.

Depressive (2)

Your Character is prone to depressive mood swings – though not to the level of a full-blown mood disorder. He feels sad, low on energy, mostly inadequate, and becomes slightly morbid during these swings. At the beginning of any episode, he must succeed at a Challenging Tenacity Feat Test or suffer a –1 Test Penalty to all Tests for the next one to five hours (half a die). Sometimes conditions will call for a re-Test – like when the Character suffers defeat, rejection, or the like. Action is important for Depressive Characters and you can assume that half of all downtime is spent in this state.

Disgraced (4)

Whether your Character's father was a traitor, he comes from an infamous family, or everyone in his family is white trash, he

comes from a poorly mannered and disliked lineage. Or perhaps he did this to himself, having fallen from grace in a spectacular way. However it happened, doors close to your Character, he gets refused service at restaurants, and few people of any stature want anything to do with him. He wears this stigma like a badge. This doesn't necessarily mean that he is poor – take the Debt Drawback for that – but odds are that he'll have to pay off his family's debt when they die.

*Duty (1-3)

This Drawback represents your Character's responsibilities to his organization. The exact nature of this responsibility depends on your Character's role in the organization, but the consequences of not living up to your Duty can be dire.

The skill point bonus you receive for the Duty Drawback depends upon the time demands placed on your Character by his responsibility:

1 – Your Character's duty demands only a portion of his time – a regular job.
2 – Your Character's duty demands most of his time – the military.
3 – Your Character's Duty demands virtually all of his time – politician, top brass, or the Eldritch Society.

Some Characters may have multiple duties. For example, a Tager might hold a day job to fit into society. The maximum number of points that can be invested into multiple Duties is four – that's all the time a Character has in his life.

Engel Synthesis Interface (1)

Your Character has an implant in his brain that attunes him to an Engel – he is now techno-mystically linked to a monstrous alien cyborg. Characters with an Engel Synthesis Interface start play with one Insanity Point. They must also succeed at a Challenging Insanity Test every month of game time; failure to do so adds another Insanity Point to the Character's pool. On the other hand, he does now have one specific Engel that now obeys him absolutely. See Chapter Ten for a list of Engel types.

*Fanatical (1-3)

Your Character is fanatically dedicated to some sort of ideal, be it an abstract concept, an organization or allegiance, a set of religious or philosophical tenets, or the like and he will always defend this ideal. When taking this Drawback, you must work with your Storyguide to describe the ideal that your Character is Fanatical about. If your Character does not actively portray his Fanaticism, your Storyguide may impose a Test Penalty on all your Character's actions. The guilt wracks him until he has once again proven his loyalty.

The skill point bonus you receive for the Fanatical Drawback is dependent upon the lengths your Character will go to defend the ideal:

1 – Your Character will defend the ideal even if it would place him in a tense situation.
2 – Your Character will willingly place himself in great danger in

defense of the ideal.
3 – Your Character will sacrifice his life in defense of the ideal.

Fat (2 or 3 for Pilots)

Your Character is significantly overweight bordering on obese and moves at a rate one category slower than normal, suffers a –1 Reflex, and a –1 Test Penalty to physical Actions based on speed or agility. This Drawback is normally worth two points unless the Character is a pilot – in which case it's worth three. Mecha and other vehicles are not designed for his girth and he suffers a –1 Test Penalty to all Actions in his mech or vehicle. Additionally, he is often ragged on by senior officers and passed up for promotions.

*Foe (1-3)

Someone hates your Character for real or imagined reasons. This enemy wishes nothing more than to ruin your Character, gloat over his misery, and possibly even kill him. Depending upon the power of the Foe, his plans may be elaborate. You should work together with your Storyguide to determine the specifics of your Character's Foe and why this situation exists.

The skill point bonus you receive for this Drawback depends upon the relative ability of the Foe to hurt your Character:

1 – Foe is less skilled than your Character or has access to very few resources.
2 – Foe is as skilled as your Character or has access to a number of valuable resources.
3 – Foe is more skilled than your Character or has access to vast resources.

*Grating Voice (1)

Something about your Character's voice bugs other people whether it be an annoying laugh, a squeaky voice, constant repetition of phrases like "se'emsayin'," or the like. He suffers a –1 Test Penalty when making Tests using skills that use Presence as the governing Attribute or other forms of personal interaction. Your Character still may be able to lure members of the opposite sex in with his good looks as long as he doesn't open his mouth. You may purchase up to three levels of Grating Voice for additional penalty; Grating Voice adds to any penalties from the Big Ego and Repellent Drawbacks.

Greed (3)

Your Character is ferociously driven by a compulsion to acquire money and power and he has few scruples about how he goes about getting them, even to the lengths of killing (or having killed) those who stand in his way. Naturally he will try to avoid getting caught in his pursuits, but whenever he sees an opportunity to claw his way to the top he will stop at nothing to achieve his goal. Characters with Greed should choose their plots carefully as their position can be seriously affected if they are named responsible for a sloppy attempt to grab power or money. This Drawback must be adequately portrayed; otherwise your Storyguide may impose a Test Penalty on all your Character's actions as he beats himself up for not going for it when he had the chance.

*Habit (1-4)

Note: If you are not comfortable with the use of drugs in your game, please feel free to omit this Drawback.

Your Character suffers a physical or psychological addiction to a drug or substance. Without regular use of the drug, your Character will not be able to function normally and will soon begin to feel the painful effects of withdrawal. When this Drawback is chosen, choose the drug upon which your Character has become dependent based on the intensity of addiction.

The Skill point bonus you receive for this Drawback depends upon the severity of the addiction.

1 – Minor addiction, including alcohol, marijuana, or tobacco.
2 – Moderate addiction, including alcohol, marijuana, painkillers, or tobacco.
3 – Major addiction, including alcohol, cocaine, methamphetamines, opiates, or painkillers.
4 – Total addiction, including alcohol, cocaine, heroin, or opiates.

We won't be dealing too much with drugs in *CthulhuTech* – rules will be provided in future books as appropriate. Consult with your Storyguide to determine the effects of both usage and withdrawal if you choose this Drawback.

*Hunted (1-4)

Whereas the Foe Drawback describes a Character's personal enemies, the Hunted Drawback means that he is being pursued by an organization with resources at their disposal. Perhaps the Character is a criminal, or a corporate traitor to the Ashcroft Foundation, or maybe he just angered the wrong activist group. If the Character is caught by the organization that hunts him he may face prosecution, incarceration, or even death.

The skill point bonus you receive for the Hunted Drawback is dependent upon the power and resources of the organization that hunts him:

1 – The organization is small and has a limited reach. For example, your Character has angered a shipping company.
2 – The organization is medium-sized and has a decent array of resources at its disposal. For example, your Character has angered the Nazzadi Anti-Defamation League.
3 – The organization is powerful and has a lot of resources. For example, your Character is wanted dead by the Chrysalis Corporation.
4 – The organization is incredibly powerful and has a long reach. For example, your Character is on the New Earth Government's ten most-wanted list.

Impetuous (2)

Your Character prefers action – and not in a good way. He's rash and most often chooses to act before thinking anything through. He most often leaps before he looks. When presented with a situation, he must succeed at a Challenging Tenacity Feat Test in order to not rush forward with the most obvious and least thought out course of action. This Drawback must be adequately portrayed; otherwise your Storyguide may impose a Test Penalty on all your Character's actions as he mopes sullenly for holding himself back.

*Ineptitude (2)

There are just some things your Character can't get no matter how hard he tries. When Ineptitude is chosen, pick one skill (except for Hobby or Trivia). This skill must be a skill at which your Character would have at least tried his hand. Your Character cannot gain a level of expertise above Student in that skill ever. Ineptitude may be chosen multiple times, each time applying its restrictions to a different skill.

Jealous (2)

Your Character acts hostilely when threatened or he perceives that he's being threatened. This includes anyone who has a trait or ability he wants, people who are better at the things he wants to do, and people who are further along in their goals. He is also jealous of those who threaten his place with the people he loves, including friends, family, and especially with love interests. Whenever one of these situations arise he must succeed at

a Challenging Tenacity Feat Test or suffer a –1 Test Penalty to all Presence-based interactions with anyone associated with the object of his jealousy or with his friends. This Drawback must be adequately portrayed; otherwise your Storyguide may impose a Test Penalty on all your Character's actions as envy eats quietly away at his insides.

Lazy (3)

Your Character wants to do as little as possible and puts as little effort as possible into everything. Unless he's very clever, he is usually passed over for promotion. He also starts with two less Drama Points and can accumulate only a maximum of fifteen.

Low Pain Threshold (3)

Your Character can tolerate less physical pain than the average person. Whenever he suffers a negative Test Penalty due to injuries, the Penalty is increased by one. For example, your Character suffers a -4 Test Penalty to all Tests when Moderately Wounded instead of the usual -3. Additionally, he suffers a -1 Test Penalty when making Tests to resist the effects of physical torture or pain. Plus, he yelps like a little kid every time he bangs into something.

Manic (2)

Your Character is prone to manic mood swings – though not to the level of a full-blown mood disorder. During these swings he is often over-elated, talkative, easily distracted, and hyperactive. At the beginning of any episode, he must succeed at a Challenging Tenacity Feat Test or suffer a –1 Test Penalty for the next one to five hours (half a die). Sometimes conditions will call for a re-Test – like when the Character overcomes odds, succeeds with a new romantic interest, or gets a cool present. Action is usually required for a Manic Character to be in full swing, so assume that only about 10% of downtime is spent in this state.

Mean (2)

Your Character derives great pleasure from the pain and suffering of others, physically or psychologically. Or perhaps he is just compelled to share his own pain with others. This pleasure is usually of a more personal nature and your Character will try to keep others from knowing about his Mean streak – but at times it can be difficult to hide. Whenever your Character is in a position to inflict unnecessary pain upon a potential victim he must make a Challenging Tenacity Feat Test to resist the urge. The reaction of others when discovering this Drawback can vary widely, but most people think that mean people suck. This Drawback must be adequately portrayed; otherwise your Storyguide may impose a Test Penalty on all your Character's actions as his hidden hostility builds up inside.

Mute (3)

For some reason, either physical or psychological, your Character cannot speak. This automatically excludes him from military service as a soldier, pilot, or other field operative. He normally communicates through sign language or by writing things on his PCPU.

Mystically Void (4)

For some reason, your Character is unable to access the mystical reservoirs of power that everyone else can. He cannot ever use magic – he can't even assist in a ritual – nor can he have para-psychic powers or bond with a Tager. His Orgone score is permanently equal to zero. He also is particularly susceptible to mystical powers, as his void doesn't leave him with the natural armor most have. He suffers a –2 Contest Modifier for any spell or para-psychic ability that normally allows some sort of Contest to resist, and spells or para-psychic abilities that don't allow for Contests receive a +2 Test Bonus to affect him.

*Oath (1-3)

Whether it's because of family, personal choice, or religious beliefs your Character has taken an Oath that restricts his behavior. The skill point bonus you receive for this Drawback depends upon the severity of the Oath. The following list are just samples and you can make up your own with your Storyguide's approval:

· Oath of Celibacy (1)
· Oath of Humility (1)
· Oath of Obedience (3)
· Oath of Poverty (2)
· Oath of Silence (2)
· Pacifism: Cannot Kill (1)
· Pacifism: Only Harm in Self-Defense, Cannot Kill (2)
· Pacifism: Cannot Harm (3)
· Promising to love one specific person forever (1)

· Promising to marry within a specific racial group (1)
· Vegetarianism (1)

Choose your Character's Oaths carefully – should he break them of his own volition, he will suffer a –6 Test Penalty to all Tests for two weeks of game time and will lose the Oath Drawback.

Obsessive (2)

Your Character tends to get stuck on things. Instead of a healthy drive, he gets obsessed with tasks, objects of affection, objectives, or the like. If distracted while obsessing, your Character suffers a –1 Test Penalty to all Tests that are not related to the object of his obsession. Obsessive Characters tend to rotate their obsessions between the things they perceive as most important in their lives. This Drawback must be adequately portrayed; otherwise your Storyguide may impose a Test Penalty on all your Character's actions as he just doesn't feel right about things.

Outsider Tainted (4)

Somewhere in your Character's past, his lineage mixed with something else. Whether it is corruption through sorcery, exposure to the power of the Old Ones, or tampering by an alien or supernatural species, his blood has been tainted by the Outsiders. Unlike most other Drawbacks, those who are Outsider Tainted also gain benefit – they begin with twice as much Orgone as normal. However, they are classified as a threat by the New Earth Government and if discovered as such would be arrested, incarcerated, and possibly experimented upon. Their condition is detectable by genetic scan, which makes it difficult to get into arcologies. This can render a Character unplayable in stories where black market or criminal contacts don't feature prominently. Those with an Outsider Taint also manifest some sort of physical trait that reveals their origin – they may have unnatural eyes, nictitating membranes, extra digits, unnatural cravings, vestigial claws, hentai genitalia, or the like. Characters with the Outsider Tainted Drawback also cannot bond with a Tager – it would devour them instantly – and a Synthesis Interface is useless, as Engels won't let them inside.

*Phobia (1-4)

Your Character has an irrational fear of a specific thing or a situation. When confronted with the object of his Phobia, your Character suffers a penalty to all Tests until he is no longer in the presence of the source of this fear.

The skill point bonus you receive for this Drawback depends upon the severity of the Phobia and is modified by the relative rarity of the source of the fear. If the source of the Phobia is very commonly encountered, you may add 1 to the skill point bonus; if the source is very rarely encountered, you must subtract one from the skill point bonus of the Phobia. Your Storyguide must approve of the final bonus of any Phobia:

1 – Minor Phobia; -1 Test Penalty to all Tests when in the presence of the source of the Phobia.
2 – Major Phobia; -2 Test Penalty to all Tests when in the presence of the source of the Phobia.
3 – Severe Phobia; -4 Test Penalty to all Tests when in the presence of the source of the Phobia.

*Prejudice (2)

Your Character has an intense and often obvious dislike for a certain group of people, such as members of another organization, Nazzadi "lab rats," Human "house apes," or even a certain class of people such as politicians, bankers, or the poor. Whenever he speaks about or interacts with the disliked group, he has a difficult time hiding his distaste; he must succeed at a Challenging Tenacity Feat Test to stay calm and keep his thoughts to himself. Otherwise your Character will let the object of his Prejudice know in no uncertain terms exactly how he feels about them. Though this Drawback can be purchased multiple times, it is highly recommended that you are cautious of being prejudiced against too many groups as it may leave your Character unable to adequately function within his organization. Plus, nobody likes a bigot. This Drawback must be adequately portrayed; otherwise your Storyguide may impose a Test Penalty on all your Character's actions as his hatred eats quietly away at his insides.

*Repellent (1)

Your Character is, to put it plain and simple, unattractive. He may be ugly, have unflattering facial scarring, poor personal hygiene, bad personal habits, or he could just plain be an asshole. He suffers a -1 Test Penalty when making Tests using Skills with Presence as the governing Attribute, except for Intimidation. However, his unpleasant presence can make him more frightening or menacing giving him a +1 Test Bonus to Intimidation Tests. You may purchase up to three levels of Repellent for additional penalty; Repellent adds to any penalties from the Big Ego and Grating Voice Drawbacks.

*Rival (2)

Your Character has a rival of approximately equal ability who shares a similar goal, be it certain role in his organization, a romantic interest, or the like. The rival will do his best to win, including making the Character's life as miserable as possible in the interim. Whenever he can the Rival will try to overshadow your Character through charm, intellect, or physical prowess. Note that while this rival will go to many extremes, he does not wish your Character any real harm as would a Foe; he only wishes to win. You should work with your Storyguide to determine the specifics of this rivalry and to create this recurring Supporting Character.

*Sensory Impaired (2)

One of your Character's senses is less receptive than normal. When you take this Drawback you must choose one sense from the list below. This Drawback may be purchased multiple times to take additional Impaired Senses, but may not be purchased more than once for the same sense.

Hearing Impaired: Your Character has a dulled sense of hearing and has some difficulty hearing quiet or muffled sounds or distinguishing between similar sounds. He suffers a -2 Test Penalty to all sound-based Observation Tests, unless corrected by hearing aids.

Impaired Smell & Taste: Your Character has an under-developed sense of smell and taste along with it. He may have difficulty de-

tecting anything other than strong odors or aromas and subtle flavors of gourmet meals are lost on him. He suffers a -2 Test Penalty to all scent or taste-based Observation Tests.

Impaired Sight: Your Character has slightly fuzzy vision, shortening the distance he can clearly see objects and obscuring some measure of fine detail unless the viewed object is close to his face. He suffers a -2 Test Penalty to all sight-based Observation Tests, unless corrected by lenses.

Impaired Tactile Sense: Your Character's sense of touch is dulled, either due to past nerve damage or being less developed than normal. Fine textural differences, or vibrations, may be completely missed by your Character. He suffers a -2 Test Penalty to all touch-based Observation Tests.

IMPAIRED SENSES

So it might initially seem that the Impaired Smell & Taste and Impaired Tactile Sense Drawbacks could be free points. Really, they aren't that common. If every Dramatic Character is running around with a bum nose and nerve damage, it would be pretty ridiculous. Put yourself in your Character's shoes. How fun would it be if you couldn't smell or taste anything? Smell is the strongest trigger of sense memory and you'd be surprised how much it factors into your daily life and health. Ever heard of aromatherapy? Plus, it helps you steer clear of potentially poisonous foods or invisible toxins. A Character with an impaired sense of smell might walk clear into a cloud of methane gas. And how bad would it suck if you couldn't feel things? You'd be surprised how much you navigate by touch. You might break glasses by gripping them too hard. You might not know when you're burning yourself. And you sure won't have a whole lot of fun when it's time to get naked in the bedroom.

SHORT FUSE (2)

Your Character has a bad temper. Whenever he gets really frustrated or someone pisses him off he must succeed at a Challenging Tenacity Feat Test to keep his cool. If he doesn't he flies into a rage, whether it's shouting, hitting things, or a violent attack. He breaks a lot of things and has problems keeping lovers that aren't codependent.

SKINNY (2)

For some reason, your Character is extremely skinny. He suffers a –1 Test Penalty to all Tests based on strength or physical size. Clothes also tend to hang funny on him and he was probably picked on as a child.

SLOW (2)

The Slow Drawback means that a Character's speed and reflexes aren't what they should be. Your Character suffers a penalty of -1 to his Reflex and moves at a rate equal to one category slower than he normally would.

SLOW HEALING (3)

Your Character recovers from wounds more slowly than most. Whenever a successful Healing test is made for your Character, he heals a quarter slower than usual.

TIRED (2)

For whatever reason, your Character suffers from some level of chronic fatigue. He needs to sleep at least ten hours a night to feel rested and gets tired after any serious exertion. Any time he doesn't get these ten hours of sleep or doesn't get to take an hour nap after serious exertion, he suffers a –1 Test Penalty to all Tests until he does.

TRULY HONEST (2)

A code can be broken – it's just a set of principles, after all. A Truly Honest Character cannot lie – he's just plain bad at it. No matter how hard he tries a lie never sounds convincing. He stammers, his voice cracks, he turns bright red, and he may even start shaking. He receives a –4 Test Penalty when he tries to lie as only the most unobservant can't catch it.

*VENGEFUL (1-3)

The Vengeful Drawback means that someone has grievously wronged your Character in the past and now he longs for revenge. In order to keep from attacking the object of his vengeance on sight your Character must succeed at a Challenging Tenacity Feat Test.

The skill point bonus you receive for this Drawback depends on how often your Character and the one for which he's Vengeful might cross paths:

1 – Unless your Character seeks his target out, it is unlikely their paths will cross
2 – Your Character and the target's paths cross regularly, approximately once every two weeks.
3 – Your Character and the target's paths cross very regularly, approximately once every few days.

You should work with your Storyguide to determine what happened in the past for this Character to earn your vengeance, and to create this recurring Supporting Character.

WATCHED (1-3)

There's something about your Character that means an agency keeps tabs on him. He might be on probation, he might have a high security clearance, or he might deal in the occult or even magic. Being Watched means that you never truly have privacy and have to go to great lengths to do things underneath the radar.

The skill point bonus you receive for this Drawback depends on how seriously your Character is watched:

1 – Casually Watched; someone on probation for misdemeanors, with a Classified security clearance, or someone who's bought a few occult-related things.
2 – Tracked; someone on probation for non-violent felonies, with a Secret security clearance, or an average above-board occult scholar.
3 – Regularly Scrutinized; someone on probation for violent felonies, with a Top Secret or above security clearance, or an average registered sorcerer.

Qualities List

ASSETS

*Acute Senses (2)
*Alluring (1)
*Ally (1-3)
Ambidextrous (3)
Authority (1-4)
Commendation (1-3)
Common Sense (2)
*Contact (1-3)
Driven (2)
Double Jointed (1)
Efficient Immune System (1)
Efficient Metabolism (1)
Eidetic Memory (3)
*Egghead (2)
Elite (4)
Famous Incident (1-3)
Fast (2)
Fearless (2)
High Pain Threshold (3)
Innovative (2)
Internal Clock (1)
Internal Compass (1)
Latent Para-Psychic (4)
*Luck (3)
Minor Empathy (2)
*Muse (1)
*Natural Athlete (2)
Nightvision (3)
Peripheral Vision (3)
Quick Healer (3)
*Sexy Voice (1)
Shrewd (2)
Tager (4)
Tager: Exceptional (2)
Wary (2)
Wealth (1-4)

DRAWBACKS

Amnesia (4)
*Big Ego (1)
Chronic Pain (2)
Code (1-3)
Compulsive Behavior (1-3)
Coward (2)
Damaged (2)
*Dark Secret (1-3)
Debt (1-4)
Delusions (2)
Depressive (2)
Disgraced (4)
*Duty (1-3)
Engel Synthesis Interface (1)
*Fanatical (1-3)
Fat (2 or 3)
*Foe (1-3)
*Grating Voice (1)
Greed (3)
*Habit (1-4)
*Hunted (1-4)
*Ineptitude (2)
Impetuous (2)
Jealous (2)
Lazy (3)
Low Pain Threshold (3)
Manic (2)
Mean (2)
Mute (3)
Mystically Void (4)
*Oath (1-3)
Obsessive (2)
Outsider Tainted (4)
*Phobia (1-4)
*Prejudice (2)
*Repellent (1)
*Rival (2)
*Sensory Impaired (2)
Short Fuse (2)
Skinny (2)
Slow (2)
Slow Healing (3)
Tired (2)
Truly Honest (2)
*Vengeful (1-3)
Watched (1-3)

The Aeon War has come and at no other time in history has the prospect for mankind's future been so uncertain. Yet the Strange Aeon also heralds a time in which civilization has reached its pinnacle of scientific achievement. The rapid development of technologies, manufacturing innovations, and medical breakthroughs emerge into the lives of every day citizens at an unprecedented rate and the fanciful wonders of a hundred years ago are the reality of today.

The application of arcanotechnology as an inexhaustible power source transformed the face of technology and industry in an age hardened by war. The infinite availability of inexpensive power revolutionized modern methods of transportation, effectively slashing industrial manufacturing expenses and accelerating the development of other technologies. The enormous amount of cheap and reliable power provided by Cascaded D-Engine generators has fueled the reconstruction of major cities since the end of the First Arcanotech War. Gigantic fully self-sufficient urban arcologies are the standard model for modern metropolitan centers. Large A-Pod transports ply their way between these mammoth constructs providing an efficient means of shipping passengers and goods.

Medical science and the manufacture of new and more durable materials have benefited from the advancement of nanotechnology. Building structures, vehicle frames, and powered armor are all examples of the way steel has been replaced by new high strength polycomposite materials. The use of nanotubes as power conduits in these durable materials has lead to, among other things, the development of hyper-edge blades used by mecha. The advancements of computer technologies through high speed molecular switching are another benefit gained through the practical application of nanotech. The ability to manipulate matter on a sub-molecular level using bio-organic nanomachines has lead to enormous advancements in medicine. This form of nanotech proved to be the key component in developing the synthesis interface process used by Engel pilots.

With such leaps in scientific knowledge, technological advancement, sorcerous insight, and awareness of the mind's potential, it's no wonder the Migou were moved to finally strike.

ARCANOTECH POWER SOURCES

The unlimited power provided by arcanotech is harnessed through two primary sources, which have evolved in the form of fully self-sufficient D-Engines and rechargeable D-Cells. To accommodate varying sustained power requirements, D-Engines are engineered in two main classes. The Class "A" D-Engine, the larger of the two, is designed to function as a main engine for larger A-Pod vessels such as Battlecruisers or to serve as part of a Cascaded D-Engine generator system found within major power distribution plants. The Class "B" D-Engine, using less physical space than the Class A, is designed to accommodate smaller power consumption needs. Mecha and smaller A-Pod vehicle power plants commonly rely upon the Class B to meet their power requirements.

The non-Euclidian principles of arcanotechnology have also been successfully applied to portable power storage devices.

These devices, known as D-Cells, are divided into three major classes depending on power and space requirements. The Class "1" D-Cell – the largest – is typically used to power smaller conventional vehicles, hand-held mecha weapons, or to provide emergency power backup for critical facilities such as hospitals, police stations, or emergency communications sites. Averaging 6000 to 8000 amp hours per cell, the Class 1 is roughly the size of an old 12-volt car battery. A single cell can easily drive a standard electric vehicle for over 48 hours before recharging, though most vehicles utilize multiple cells. The Class "2" D-Cell is primarily used by powered armor or electric powered motorcycles, are roughly the size of a brick, and can supply between 500 and 800 amp hours of energy per cell. Devices with small application power requirements, such as personal sidearms or PCPU's, utilize the Class "3" D-Cell. Ranging from 20,000 to 40,000 milliamp hours, these D-Cells provide power to certain small electronic devices for over a year without recharging. Once connected to a D-Engine recharge station, a D-Cell can be fully recharged in anywhere from one to fifteen minutes depending on the size of the cell.

WEAPONS

The advent of D-Cells altered the development of weapons technologies. New innovations in electrokinetic firearms are possible through the use of Class 3 D-Cells. Even though the Class 3 D-Cell cannot produce the necessary level of kilojoules to create an effective man-portable laser weapon, it can produce enough energy to hurl small metallic projectiles at amazing velocities. Electrokinetic firearms today are a proven and deadly addition to mankind's weapons arsenal, firing magazine fed needles along a barrel flanked by oppositely polarized magnetic fields. The strength and focus of these fields are such that they extend beyond the muzzle of the weapon by roughly a foot – thus, the projectile accelerates for a fraction of a second after leaving the weapon. With a minimum of moving parts, electrokinetic rail weapons silently fire metallic projectiles at an extremely high and accurate rate with a muzzle velocity that exceeds the speed of sound. So far rail weapons are only available in rifle and submachinegun configurations.

Another version of electrokinetic weapons are gauss firearms. Unlike rail weapons, gauss firearms rely on a series of concentric electromagnetic rings to propel the round. Gauss weapons do not project an electromagnetic field beyond the muzzle of the weapon so their range is slightly inferior. Aside from this slight design difference, both weapon types operate under the same principles. Beyond the audible crack of breaking the sound barrier, electrokinetic weapons are virtually silent.

Electrokinetic firearms aren't the only innovations in modern weaponry. Alternate methods of propelling projectiles have been introduced in the form of gas-powered needlers. Needler handguns fire a solid metallic projectile similar to those of electrokinetic weapons but are loaded through a spring mechanism and propelled by the discharge of highly compressed gas. Since the projectile does not break the sound barrier, the weapon is almost completely silent. The drawback to a needler is that ammunition magazines come pre-sealed with rounds and a gas cartridge, making battlefield reuse impossible.

The most common form of sidearm remains the chemically propelled firearm similar to those of the 20th and early 21st centuries. Most utilize magazine-fed ammunition, but some require an ejection system for traditional cased ammunition while others rely on caseless rounds. These modern firearms differ from their earlier ancestors in that resilient new forms of composite polymer materials have replaced steel components. The frames of all firearms, whether electrokinetic or chemically propelled, are constructed with a similar type of composite polymer material molded into an ergonomic unibody design. Chemically propelled assault firearms are produced in the form of traditional forward magazine fed weapons, shortened carbine designs, or stock-fed "bullpup" configurations depending on the manufacturer.

PCPUs come in several shapes and sizes from a wrist-strapped devices to decorative pendants. Some models sport an internal display and others rely solely on wireless adjunct devices. All PCPUs come with a voice command feature that allows for the swift execution of simple tasks such as voice calling and browsing web favorites. Holo-Interface Units (HIUs or Hi-Yous) are quite popular with the average consumer. These remote devices, the size of an old fashioned fountain pen, can be placed on a flat surface to project a holographic keyboard and monitor display. Larger holographic monitor and access systems also exist to meet the needs of more demanding interface environments including flight control centers or police dispatch offices. The manipulation of holo-icons allows a system operator to quickly input data while tracking multi-layered holo-displays.

CS-40 DEFENDER (MEDIUM PISTOL)

CS-44 ENFORCER (HEAVY PISTOL)

AR-25 (LIGHT ASSAULT RIFLE)

MP15-9 (LIGHT SMG)

SM-14 (HEAVY SMG)

HKS-192 (HEAVY ASSAULT RIFLE)

M-6 (COMBAT SHOTGUN)

FN-MAGIC (MEDIUM MACHINEGUN)

COMPUTER TECHNOLOGY AND COMMUNICATIONS

The face of computer technology has drastically changed since the beginning of the 21st century. Molecular switching has replaced solid-state silicon gates allowing for CPU processing speeds that are a thousand times faster. Today's computers consume only a small portion of power compared to their predecessors at only a fraction of the cost. Utilizing an optical architecture and multi-layered holographic data storage technology, small yet powerful central processing units can now be worn like jewelry. Containing personal and encrypted account information, a person's Personal Central Processing Unit (PCPU) can uplink through an RF interface to any Public Area Network (PAN) access point located throughout most major cities. People can remotely access stocks, bank accounts, and web pages pretty much any time. PCPU's also manage wireless subscriber account information and act as gateways for any personal telecommunications device, typically utilizing wireless earpieces with built-in microphones.

The development of semi-transparent thin film transistor displays has advanced personal eyeglass and goggle monitors that have given rise to Augmented Reality (AR). Unlike Virtual Reality (VR), which replaces true environmental sensory input with computer-generated input, Augmented Reality simply lays one over the other. The practical applications of this idea are boundless. From computer aided surgery, to navigation, to mechanical repair, to interior design, the ability to overlay computer-generated graphics while viewing a physical scene allows professionals to work while viewing pertinent information about the task at hand. A telecommunications technician in the early 21st century, for example, had to rely on his technical knowledge, troubleshooting expertise, and primitive diagnostic tools to fix a piece of electronic equipment. In today's world, a telecommunications technician with AR can project schematic diagrams to guide him through the equipment and superimpose data to provide troubleshooting tips thus expediting repair time.

Another area of technology currently under investigation by certain research companies is the creation of direct neural

interfaces between computer networks and the human mind. Though the concept seems promising, no practical or functional method has yet been developed that does not entail extraordinary risk to the user. Severe brain damage in test subjects has made the introduction of a neural interface system unlikely in the near future.

Artificial Intelligence touches nearly every citizen's life in some way. Limited Artificial Intelligence (LAI) is standard in nearly every computer system or computerized device and creates a "smart" machine. LAI is not true intelligence, but it does allow computers to recognize casual voice commands, verbally respond to users, and perform basic tasks on their own. Most people wouldn't know how to use computers if it weren't for LAI – there simply is no need for your average citizen to physically interface with their machines. LAI can be programmed with a variety of after-market "personalities," which give computers a semblance of life. People often get attached to their LAI personalities, treating them like pets.

Robotics have benefited greatly from Limited Artificial Intelligence. But in an era where nanotechnology can accomplish most of the manufacturing needs of society, the use of robotics is limited. The military benefits from robotic drones, but robots are otherwise absent from everyday life except as toys for children. Furthermore, the development of humanoid robots is regarded as expensively needless since LAI cannot give these machines the semblance of life or complexity of thinking needed to make them effective. And those are just the business reasons – the idea of humanoid or artificially intelligent robots suffers the same prejudice as true Artificial Intelligence and clones.

True AI

True Artificial Intelligence (AI) is defined as the point when a machine can think for itself and gains true self-awareness, and not just imitates these qualities (as is the case with LAI). No matter how hard scientists and arcanotechnicians try, true Artificial Intelligence still seems to be beyond their means. Regardless of the technological limitations, Artificial Intelligence has been outlawed by the New Earth Government for the same reasons as cloning – the moral and ethical impact on a struggling society could be devastating. The Nazzadi, who know what it means to be created life and treated as tools, are typically against true AI.

TRANSPORTATION

Very few aspects of modern life have benefited as much from the introduction of arcanotechnology as transportation. D-Engines have found their way into A-Pod-suspended commercial vehicles including large passenger transports and cargo vessels. In fact, passenger transport companies such as TransWorld Lines (TWL) helped finance the Ashcroft Foundation's development of the D-Engine OESE dampening field when it became apparent that the high environmental sensitivity generated by the Operator Extension Side Effect created motion sickness among passengers during extended flights. Once the OESE dampening field was released for commercial use, making A-Pod flight more comfortable for travelers, arcanotech began to spread through the transportation business at a startling rate.

The D-Engine powered anti-gravity hovercraft design is not limited to larger vessels. Many smaller vehicles including intra-city passenger transports, personal pleasure yachts, police corsairs, construction vehicles, and waste sanitation vehicles enjoy the benefits of A-Pod technology. However, due to the enormous amount of energy needed to power A-Pod generated anti-gravity fields for flight and the corresponding physical D-Engine space constraints D-Engine/A-Pod combinations are only used in vehicles over twenty feet in length.

Instead of providing vertical lift, A-Pods have been modified for horizontal thrust. In effect, tipping an A-Pod on its side to drive horizontal motion requires far less energy since the A-Pod's electromagnetic field does not need to compensate for lift. The practical upshot is a wheeled or waterborne vehicle drive system that can be efficiently powered by D-Cells. Thus, D-Cell powered A-Pods have completely replaced the internal combustion engine, drive train, and transmission assemblies in all automobiles, small trucks, and power boats. Many A-Pod driven vehicles can travel for an entire month between visits to D-Engine recharge stations. Since there are no pollutant emissions from A-Pod systems, the air quality in urban areas is cleaner than at any time during the previous century.

New technologies have given way to new luxuries in the area of transportation. Personal comfort is considered important when operating a vehicle or enjoying a private compartment aboard a passenger transport. The vehicle's onboard computer will cross-check individual data contained within a person's PCPU through a wireless interface. The onboard computer will then arrange a person's favorite music, set environmental conditions to suit his preferences, download his favorite destinations into the vehicle's navigation system, and select the most ideal seat position to suit his posture. A person's wireless communications subscriber data will also be queried to provide access to the vehicle's onboard voice and data telecommunications system. All this is easily and automatically arranged when a driver takes his seat within the vehicle.

NANOTECHNOLOGY

Who would have ever thought that something so small would cause such an immense change in the fabric of modern civilization? Yet the development of tiny sub-molecular biomechanical machines, or nanites, revolutionized so many aspects of New Earth Government society that only arcanotechnology could possibly equal it in scope. The ability to manipulate matter on an atomic level through a process known as mechanosynthesis, has forever altered manufacturing, medicine, waste recycling, water purification, hardware repair, and other aspects of contemporary life. The capacity for nanite production of convenient and readily available merchandise resulted in the most complete redefinition of NEG economy since the time of the First Arcanotech War.

Nanites are constructed and programmed using nanofactories. These machines range in size from large industrial manufacturing vaults to common household units roughly the size of an early 21st century washing machine. All commercial nanites are limited in that they can only be replicated, reprogrammed, or re-energized from within a nanofactory. This intentional engineering constraint is designed to help administrate and control the

technology. The beauty of nanofactories is that a user can simply load raw material into the machine, initiate a manufacturing program, and within minutes remove a nice new shirt, PCPU, or other common item, freshly constructed from the atomic level on up by microscopic robots.

The vast overall potential of nanotechnology includes an enormous possibility of misuse. During early stages of development, the New Earth Government realized that the unrestrained development of nanotechnology was dangerous. With an entire world already fighting for survival, the possibility of unleashing uncontrollable nanoweapons upon the Earth was too horrible to consider. The NEG created a new government office to oversee and regulate nanotechnology development and control. Today, the Department of Nanotech Administration (DNA) maintains a firm grip on all aspects of nanotechnology through the establishment of stringent regulatory laws. DNA laws are strictly enforced through the Restricted Technology Enforcement division of the Federal Security Bureau. The potentially devastating consequences involved with the illegal use of nanotechnology is so severe that anyone convicted of tampering with or attempting to alter nanotech systems in any way faces capital punishment in court.

By law, nanotech manufacturing requires a validation process for each use of the nanofactory to ensure that only approved items are constructed and licensed copyrights are protected. Each nanofactory communicates with a Nanoproduction Authorization Center (NPAC) over a wireless or fiberoptic interface. NPAC's operate in a mated pair configuration, meaning that two remote centers mirror each other – this configuration provides operational diversity and allows for protection against system tampering. Communication between nanofactories and NPAC's is facilitated through a fractal-encrypted protocol that is almost impossible to crack. In addition, nanoproduction software releases require a unique core operating system that is proprietary and a closely guarded secret by the DNA. These precautions have made the entire nanoproduction network extremely difficult to crack for hackers.

The validation process for nanotech manufacturing is based on four major considerations. First, a valid software license must be verified by the NPAC central database. These licenses are typically operated on a pay-per-use basis and can be downloaded from a Public Area Network. Second, a nanofactory must fall under the proper classification for the type product. Nanofactories are classified as Private Use, Commercial/Industrial Use, and Government Use. Some items, such as automatic firearms, may be authorized for Governmental Use but not for Private Use nanofactories. Third, restricted items, including advanced medical equipment and organ replacements, require a personal authorization code. These codes are provided to individuals who operate under certain vocational requirements, particularly doctors, and are stored in PCPU's for remote access by the nanofactory. Finally, the item must be legal. The DNA maintains a master list of restricted and illegal items that is always cross-checked against a nanofactory's authorization request.

Nanofactories can be equipped with licensed reusable software that allows an operator to perform certain functions without having to download a new copy of the software with each use. Such an application could be repair software to mend a hole in a pair of pants or repair a burned out A-Pod actuator assembly. Even these activities are monitored by the NPAC.

Any attempt to manufacture unauthorized goods or operate illegal software will result in a warning message from the controlling NPAC, displayed on the nanofactory's control panel. Unauthorized tampering with the machine itself will activate a failsafe system that will cause the nanites to completely disassemble the factory, rendering themselves useless in the process.

Unknown to the general public, not all nanites require nanofactories to function. The New Earth Government has developed a class of free-roaming nanite security drones that are fully self-sufficient. All nanites generated by authorized factories include unique embedded identification codes, which can be used to trace them back to their point of origin. The security drones hunt down and locate any nanite that doesn't possess a valid identification code. These nanites are traced back to their point of origin, which is reported to an FSB operations control center, triggering an immediate law enforcement response. In this way, the FSB can counter the deployment of illegal "pirate" nanofactories and maintain control of this technology.

Of course the development of nanotechnology would lead to the consideration of nanoweapons. As it turns out, the "grey goo" scenario of free-roaming nanites deconstructing everything in their path is an inefficient use of the technology. Nanites are rendered useless by concentrated high-energy radiation and there is no known way to shield machines that small – both the New Earth Government and the Migou are aware of this. Thus, the notion of developing nanoweapons has been abandoned by the NEG.

The Migou use of nanotechnology is in many ways similar to that of the NEG, though not as widely deployed. Most of their nanotech applications involve genetic manipulation, repair and manufacture of physical goods, and food replication. Nanotechnology to the Migou is merely a matter of convenience. They too have abandoned nanotech weapons research due the technology's inherent limitations.

MEDICINE
The last eighty years have seen incredible advancements in medical science. Human and Nazzadi genetic structures are com-

> ### TO THE FUTURIST IN YOU
> Nanotechnology in *CthulhuTech* has been introduced in such a way to provide interesting background flavor for the setting. Let's face it – the potential for nanotech is limitless. The restrictions introduced here are meant to allow it to exist without dominating the setting. It's important to remember that nanotech would be taken as much for granted by the average New Earth Government citizen as arcanotech. It should not be used as a primary focus for your game. After all, *CthulhuTech* is about far more interesting things than whether or not you can construct a shovel from the molecular level on up.

pletely mapped. Nerve damage from spinal chord injury can now be successfully repaired. Nanotechnology allows for a new form of "bladeless" non-invasive surgery that has revolutionized many operations. Nanites are used to hunt down and eradicate cancer cells, eliminating a disease that has haunted mankind throughout history. Damaged organ tissue can be repaired similarly and nerve endings can be spliced for organ or limb transplant. Genetic sequencing and cloning expertise are combined with nanotech to produce transplant parts – a patient can actually receive a new limb based on his own genetic code.

CLONING

Though the knowledge is available to fully clone a human being, the process has been outlawed in the New Earth Government since the time of the First Arcanotech War. The reason for this is simple – possessing the knowledge to clone a human being does not make the process or the end result practical. The full body cloning process is still plagued with a high failure rate, with roughly 30 out of 1000 successes. This is largely due to abnormal gene expression patterns that make it difficult to reprogram a nucleus to behave like a natural embryo. In addition, tests conducted on cloned animals have revealed a high rate of deformity and what is referred to as Large Offspring Syndrome. This leads to breathing or blood flow problems, and often premature death. Beyond all scientific or medical reasons for banning full body cloning is the ethical and moral impact on a society already struggling to hold itself together in the face of global war. The Nazzadi in particular are firmly opposed to full body cloning based on their experiences.

In order to keep up on the demand resulting from the Aeon War, the health care industry resorted to other forms of medicine outside of its traditional scientific options. The treatment of physical injury and disease has, in many cases, been accomplished through the practical application of magic. Most major hospitals employ resident sorcerers. Unfortunately, some people are still a bit squeamish at the idea of being subjected to cosmic energy, even to cure their ills. Nevertheless, licensed sorcerers have played a key role in managing the health care demand through this time of war.

The Aeon War has brought with it a renewed focus on mental health. The effects of battle fatigue have been well known for the last hundred and fifty years, yet today's war-torn environment has brought a whole new brand of horrors to assault the human mind as the true and dreadful nature of the universe starts to reveal itself. The secrets of the universe test the sanity of those exposed to them. Common citizens sometimes must cope with horrible creatures devouring their friends or neighbors. A collective thread of tension weaves its way through every part of society, coming from the understanding that something out there feverishly works toward the ultimate enslavement or destruction of mankind. It's a weight that everyone, at some level, carries with them every day of their lives.

The New Earth Government understands that this war cannot be fought on the battlefield alone. It must be fought within the minds of each individual exposed to the horrors they must face. To this end, the NEG has committed significant resources to establish new psychiatric hospitals and to increase the number of available therapists. The patterns of Post Traumatic Stress Disorder and other mood and anxiety disorders from exposure to eldritch horrors are so well documented that a proper course of

treatment can quickly be prescribed for most patients. Through efficient diagnosis, proper medication, and the correct administration of psychotherapy, patients can swiftly return to a healthy outlook on life. Direct exposure to the terrors of reality makes treatment mandatory by law.

The benchmark by which psychiatric care facilities operate is set by the Ashcroft Clinic. Countless hours of behavioral research and statistical studies by clinic specialists have positioned the Ashcroft Clinic as the foremost authority on the effect of the Aeon War's horrors on the human mind. As such, their treatment policies and recommendations are distributed to hospitals and care facilities throughout the globe. The authority of the Ashcroft Clinic is enforced by the New Earth Government and in fact provides a way of fighting the war for the individual mind on a united front. In addition to providing valuable research results and treatment strategies, the Clinic also tracks behavioral trends within the geographical areas of NEG society. They can detect any common threads of dysfunctional behavior that might suggest excessive exposure to taint or other unnatural influences. Their role is one that the New Earth Government very much values and appreciates. The Ashcroft Clinic maintains its headquarters in Chicago with a handful of other research and psychiatric care facilities located throughout the world.

Medical diagnosis today enjoys the advantage of convenience. If a person feels ill, he can consult the nearest available Automated Patient Diagnostics Machine. APDM's, located in most workplaces or public kiosks, download a person's personal medical profile from his PCPU. He then selects his medical symptoms from a list of menu options. Once a person's hand is placed on the sensor pad, the APDM can quickly diagnose the nature of his illness, the best possible treatment to suit his profile, and any recommended prescription medication. The hand sensor measures pulse, temperature, and can take small blood samples and run genescans. Other sensors scan the remaining vital signs. The APDM will automatically forward any prescriptions to the pharmacy of a person's choice, as well as make any necessary clinic appointments for further care. APDM's provide a quick and efficient means of providing help for minor illnesses, relieving some pressure from the already over-taxed health care system.

CRYOGENICS

In the 20th and 21st centuries, some futurists placed great faith in eternal life. They believed that by cryogenically freezing a person's body (or even just their head) that science would advance to a point where they could be cured of all their ills, revived, and that the aging process would be stopped. This was known as cryonic suspension. Between science and magic, the Strange Aeon holds the technology to revive the cryonic sleepers – though they cannot halt or reverse the aging process. Arcanotherapy and nanotechnology make it possible to clone new organs and bodies and rework a person's nervous system while restoring them to their natural genetic state. But it doesn't work. Something leaves a person at death and even providing a pristine form to revive with advanced resuscitation techniques does nothing but create a braindead body that can maintain it's own vitals for a few days. There are those that continue to hold out faith that cryonic suspension will be mastered in the future, but most believe that if the technology isn't there now it won't ever be.

CURRENCY

Since the New Earth Government's inception in 2059, all former national currencies have been replaced by a new global currency. Insured by the Global Federal Reserve Bank, the NEG Terranote (Tn) has become the standard unit of exchange. Though the GFRB has minted physical Terranote currency for the last twenty-five years, most financial transactions occur through direct account deposits or debits. The value of the Terranote, or T's as people sometimes refer to them, is roughly twice that of the old US dollar. Fractions of the Terranote are accounted for by Terracoins (tc), with 100 Terracoins equaling one Terranote.

The rate of inflation in the current economy is such that the value of goods and services are approximately 40% higher than that of the early 21st century. Thus, accounting for the value of the Terranote and the rate of inflation, a $35,000 car in the early 2000's would cost about 24,500Tn today.

GEAR

The following is a list of weapons available within the New Earth Government. This is not an all-inclusive list, since many other NEG companies contribute to the war effort by manufacturing arms and ordinance. Using this list as an example, other weapons can be created using the same weapon "types" such as Medium Automatic Pistol or Light Assault Rail Rifle.

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Despite alien invasions, cultist activity, and unnatural creatures from the bowels of ancient horror, the New Earth Government has placed certain restrictions on the carrying and use of weapons within designated population areas. Yet these same threats influenced NEG law to be more flexible than the weapons laws of the early 21st century. Weapons are subdivided into the following categories:

(G)   General use without permit.
(PA)   Requires a permit to carry within arcologies.
(P)   Requires a permit to carry within NEG jurisdiction.
(RA)   Restricted within arcologies – unless under military or police authorization.
(R)   Restricted anywhere within NEG jurisdiction – unless under military authorization.

Because public security is something that the New Earth Government takes very seriously, anyone caught with a restricted weapon and without proper authorization will face immediate arrest and imprisonment.

WEAPON NAME	MANUFACTURER	TYPE	CAL	RNG (yd)	DMG	SHT	RNDS	LGL	COST
CS-32 "Midnight Spec."	Colt Springfield	Auto Pistol–Sml	5mm	15/30/50	0	3	15	PA	250Tn
UT-7 "Hornet"	Ultratech	Auto Needle–Sml	5mm	15/35/55	0	3	20N	PA	350Tn
CS-40 "Defender"	Colt Springfield	Auto Pistol–Med	10mm	15/30/50	+1	2	15	PA	495Tn
UT-9 "Stinger"	Ultratech	Auto Needle–Med	10mm	15/35/55	+1	3	18N	PA	650Tn
CS-32 "Peacemaker"*	Colt Springfield	Auto Pistol–Lrg	15mm	10/20/40	+2	1	15	P	750Tn
CS-44 "Enforcer"*	Colt Springfield	Auto Pistol–Lrg	15mm	12/25/45	+2	2	15C	P	850Tn
MP-6A1	Heckler Koch & Sig	Machine Pistol	10mm	10/20/40	+2	2 or 2/1-5/15	30C	RA	1095Tn
AR-25	Colt Springfield	Assault Rifle–Lt	5mm	30/75/200	+1	3 or 4/1-5/30	60C	RA	1495Tn
LCG	Steyr Mannlicher	Aslt Gauss Rif–Lt	5mm	40/85/210	+1	3 or 4/1-5/30	90N	RA	1650Tn
RG-3	Armorcorp	Aslt Rail Rifle–Lt	5mm	50/95/220	+1	3 or 4/1-5/30	90N	RA	1750Tn
HKS-192	Heckler Koch & Sig	Assault Rifle–Hvy	9mm	25/60/170	+2	3 or 3/1-5/30	30C	R	2050Tn
FN-GAL	Fabrique Nationale	Aslt Gauss Rif–Hvy	9mm	30/75/200	+2	3 or 3/1-5/30	60N	R	2195Tn
RG-11	Armorcorp	Aslt Rail Rifle–Hvy	9mm	40/85/210	+2	3 or 3/1-5/30	60N	R	2250Tn
M-6 Pistol Grip Shotgun	Benelli	Combat Shotgun	Slug / Shot	15/30/50 / 10/20/30	+3 / +2	2	10	PA	650Tn
MP15-9	Heckler Koch & Sig	Lt Submachinegun	9mm	15/30/50	+1	3 or 4/1-5/30	45	RA	1395Tn
GSL-MkII	Electroarms Inc	Lt SMG Gauss	9mm	25/40/60	+1	3 or 4/1-5/30	60N	RA	2250Tn
SM-14	Colt Springfield	Hvy SMG	10mm	10/20/40	+2	3 or 4/1-5/30	30	R	2495Tn
RMG-14	Armorcorp	Hvy SMG Rail	10mm	20/40/80	+2	3 or 4/1-5/30	30N	R	2795Tn
GSL-MG*	Electroarms Inc	Gauss MG–Med	5mm	75/450/950	+1	6/1-10/60	500N	R	2450Tn
FN-MAGiC*	Fabrique Nationale	Machine Gun –Med	9mm	75/500/1000	+2	4/1-5/30 8/1-10/80	500C	R	2950Tn
RMG-10A*	Armorcorp	Rail MG–Hvy	10mm	105/530/1030	+2	8/1-10/80	500N	R	3495Tn
RMG-10M*	Armorcorp	Rail Gun–AM	20mm	100/500/750	+2	2	100N	R	4995Tn
SSG-6000	Heckler Koch & Sig	Sniper Rifle	9mm	75/500/1000	+3	1	12	RA	2750Tn
RG-21	Armorcorp	Rail Sniper Rifle	9mm	105/530/1030	+3	2	15	RA	3950Tn
Model 18	Ultratech	Advanced Taser	darts	5/10/15	stun	1	5	G	395Tn
Fumigator 2000	Bugkiller LLC	Pepper Spray	n/a	1/2/3	stun	1	10	G	25Tn

(CAL = Caliber of Weapon, RNG = short/mid/long range, DMG = Damage of Weapon, SHT = Number of Shots per Round, RNDS = Number and Type of Rounds, with "N" being Needles and "C" being Caseless, LGL = Legality of Weapon)

Firearm Notes

· *Large Pistols* require that a shooter have a Strength of 7 or more to fire one-handed. Otherwise they requires two hands, or they can be fired once every other turn one-handed.

· The *M-6 Pistol Grip Shotgun* fires either slugs or shot. Shot fires a spray of pellets that affect an area. At short range this burst is two feet, at mid range this burst is five feet, and at long range this burst is ten feet. Any target caught within the burst must defend against the attack.

· Fully automatic machine guns, such as the *GSL-MG, the FN-MAGiC, and the RMG-10A* are fed by belts of 100 rounds. They must typically be mounted on some sort of bipod or tripod to fire.

· The *FN-MAGiC* can select between a low and high rate of fire.

· The *RMG-10M* is a belt fed anti-mech rail gun that does Hybrid Damage. It must typically be mounted on some sort of bipod or tripod to fire.

Standard Issue

The New Earth Government considers the following "standard issue" for the Armed Forces: UT-7 Hornet (Needle Pistol), CS-40 Defender (Medium Pistol), CS-44 Enforcer (Heavy Pistol), AR-25 (Light Assault Rifle), HKS-192 (Heavy Assault Rifle), M-6 (Combat Shotgun), MP15-9 (Light SMG), SM-14 (Heavy SMG), FN-MAGiC (Medium Machinegun). These are the most common of their weapon types to be issued to combat personnel. The CS-40 Defender, M-6, and AR-25 are also common issue for police officers.

WEAPON NAME	MANUFACTURER	TYPE	CAL	RNG (yd)	DMG	SHT	RNDS	LGL	COST
HKS-80 Grenade Launcher*	Heckler Koch & Sig	Pistol Grip Gren Lnch	40mm	50/100/300	GT	1	1	R	310Tn
M303 Grenade Launcher*	Colt Springfield	Rifle Mount Gren Lch	40mm	50/100/300	GT	1	4	R	450Tn
Deathmaster 2000*	Armorcorp	Auto Grenade Lnchr	40mm	50/100/300	GT	2	13	R	850Tn
RPG-7 Rocket Launcher*	Ultratech	Anti-Mech Rkt Lnchr	40mm	100/300/500	RPG	1	1	R	1050Tn
RPG-11 Rocket Launcher*	Ultratech	Anti-Mech Rkt Lnchr	70mm	100/300/500	RPG	1	1	R	1495Tn
RPG-27 Rocket Launcher*	Ultratech	Anti-Mech Rkt Lnchr	105mm	100/300/500	RPG	1	1	R	1995Tn
Vircator EMP-6*	Armorcorp	Anti-Mech Rkt Lnchr	105mm	100/300/500	EMP	1	1	R	2495Tn

(CAL = Caliber of Weapon, RNG = short/mid/long range, DMG = Damage of Weapon; "GT" is Grenade Type and "RPG" is Rocket Propelled Grenade Type, SHT = Number of Shots per Round, RNDS = Number of Rounds, LGL = Legality of Weapon)

Special Weapons Notes

· All *Grenade Launchers* fire explosive rounds (see Explosives below).
· *RPG-7* rocket launchers fire 40 mm anti-mech rounds that do +0 Hybrid Damage.
· *RPG-11* rocket launchers fire 70 mm anti-mech rounds that do +2 Hybrid Damage.
· *RPG-27* rocket launchers fire 105 mm anti-mech rounds that do +4 Hybrid Damage.
· The *Vircator EMP-6* disrupts electrical systems and can momentarily incapacitate machinery. Treat as if it does +0 Hybrid Damage when determining if its attack penetrates armor, though it does no real damage. An attack must do at least one point of damage to cause harm. Any machine affected by the EMP loses 2 Actions per turn for one to five minutes (roll one die), which can effectively reduce a pilot's Actions to zero. Only one Test needs to be made per turn struck by the EMP and the effect is not cumulative. A target may again be affected on the turn following his recovery from the last shot.

WEAPON NAME	TYPE	BURST (yd)	DMG	LGL	COST
L7A2 Fragmentation	Hand Grenade	3 primary / 3 secondary	+1	R	25Tn
M100	40mm Grenade	10 primary / 5 secondary	+1	R	30Tn
L9HE-1	High Explosive Hand Grenade	5 primary / 5 secondary	+2	R	35Tn
L9HE-2	High Exp Hand Grenade – Lrg	3 primary / 3 secondary	+3	R	50Tn
M-481 HE	40mm HE Grenade	5 primary / 5 secondary	+3	R	50Tn
M-482 HEAM*	40mm HE Anti-Mech	2	+0	R	55Tn
FFB-1 Incendiary*	Hand Grenade	10	+1	R	45Tn
M-486 Incendiary*	40mm Grenade	10	+1	R	50Tn
SG-11 Saren Gas*	Hand Grenade	3	+6	R	Issue Only
M-440 Gas Grenade*	40mm Grenade	3	+6	R	Issue Only
UT-40 Smoke*	Hand Grenade	6	Obscure	R	20Tn
M-460 Tear Gas*	40mm Grenade	6	Obscure	R	40Tn
UT-42 Flash*	Hand Grenade	6	Blindness	R	20Tn
UT-45 Concussion*	Hand Grenade	6	Disorient	R	25Tn
M-580 Parachute Flair	40mm Grenade	2	Signal	RA	15Tn
Claymore II*	Motion Sensor Proximity Mine	5 primary / 5 secondary	+4	R	45Tn
Satchel Charge	Timed Demolition Device	10 primary / 10 secondary	+6	R	45Tn

Explosives Notes

· *M-482 HEAM* rounds do Hybrid Damage.
· *FFB-1* and *M-486* rounds ignite flammable materials within their burst radius.
· *SG-11* and *M-440* rounds disperse nerve gas, which can be administered through skin contact as well as inhalation. Nerve gas cannot be purchased and must be issued through or stolen from a military authority.
· *UT-40* and *M-460* rounds create obscuring conditions. One grenade creates partially obscuring conditions, while two in the same burst radius will create totally obscuring conditions.
· *M-460* rounds disperse tear gas, which cause debilitating pain. Anyone exposed to the gas must succeed at a Hard Tenacity Feat Test or suffer a –3 Test Penalty to all Actions. This Test penalty lasts as long as the target is exposed to the tear gas, or for one to five minutes when exposure ends. Targets must Test each turn they are exposed to the gas until affected and the effects of the gas are not cumulative.
· *UT-42* rounds are flash grenades, which blind anyone exposed to them. Anyone exposed to the flash must succeed at a Hard Tenacity Feat Test or be blinded for the next one to ten turns (roll one die). This Test becomes Very Hard if the target is wearing technological nightvision enhancements. Anyone blinded must use the rules for Blindfighting presented in Chapter Nine while affected. The effects of flash grenades are not cumulative and a target may again be affected on the turn following his recover from the last blast.
· *UT-45* rounds are concussion grenades, which disorient targets. Anyone caught within the blast must succeed at a Hard Tenacity Feat Test to resist. If this Test is failed, the target suffers a –3 Test Penalty to all Actions for one to ten turns (roll one die). The effects of concussion grenades are not cumulative and a target may again be affected on the turn following his recover from the last blast.

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WEAPON NAME	TYPE	DMG	LGL	COST
Fist	Flesh and Bone	-1	n/a	0Tn
Steel Knuckles	Impact Weapon	0	RA	10Tn
Snap Baton	Club Weapon	0	G	35Tn
Stun Baton*	Charged Club Weapon	0 + Stun	G	40Tn
Stun Gun*	Stun Weapon	Stun (5 uses)	G	35Tn
Combat Knife – Stainless	Bladed Weapon – Small	0	G	80Tn
Combat Knife – Composite	Bladed Weapon – Small	+1	PA	195Tn
Machete	Bladed Weapon – Medium	+1	G	20 Tn
Military Officer's Sword	Bladed Weapon – Medium	+1	PA	250Tn
Sword Cane – Composite	Bladed Weapon – Medium	+1	P	350Tn
Staff/Pole/Club	Club Weapon	+1	G	varies
Katana – Steel	Bladed Weapon – Large	+2	PA	450Tn
Katana – Composite	Bladed Weapon – Large	+3	RA	1200Tn
Wakizashi – Steel	Bladed Weapon – Medium	+1	G	195Tn
Wakizashi – Composite	Bladed Weapon – Medium	+2	PA	395Tn

· In addition to doing normal damage, the *Stun Baton* can stun targets. If an attack penetrates armor and does at least one point of Vitality damage, a target must succeed at a Hard Tenacity Feat Test to avoid the stun effects. If this Test is failed, the victim loses 2 Actions per turn for one to ten minutes (roll one die), which can effectively reduce a character's Actions to zero. Only one Test needs to be made per turn struck by the stun baton and the effect of the stun is not cumulative. A target may again be affected on the turn following his recovery from the last shock.

· Treat as if the *Stun Gun* had a Damage of +0 when determining if its attack penetrates armor, though it does no real damage. An attack must do at least one point of Vitality damage to cause harm. Anyone affected by the stun gun must succeed at a Hard Tenacity Feat Test to resist this. If this Test is failed, the victim loses 2 Actions per turn for one to ten minutes (roll one die), which can effectively reduce a character's Actions to zero. Only one Test needs to be made per turn struck by the stun gun and the effect of the stun is not cumulative. A target may again be affected on the turn following his recovery from the last shock.

If you're looking to outfit your character with equipment that isn't listed here, find the early 21st century equivalent, divide the cost by 2, and multiply the total by 1.4 (Tn=($/2)*1.4).

EQUIPMENT	COST
Personal Central Processing Unit	575Tn
AR Eyeglass Monitor Display	495Tn
Wireless Communication Earpiece (for use with PCPU)	50Tn
Portable Holo-Interface Unit (HIU)	125 Tn
Desktop Holo-Interface Unit (HIU)	250 Tn
Night Vision Goggles with IR Illuminator	395Tn
Laser Range Finder	295Tn
Binoculars – Standard	110Tn
Binoculars – Built in Directional Compass	125Tn
Digital Video Recorder	225Tn
Private Use Nanofactory -Small (18 square feet)	1800Tn
Add 400Tn for Wireless Link	2200Tn
Private Use Nanofactory - Large (45 square feet)	3900Tn
Add 400Tn for Wireless Link	4300Tn
D-Cell Class 1	50Tn
D-Cell Class 2	30Tn
D-Cell Class 3	5Tn
Concealable Holster	95Tn
Belt Holster	20Tn
Silencer (Legal = R)	345Tn
Scope – Low Power (7X32)	245Tn
Add 100Tn for UV*	345Tn
Scope – Medium Power (9X40)	350Tn
Add 100Tn for UV*	450Tn
Scope – High Power (24X40)	545Tn
Add 100Tn for UV*	645Tn
Laser Sights*	275Tn

5mm Ammunition – (Standard (50 rounds)	10Tn
5mm Ammunition – Needle (50 rounds)	10Tn
5mm Ammunition – Caseless (50 rounds)	15Tn
9mm Ammunition – Standard (50 rounds)	10Tn
9mm Ammunition – Needle (50 rounds)	10Tn
9mm Ammunition – Caseless (50 rounds)	15Tn
10mm Ammunition – Standard (50 rounds)	10Tn
10mm Ammunition – Needle (50 rounds)	15Tn
10mm Ammunition – Caseless (50 rounds)	19Tn
15mm Ammunition – Standard (50 rounds)	10Tn
12 Gauge Ammunition – Shot (50 rounds)	20Tn
12 Gauge Ammunition – Slug (50 rounds)	25Tn
Weapons Permit – Level = PA (Cost per year, includes background check)	100Tn
Weapons Permit – Level = P (Cost per year, includes background check)	150Tn
Medkit with bioscanner*	375Tn
AHP Instant Pain Killer (1 Dose)*	110Tn
Ordinary Clothing	70Tn
Fine Clothing	350Tn
Very Expensive and Cool Clothing	700Tn
Swiss Army Knife w/ Laser Pointer	19Tn
Halogen Light – requires one Class 3 D-Cell	15Tn

EQUIPMENT NOTES

· Magnification from *scopes* decreases range increments for purposes of determining Test Modifiers. A low power scope decreases range one category, a medium power scope decreases it two categories, and a high power scope decreases it three categories – all to a minimum of short.

· *Laser Sights* provide a +1 Test Modifier when activated.

· A *Medkit* is required to stabilize patients who are Moderately Wounded or more.

· *AHP Instant Pain Killers* reduce the penalties associated with Wound Levels one category (maximum). These effects last for one to ten minutes (one die). Repeated users risk addiction.

ARMOR NAME	TYPE	PROTECTION	LGL	ARMOR COST
Phalanx II Security Shield* (vs front attack only)	Hand-held kevtech composite polymer shield	+1/+1	RA	450Tn
Sentrytech Mk-IV Armor – Lt	Concealable armored vest vs. ballistics	+0/+1	G	400Tn
Sentrytech Mk-V Armor – Hvy	Concealable armored vest w/ trauma plates	+1/+1	G	495Tn
Spectrashield Combat – Lt*	Spectra fiber combat armor w/ light trauma plt	+2/+2	RA	650Tn
Spectrashield Combat – Hvy*	Spectra fiber combat armor w/ hvy trauma plt	+3/+3	RA	795Tn

ARMOR NOTES

· *Security Shields* may be used in addition to any type of armor and also allow a defender to use his Armed Fighting skill to defend against projectile weapons.

· *Light Combat Armor* can provide a wearer with an independent air supply that protects against smoke, gas, unfit air and similar atmospheric threats. The armor maintains a one-hour air supply, which will automatically replenish itself when exposed to clean air. The armor is not sealed, so wearers may still be affected by gas attacks that are absorbed through the skin (like most nerve gasses). Light combat armor is typically used in environments where speed and agility are of the essence.

· *Heavy Combat Armor* is a fully sealed system and provides a safe and enclosed environment, including climate control and an independent air supply that protects against smoke, gas, unfit air, and similar atmospheric threats. The armor maintains a one-hour air supply, which will automatically replenish itself when exposed to clean air. The armor does protect against attacks that are absorbed through the skin. However, it is also more unwieldy than light combat armor and wearer's suffer a –1 Penalty to any Test using Agility.

UNFRIENDLY FIRE

Many New Earth Government weapon types, including para-military firearms, have found their way onto the black market – and eventually into the hands of the NEG's Cultist enemies. The Rapine Storm in particular has benefited from arms provided by the Chrysalis Corporation's subsidiary company Armorcorp. Electrokinetic rail weapons are extremely popular with the Rapine Storm, which augments its Armorcorp weapon supply with an inferior rail gun design manufactured by Norinco Incorporated.

Modern New Earth Government firearms are uncommon among the Deep Ones of the Esoteric Order of Dagon. They prefer weapons of their own manufacture, relying on high-quality blades for close quarters combat and their own form of needler firearm for short-ranged combat. These Needler Pods fire volleys of up to six needles at once and a user can reload all six needles instantly through a complex feeding mechanism.

Migou forces composed of Human "blanks" use New Earth Government firearms. However, lacking any means to resupply, their ammunition reserves tend to run low and reprogrammed Humans often run out of ammunition in the midst of battle. The Migou themselves prefer their own weaponry. These weapons typically require three appendages to operate and are thus unusable by anything with fewer arms. Migou handguns fire magnetic projectiles containing a small neurotoxin that can cause temporary paralysis in a victim. Larger weapons are based on High Powered Microwave (HPM) energy and use low-level lasers to acquire targets. This targeting laser ionizes the surrounding air molecules and the HPM pulse propels the ions toward the target like a high-powered sub-molecular sand blaster. A heavy squad-level HPM weapon operates similar to the combination of an RMG-10M and an EMP-6 when targeting mecha.

ALIEN WEAPONS

WEAPON NAME	MAKER	TYPE	CAL	RNG (yd)	DMG	SHT	RNDS	LGL	COST
NIP-10	Norinco Inc.	Auto Needle–Med.	10mm	15/30/50	+1	3	15 N	PA	575Tn
NIR-05	Norinco Inc.	Aslt Rail Rifle–Light	5 mm	50/85/200	+1	3 or 3/1-5/30	90 N	RA	500Tn
NIR-09	Norinco Inc.	Aslt Rail Rifle–Hvy	9 mm	40/75/180	+2	3 or 3/1-5/30	60 N	R	2000Tn
Needler Pod*	EOD	Needler–Med.	10mm	10/20/30	+1 or volley	1 or volley	36 N	n/a	n/a
Neurotoxic Handgun*	Migou	Auto Needle–Med.	10mm	15/35/55	+1	3	20 N	n/a	n/a
HPM Rifle	Migou	Energy Rifle–Hvy.	10mm	25/75/200	+2	3 or 3/1-5/30	30	n/a	n/a
HPM Support Weapon	Migou	Energy Weapon	20mm	100/500/750	+2	2	100	n/a	n/a
Null Ray*	Migou	Energy Rifle–Hvy.	n/a	10/30/50	+4	1	10	n/a	n/a

WEAPON NAME	TYPE	DMG
Acruta Spear	Deep Ones	+2

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ALIEN WEAPONS NOTES

· The *Deep One Needler Pod* can fire volleys of one to six needles. A target defends once against the volley, not each needle. If hit, the Needler Pod does the standard damage for success plus one die for each needle in the volley, against which armor is rolled only once.

· The *Migou Neurotoxic Handgun* fires magnetic projectiles that contain a small neurotoxin. An attack must do at least one point of Vitality damage to administer this toxin. Those affected must succeed at a Challenging Tenacity Feat Test or lose 2 Actions each turn for one to five minutes (roll half a die). The effects of the toxin are not cumulative and a target may again be affected on the turn following his recover from the last dose.

· *Migou HPM Weapons* can do additional damage if a blast penetrated armor. Calculate damage as usual, but if armor is penetrated (an attack does at least one damage), roll one additional die of damage against which armor is useless.

· The *Null Ray* is a rifle fires an energy charge that affects a 100 square foot area. In addition to damage, those affected by the Null Ray must succeed at a Challenging Tenacity Feat Test or lose one Action the same or following turn.

· The *Migou HPM Support Weapon*, in addition to the normal affects of HPM weapons, provides and electro-magnetic pulse against machines and does Hybrid Damage. An attack must do at least one point of damage for the EMP to be effective. Any machine affected by the EMP loses 2 Actions per turn for one to five minutes (roll one die), which can effectively reduce a pilot's Actions to zero. Only one Test needs to be made per turn struck by the EMP and the effect is not cumulative. A target may again be affected on the turn following his recovery from the last shot. The HPM Support Weapon typically requires a bipod or tripod to fire and is fed by an external D-Cell.

Conflict is an important part of drama – without it, your story's about as interesting as watching the grass grow. Conflict comes in several varieties. Sometimes your Character is opposed by another living thing and sometimes by a hostile environment. You've already learned how Contests work, which are fine for normal circumstances. However, sometimes that thing your Character is trying to oppose is intent on causing him harm or ending his life. That's what this chapter is about – all the ways to deal with threats to body and mind.

The first thing we'll look at is basic combat, which covers how a Character can attempt to take someone or something else out. Then we'll look at how mecha combat works, which is similar but on a different scale. Finally we'll look at how the horrifying universe of *CthulhuTech* can affect the personal well-being of a Character through fear and insanity.

PERSPECTIVE

Before we teach you the steps involved in basic combat, let's look at a few things that will affect any type of combat.

Types of Combat

There are three ways that we define combat in *CthulhuTech:*

1. *Close Quarters Unarmed Combat,* which is defined by the Fighting skill. It represents unarmed opponents – or opponents with natural weapons – slugging it out.
2. *Close Quarters Armed Combat,* which is defined by the Armed Fighting and Thrown Weapons skills. It represents armed opponents trying to beat, cut, or stab one another with weapons, or chuck things that pretty much do the same.
3. *Firefight,* which is defined by the Marksman and Support Weapons skills. It represents armed opponents who are trying to do each other in from a distance – most often with guns.

Line of Sight

This should seem like a pretty obvious concept but we're going to state it anyways just to be sure. Whenever you want your Character to throw or lob something or shoot at a target from a distance you have to make sure that he has a clear line of sight to his target. Some people try to make line of sight tricky, but it's simple – if you can see your target, you can try to throw something at him or shoot at him.

Now, legitimately, there are some times when you only need to have an idea of where someone is – like when you want to bounce

Assistance

There's a lot of crazy stuff going on here and some of the rules might be a little confusing if you aren't experienced at playing storytelling games. If you have a question, please use our website as a resource. We regularly post frequently-asked questions (FAQs), and feel free to send us e-mail. We'll be happy to help you out.

a grenade around a corner. In these cases you'll be looking at the Indirect Fire rules, which we'll be getting to later on.

Keeping Track

If you don't use some sort of visual representation to keep track of things during combat things can get confusing pretty fast. You don't have to be an artist or have a bunch of miniature figures either – we'll provide you with a scale with which to sketch rough floor plans and the like. We've presented things in a way that they should be easy to keep track of on any tabletop or floor. For regular combat we use a scale where one inch equals one yard and for mecha or vehicular combat we use a scale where one inch equals ten yards. Speeds are expressed not only in miles per hour but also in yards per turn. Using this scale, you should be able to draw proportionate surroundings for any standard combat and easily convert weapon ranges. Once everything is proportionate you can easily keep track of where everything is, where it is moving, and what it's next to.

Now if you want to get fancy you can buy a write on-wipe off mat or a whiteboard. You can keep track of participants in whatever way is easiest – miniature figures, glass stones or beads of different colors, or even bottle caps. Whatever you choose, just make sure everyone is clear what's what before you really get into it.

Now on to basic combat.

BASIC COMBAT

Basic combat is broken up into a series of six steps, which are the same whether your Character is trying to shoot a target from a distance or if he's trying to lay the smack down up close and personal. It's all wrapped up in the combat turn. Of course, there are things that can modify some of the steps in the turn but we'll get into those later. Let's first take a look at how it all works.

The Combat Turn

A turn represents five seconds of high intensity dramatic action. During this turn, all sides are allowed to act in some way in some sort of sequential order. Each of the six steps are repeated separately for each person or thing involved.

1. Determine Initiative

Everything has a Reflex score, which is an average of Agility, Intellect, and Perception and normally ranges from one to ten. Reflex represents how quick your Character reacts and is used to determine the order in which actions will occur in any given combat turn. This order is called Initiative.Initiative is determined at the beginning of each and every turn. To determine your Character's Initiative for the turn roll one die and add the result to his Reflex score. The combatant with the highest Initiative result goes first during the turn and then every other participant acts in descending order of Initiative results. Combatants with tied Initiatives act simultaneously.

2. Declare Number of Actions

Many Characters can take more than one Action in a turn if they so choose. While no one has to specifically declare what they intend to do yet, each Character who is able and who wishes to take two or three Actions must declare how many actions they want to take this turn. Any Character wishing to take two Actions suffers a Test Penalty of –2 to each one of his Actions during that turn; any Character taking three Actions suffers a Test Penalty of –4 to each one of his Actions during that turn. Characters choosing to take only one Action in a turn act without penalty.

3. Make Combat Contests

If you choose for your Character to attack an opponent, you'll resolve it through a Combat Contest with your target. The skill your Character uses for his attack dictates the type of defense skill your opponent can use. If more than one defense skill is listed for the type of attack, the defender can choose to use whichever one has the highest level of expertise – of those he knows, of course.

Once you've determined which skills apply both you, and your target make the relevant Tests for the Contest. If your Test Result is higher than your opponent's, you have successfully attacked him and can go on to find out how badly he's hurt. If your result is equal to or lower than your opponent's, your attack has failed. All Characters can defend against any number of attacks in a given turn without penalty as many times as they need to. That is as long as they are not surprise attacks, but we'll get to that later.

Range plays a factor for projectile weapons and thrown weapons during combat. Every projectile and thrown weapon lists three range categories: short, mid, and long. Unlisted is extreme range which is double the long-range category and generally a lot farther than the weapon was designed to be effective. When firing at a target your range modifies your attacking skill Test – the closer your target is the easier it is to hit. The following table shows you the modifiers for range, which are added or subtracted from your attack Test.

	DEFENSE SKILLS
ATTACK	**DEFENSE**
Fighting	Armed Fighting, Dodge, or Fighting
Armed Fighting	Armed Fighting or Dodge*
All Others	Dodge

*Fighting may be used as a defense against Armed Fighting if the defender has natural weapons.

	RANGE MODIFIERS
RANGE	**DIFFICULTY MODIFIER**
Short Range	+2
Mid Range	0
Long Range	-2
Extreme Range	-6

DEFENSE SKILLS

The defense skills in *CthulhuTech* mean a whole lot of things – they're combat modifiers, skill, and dumb luck all rolled up into one. The ability of every Character in the game to have an unlimited opportunity to defend against most attacks is a simulation of all of these factors. The skills represent environment as much as everything else. Instead of giving you lists of modifiers for combat situations you just get to keep on making defense rolls. So remember, as cool as it might look your Character isn't actually dodging bullets when he uses his Dodge skill – he's minimizing the chance that he'll be shot by capitalizing on the environment and whatever luck the gods have given him today.

These rules assume that your target is living and aware – also see the Static Targets rules on p. 123.

4. Roll Damage

If you won your Combat Contest, then you have hit your target and your attack will cause him harm. We refer to that harm as damage, which is represented by reducing your target's total Vitality – a thing's life force, health, and will to live. The amount of damage that you do with a single attack depends upon three factors: how successful your Combat Contest was, the type of weapon you are using, and your Strength if you attacked with a hand weapon, bare hands, or natural weapons. It breaks down like this:

Success

Compare your Combat Contest result to your opponent's defense result. For every five points that your result is higher you get to roll 1 die for damage – the minimum number of dice you can roll is one. You can also use the following chart:

	SUCCESS DAMAGE
RESULT GREATER BY	**DAMAGE**
1-5	1 die
6-10	2 dice
11-15	3 dice
16-20	4 dice

Weapons

Weapons do an additional fixed amount of damage. For example, a CS-40 Defender (a medium pistol) adds 1 die of damage, while a steel katana adds 2 dice.

Strength

If you attacked using either the Armed Fighting or Fighting skills, meaning that you were using a close quarters weapon or your bare hands, your Strength may or may not affect your overall

	STRENGTH MODIFIERS
STRENGTH	**MODIFICATION**
1-3	-1 die
4-7	None
8-9	+1 die
10-11	+2 dice
12-13	+3 dice
14-15	+4 dice

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damage. This table shows you the damage modifications for high and low Strength ratings. Remember you always get to roll at least one die for damage.

Overall Damage

To determine your overall damage add up any of these three factors that apply – this the total number of dice of damage for your attack. Roll all these dice and add up all the results.

For example, a Character attacks an opponent with his steel combat knife. He succeeds at his Combat Contest and beats the guy's defense roll by six. Based on success he starts with two dice, The combat knife has a damage rating of +0 so it doesn't add any. He has a Strength of eight so he gets to add one more die from that. He rolls three dice total for the damage from this attack – rolling them all he gets 8, 7, 6. His total damage is 21.

5. Check Wounds

Now that you know how much damage your attack does, it needs to be applied to your opponent's Vitality and Wound Scheme. Every Character has six Wound Levels, from Unhurt to Death's Door. Five of the six levels are equal in points to your Character's Vitality – Unhurt only applies when your Character is completely unharmed. For example, if your Character has a Vitality of ten it would take 50 points of damage to kill him, but there are several levels of suffering in between. You begin by applying the damage at Unhurt promptly moving into Flesh Wounds. Once you've exhausted the Vitality in one Wound Level, continue applying points to the next more severe Wound Level and so on. For more information see Wound Levels on p. 123.

Continuing with our example, our Character rolled 21 points for his total damage. His opponent has an average Vitality of ten so he has ten points of damage per Wound Level. He's currently Unhurt so that 21 points is first applied to the ten points of Flesh Wounds, then to the ten points of Light Wounds, and one point into Moderate Wounds. Our Character's opponent now suffers a –3 Test Penalty to his actions and is reduced to half his movement. That's a pretty solid hit.

Armor

Most Characters aren't going to intentionally engage in combat without some sort of protection. Armor reduces the amount of damage a Character suffers from an attack, depending upon the type of armor and the type of attack. Armor has two ratings – Trauma, which is used against physical attacks, and Projectile, which is used against any kind of projectile weapon. These ratings represent the number of dice that can be rolled to reduce damage of that type. Once you have determined how much damage you're going to take, roll all your armor dice, add them together, and reduce the amount of damage you suffer by that amount. Apply the remainder to your Wound Scheme.

Continuing with our example, let's say that our opponent was wearing Sentrytech Mk-V heavy concealed armor, which has a rating of one against both trauma and projectile attacks. So our target gets to roll one die to reduce the damage done to him – he gets a result of eight. He subtracts eight points from the total damage of 21 for a new total of thirteen. Instead of be-

ing reduced to Moderate Wounds he's now only three points into Light Wounds. Instead of suffering the effects of Moderate Wounds he now only suffers a –1 Test Penalty to his actions and no penalty to his movement.

6. Additional Actions

Now that you've completed this process for every Character's first action, go ahead and repeat it for any Characters that are taking second Actions, if any. Start back at the Character with the highest Initiative and go through each step again – do not recalculate Initiative. When those Actions are complete, repeat the process for any Characters taking third Actions. Remember to apply the appropriate penalties for taking multiple actions in one turn to all Tests.

When all Actions are complete start back over with Step One and determine the new Initiatives for the new turn. Continue with this overall process until combat ends – whether voluntarily or involuntarily.

SPECIAL SITUATIONS

There are certain situations that arise during combat which deserve special attention. Here they are in alphabetical order.

ACTIONS

During a given turn, each Character can perform a certain number of actions – most likely one but up to three. You learned how to determine this in Character design. Normally during a turn each Character can perform one free Action and one normal Action without penalty, in addition to defending against any number of attacks.

Free Actions are simple and don't require much concerted effort on the part of the Character. Some examples of free Actions include:

· Ducking.
· Shouting at someone or speaking a short sentence.
· Surveying the situation.
· Taking a couple of steps.

Normal Actions are those that require concentration and sometimes a degree of skill. Some examples of normal Actions include:

· Attacking a foe.
· Diving prone.
· Drawing a gun.
· Ducking for cover.
· Moving in any variety of ways.
· Reloading a weapon.

Multiple Actions

Some Characters are able to take more normal Actions in a turn as determined by an average of their Agility and Perception Attributes. Those who's average reaches seven or eight can take two normal Actions a turn and those with higher averages can take up to three.

Basic Combat Summary

1. Determine Initiative

Each participant rolls one die and adds it to his Reflex. The highest total gets to act first and then each participant acts in descending order of Initiatives.

2. Declare Number of Actions

Each Character who is capable of multiple Actions declares how many he would like to take this turn. Choosing to take two Actions incurs a Test Penalty of –2 to all Actions and choosing to take three Actions incurs a Test Penalty to –4 to all Actions.

3. Make Combat Contests

The attacking Character rolls the appropriate combat skill for the type of attack he's making, while the target makes a defense roll using the highest of his appropriate defense skills for the type of attack coming at him. Characters can defend an unlimited number of times unless an attack is a surprise. Range also affects projectile and thrown weapon attacks.

4. Roll Damage

The amount of damage a Character's attack does depends on his success (the amount he beat the defense roll by), the type of weapon, and his Strength if he's in close combat or using a thrown weapon. Take any of the three factors that are appropriate, roll that total number of dice, and add them all up to determine the total damage. Remember that you always roll at least one die of damage for a successful attack.

Defense Skills

ATTACK	DEFENSE
Fighting	Armed Fighting, Dodge, or Fighting
Armed Fighting	Armed Fighting or Dodge*
All Others	Dodge

*Fighting may be used as a defense against Armed Fighting if the defender has natural weapons.

Range Modifiers

RANGE	DIFFICULTY MODIFIER
Short Range	+2
Mid Range	0
Long Range	-2
Extreme Range	-6

Success Damage

RESULT GREATER BY	DAMAGE
1-5	1 die
6-10	2 dice
11-15	3 dice
16-20	4 dice

Strength Modifiers

STRENGTH	MODIFICATION
1-3	-1 die
4-7	None
8-9	+1 die
10-11	+2 dice
12-13	+3 dice
14-15	+4 dice

5. Check Wounds

Apply the amount of damage determined in Step Four to the target's Wound Scheme. Each Wound Level is equal in points to the Character's Vitality. Armor reduces the amount of damage taken before it is applied to the Wound Scheme – the rating is equal to a number of dice that are rolled and the result is subtracted from the total damage.

6. Additional Actions

Without recalculating Initiative, repeat the steps for any Characters who are taking second actions and then again for any third actions. Remember to apply multiple action penalties.

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When you choose to take additional normal Actions during one turn you are rushing things. You sacrifice care and diligence for speed; in short, you take penalties to your actions. If you choose to take two normal Actions in a turn both those actions suffer a –2 Test Penalty. If you choose to take three normal Actions in a turn all three suffer a –4 Test Penalty.

AIMING

You can take extra time to aim with projectile weapons. If you use one Action to aim you get a +4 bonus to your next attack Contest. If you use two Actions this bonus increases to +6, but that's the maximum. Aiming bonuses are lost if you have to defend yourself in any way between the aiming Action and the firing Action.

AUTOMATIC WEAPONS FIRE

Some military weapons are designed to shoot at an incredible rate of fire, literally filling an area with projectiles. Weapons such as submachineguns and assault rifles fall into this category. If a weapon is capable of automatic fire you'll see two categories listed in the Shots (rate of fire) listing. The first is the normal number of single aimed shots of which the weapon is capable per turn. The second is the automatic fire profile.

The automatic fire profile is made up of three characteristics: targets, rate, and expenditure. The first number represents the targets – the number of individual targets at which a burst of automatic weapons fire can be aimed within a 180° arc in front of the user. Each target may only be targeted once per burst. The second number represents rate or the number of bullets that will strike a target that's been hit by automatic weapons fire. The third number represents the expenditure or the amount of ammunition the weapon uses while firing at this rate. If your Character doesn't have enough rounds left in his clip to match this number he can't fire on automatic until he reloads.

For example, an AR-25 light assault rifle has an automatic fire profile of 4/1-5/30. Firing on automatic the user can shoot at up to four separate targets, hitting each one of them with one to five rounds (half a die), and expending 30 of the rifle's 60 rounds or half a full clip.

To fire on automatic, first make one attack Contest against which all targets will defend – with a –2 Test Penalty for the high rate of fire. An automatic fire attack uses all a Character's Actions for the turn – he may only perform one free Action besides. Each target then makes their defense rolls against the single attack roll. Damage is determined specially. First roll the amount listed by the weapon's rate, which is usually half a die. That indicates the number of projectiles he's been hit by. Take the normal damage from one round (success + weapon damage) and add the weapon's damage base for each round after the first. The target is only allowed one armor roll to defend against this even though he's hit by multiple rounds. Determine damage separately for each target that is hit.

For example, you hit a target with AR-25 automatic fire beating his defense roll by three. You roll half a die and find that he's

been hit by four bullets. Calculating damage, you get one die for success, one die for the weapon's damage, and another three for the extra three rounds. You'll be rolling five dice of damage against which he'll only get one armor roll to reduce.

Some machineguns can conceivably do enough damage to damage Integrity-scale things (which will be explained later). For every 50 points of damage, they do one point of Integrity. However, it will still be difficult to damage an Integrity-scale thing that is armored.

Three-Round Burst

Any weapon capable of automatic fire is also capable of three-round bursts – it's a free action to switch between fire modes. There is no Test Penalty for firing on three-round burst. If a burst is successful, use success plus one round from the weapon to determine damage against which a target is allowed only one armor roll.

Suppressive Fire

Autofire weapons can also be used to lay down suppressive fire. The goal of suppressive fire is not necessarily meant to hit opponents – instead it used to keep enemies back or down. To do so make a normal attack roll for automatic fire, though you aren't targeting anyone with it. The first ten targets that want to move into the 180° arc in front of the firer within short range must defend against that total or be hit by a couple bullets. Treat any successful attack as if hit by a three-round burst.

BLINDFIGHTING

There will be times when Characters are forced to act in obscuring conditions – smoke, fog, darkness, and the like. If the conditions only make sight difficult (partially obscuring), such as in light fog or dusk, the Character suffers a –2 Test Penalty to those Actions that require sight. On the other hand, if the conditions are truly obscuring, like in heavy smoke or darkness, the Test Penalty increases to –4 – again only for Actions requiring sight.

BREAKING AWAY

Once you're engaged in close quarters combat, you can't just run away from it. You're embroiled in a mess with someone or something that doesn't want to let you get away. You have a 50/50 chance of breaking away from close quarters combat if you wish. Roll one die and a roll of six through ten means you can break free this turn. These chances decrease by one for each opponent beyond the first, so if you're fighting three guys at once you'll only break away on an eight through ten (3 out of 10 instead of 5 out of 10)

Called Shots

Sometimes you'll want to aim at something specific. Maybe your Character is trying to stab a target in the leg or trying to shoot the Hybrid behind the hostage. The size of the target determines the Character's Test Penalty for this shot as well as the damage bonus if the target is living and mortal – it does not apply to machines and typically doesn't apply to creatures.

Of course, every called shot will have its own effect. Shooting a lock out will have a reaction just as assuredly as will shooting out an opponent's eye – if he lives.

TARGET SIZE	TEST PEN.	Called Shots DAM. BONUS
Medium (limb, laptop)	-2	+1
Small (head, hand, gun)	-4	+2
Tiny (eye, finger, camera)	-8	+3

Cover

Sometimes you'll want to actively duck behind something when the bullets are flying. Cover is normally taken into account with normal defense skills, but if a Character uses an Action he may be able to get a defensive bonus for that turn. Light cover, which are things that aren't very thick, strong, or entirely covering, gives a Test Penalty of –2 to those attacking you. Heavy cover, which is classified as thick, strong, or heavily covering, gives a Test Penalty of –4. Remember that many things, especially heavy rounds, Integrity-scale weapons, and weapons that do Hybrid damage shoot through most kinds of cover. Use the Indirect Fire rules when line of sight is obscured.

Also remember to take into account elevation or flight. What provides cover against a target on the ground may not do anything against an elevated opponent. Someone on a building may be able to see right over your cover. Just use your common sense.

Critical Failures

While Critical Successes don't apply to Combat Contests – the number of damage dice you get to roll for success already builds this in – Critical Failures certainly do. If a Character rolls a Critical Failure, treat his defense roll for the Contest as zero for purposes of determining the amount of damage done based on success. If a Character rolls a Critical Failure while attacking he loses his next two Actions or one full turn, whichever is greater.

Entangling & Disarming

Some attacks are entangling. When a Character is the target of an entangling attack, the combat Contest is resolved as usual but if the attack is successful the combatants engage in a Strength Feat Contest in addition to the normal damage dealt. If the purveyor of the entangling attack wins the Contest the target is now also entangled. The target is robbed of one Action for every five points the entangler beats his Strength Test by and loss of Actions is cumulative over turns. Conceivably a Character could lose multiple turns to an entangling attack.

While entangled, a Character suffers a –4 Test Penalty to all physical Actions. He can continue to defend against attacks even from the entangler as long as he has at least one Action available to him in a turn. He's in deep trouble if he's out of actions because now he cannot defend and any attacks are treated as they would be if they were from surprise. Once a target is entangled, the entangling creature must spend one Action to maintain it each turn – no further combat Contests need to be made – but Strength Contests continue to be necessary each turn. Also, the entangler can choose to do no damage with an entangling attack and simply utilize it for restraint.

Entangling attacks also have the option of disarming a target. The attack is resolved the same, but if the target loses the Strength Feat Contest he is disarmed of one weapon instead of being entangled. Also, entangling attacks used to disarm do no damage.

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Firing Into Combat

It's not a good idea to fire into a group of close quarters combatants if your friends are in it. That doesn't mean that sometimes you're not going to have to do it. If a Character wishes to do so, roll his attack Contest as usual. Each person in the group being fired upon must make a Dodge Test. Whoever fails the worst gets hit. A weapon firing on automatic is a different story – everyone in the group who fails gets hit, up to the weapon's target limit. If there are more people in the group that the weapon's target limit, go with the ones who fail the worst.

Guns in Close Quarters

Generally speaking, once you've reached close quarters combat projectile weapons are out the door. Hand weapons are of course the best answer, but a Character can try to use pistols of any sort at a –4 Test Penalty.

Hybrid Damage

Some weapons are designed to damage Integrity-scale things (see p. 128), but are not so powerful that they would devastate Vitality-scale things more seriously. After all, there's a big difference between a rocket-propelled grenade and a 70 mm plasma cannon. These weapons do Hybrid Damage, which means that the weapon does its damage in Integrity to Integrity-scale things and in Vitality to Vitality-scale things. Do not convert the Integrity damage into Vitality damage as usual – it damages everything equally.

Indirect Fire

Some weapons such as grenades, grenade launchers, or rocks are things that can be lobbed, skipped, bounced, or otherwise delivered in a non-linear fashion. Indirect fire covers using one of these weapons against a target you cannot see. You can guesstimate your target's location which gives you a –4 Test Penalty, or you can use coordinates fed back to you by someone who can see the target (forward observer) which reduces the Test Penalty to –2. Use the rules for Static Targets to determine your Degree and Difficulty.

If your Test is successful, then the weapon has landed where you wanted it to doing damage to the target as intended. However, if you fail your Test it misses and lands somewhere else. To find out where roll some dice to determine how many feet away the round landed. The number of dice depends on how far away the target is: roll half a die for Short range, roll one die for Mid or Long range, and two for Extreme. Then roll another die to determine where it landed – the result appropriates to the hour hand on a clock face. Treat directly behind the target as 12:00 and directly in front of the target as 6:00. Since the dice have only ten sides we have to fudge a little:

Physical Objects

Here are a few examples of the Vitality ratings of physical objects. You might want to use the Damage Levels (explained later) as descriptors for inanimate things rather than the normal Wound Levels.

	Physical Objects
OBJECT	VITALITY
Desk	3
Chair	2
Composite Door	3
Metal Door	5
Composite Window	2
Bullet-proof Window	5 (2/2 Armor)

Opportunity Attacks

Opportunity attacks happen when an opponent who is acting on a higher Initiative makes himself the perfect target. Maybe your Character has his gun out and the guy steps right out into plain sight. Maybe he's trying to run up into close quarters combat with your Character and there's no reason you can't get off a quick panicked shot before he gets there. If you have the ability to make an opportunity attack, you get to act on a higher Initiative than normal at a penalty. No matter how many Actions you declared that turn you now can only take one – the opportunity attack – because your intentions are now blown. If this would be a second Action, then the Multiple Action Penalty applies and it is your Characters last Action that turn. If the opportunity attack would be a third Action, you can't take it. Opportunity attacks are resolved as usual but with a –2 Test Penalty for the attacker, which increases to –4 if the opportunity attack was a second Action.

Regeneration

Many creatures regenerate – that is they heal very quickly. So quickly in fact that the amount can be measured in a five second turn. At the very end of every turn after all Actions are complete regenerating creatures, including Tagers, recover a certain amount of Vitality. This amount is listed with the Tager or creature. Regeneration is discussed further on p. 127.

Reloading

Sad but true, your Character will eventually run out of ammunition in combat. It takes two hands and one full turn to reload any type of firearm.

	Deviation Direction
RESULT	CLOCK FACING
1	1:30
2	2:30
3	3:30
4	4:30
5	6:00
6	7:30
7	8:30
8	9:30
9	10:30
10	12:00

Run & Gun

When you're moving faster than cautious speed it's going to be harder to actually hit things you shoot at. Attacks with projectile weapons suffer a Test Penalty of –2 when the Character is moving faster than half his top speed.

Sensible Killing

There will be times when there's no reason why a Character shouldn't be able to kill something with one blow. If something is lying at Death's Door, if the Character has a gun to his target's sleeping head, or if he sneaks up behind an entirely unaware and unarmored target the Storyguide should rule that the Character kills his target instantly. As the name implies, be sensible about using this rule – most beasties can't be killed this way.

Speeding Targets

Things moving at fast speeds are harder targets to acquire. If a target is moving from 51 to 100 mph then attacks against it suffer a –2 Test Penalty, from 101 to 200 mph the Test Penalty increases to –4, and from 201 to 300 mph it increases to –6.

Static Targets

Sometimes you're going to want to shoot at something that isn't trying to defend itself – most often physical objects. These cases are resolved by simple Tests with the Difficulty determined by the range. Firing at a target in short range is Average with a Difficulty of 12, a target in mid range is Challenging with a Difficulty of 16, a target at long range is Hard with a Difficulty of 22, and a target at extreme range is Incredibly Hard with a Difficulty of 28. This may be modified by the size of the object; see Called Shots on p. 121.

Subduing

There will be times that you'll want to knock someone out without giving him brain damage. Using your fists or other blunt object, you can declare that you would like to subdue an opponent. Each time you roll damage, only half of it is real. The other half is Subdual Damage, which heals within hours. Each time a target drops a Wound Level (from Flesh Wounds to Light Wounds, for example) he must succeed at a Hard Tenacity Feat Test or be knocked unconscious for one to ten minutes (roll one die).

Surprise

Whenever a target is unaware of an attack we call it surprise. A target that is surprised by an attack cannot make a defense roll as usual. To determine the damage from this attack treat the target's defense roll as zero – like a critical failure. Attacks from surprise can be very deadly.

Two Fisting

Your Character can normally use one weapon in each hand without penalty as long as you assign a complete Action to each one. But you can eke out additional attacks in a turn if you decide to two fist it. Use one Action to attack with both the weapons – they key is that you have to split the dice you use for the attacks between the weapons. Since the dice need to be split, Students can't two fist with only one die to use for Tests. If you're taking

multiple Actions that turn, the normal Test Penalties apply to all attacks.

For example, your Character is an Adept Marksman and you want to fire both your handguns for one Action. You have to decide which attack uses two dice and which one only uses one die. You can apply Drama Points as usual.

Furthermore, you must have an Agility of at least six to two fist weapons. Characters with an Agility of six and seven suffer a –2 Penalty to their attacks, while those with an eight or higher suffer no Test Penalty.

These rules also apply to the natural weapons of creatures or Tagers. Obviously, you can't two fist weapons that require two hands to operate.

Wound Levels

Every living thing in *CthulhuTech* has six Wound Levels that represent his overall life force and well-being, five of which are composed of a number of points equal to the being's Vitality – Unhurt only applies when the being is in his natural unadulterated state. These Wound Levels combined with the appropriate distribution of Vitality is called the Wound Scheme.

For an example, let's take a Character with an average Vitality of 10. He has 10 points of Vitality in each Wound Level but Unhurt and could take overall a total of 50 points of damage before he dies. This looks something like this:

Wound Level Example

Average Person: Vitality 10

WOUND LEVEL	VITALITY
Unhurt	0
Flesh Wounds	1 to 10
Light Wounds	11 to 20
Moderate Wounds	21 to 30
Serious Wound	31 to 40
Death's Door	41 to 50
Dead	51+

Additionally, each Wound Level has a set of characteristics and penalties associated with it.

Unhurt – Unlike other Wound Levels, Unhurt does not equal the Character's Vitality. A Character is Unhurt only if he has suffered no damage to his Vitality – it's his natural state.

Flesh Wounds – The Character is only scratched up and suffers mostly from bruises and minor lacerations. He suffers no Test Penalty.

Light Wounds – The Character looks like he's been in a fight and suffers from deep cuts, sprained muscles, and the like. He suffers a -1 Test Penalty to all his Actions.

Moderate Wounds – The Character looks like he tackled something big and lost and suffers from deep cuts and bruises, burns, broken or fractured bones and the like. He suffers a -3 Test Penalty to all his Actions, he may take a maximum of two Actions per turn, and his maximum movement is reduced to half. His

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armor and rate of regeneration, if applicable, is likewise cut in half (round down). This can reduce either of these to zero.

Serious Wounds – The Character looks like he's crawling away from a bad car accident. He suffers from seriously broken bones, profusely bleeding wounds, and the like. Only capable of crawling, he suffers a -6 Test Penalty to all his Actions, may only take one Action per turn, and can only perform the simplest of Actions. His rate of regeneration, if applicable, is still cut in half, but his armor is now useless.

Death's Door – The Character looks like he's going to die and he just might. He's unconscious and is in danger of either slipping into a coma or bleeding to death. He can pretty much just lay there and bleed or whimper a little if he can somehow regain consciousness. A Character who does not regenerate will die within the hour without medial attention. His rate of regeneration, if applicable, is cut to a quarter. His armor remains useless.

Dead – The Character has been killed. It's time for a moment of silence.

Arcane Shapeshifters

Upon death, arcane shapeshifters such as Tagers or Dhohanoids revert back to their natural mortal form. They leave behind no real evidence of their true natures besides an unusual and unexplained genetic code in Dhohanoids. Also, the clothing and equipment carried by a Dhohanoid are mystically subsumed into their monstrous forms and reappears upon their death – the same goes for Tagers, but their gear shifts dimensional places with the symbiont.

Furthermore, Tagers have less Vitality in their mortal form than in their shifted form. Since damage will remain in either form, a Tager who is seriously wounded will have to wait to return to his Human or Nazzadi form so that he does not die or drop to a dangerous Wound Level by doing so.

PHYSICAL FEATS

Sometimes it will be important to know some of your Character's physical boundaries. Here are a few additional rules to help you determine them.

Climbing

A Character can climb at a maximum speed equal to a third of his maximum land speed. Anyone can attempt to climb short distances up things that have obvious grips, but those at Student level can only climb at a speed equal to one-sixth their maximum land speed. The type of surface a Character is attempting to climb greatly affects the difficulty and speed of the climb. Rock faces that require climbing equipment would be difficult and slow going for a Novice, while a Master would be able to maintain speed and shimmy right up it. Environmental conditions can also affect climbing. Freezing rain, heavy wind, glaring sun, and the like all make it more difficult to get up what you're trying to get up.

Endurance & Exhaustion

Every Character has a limit to how far he can go. Characters can walk for a number of days equal to their Tenacity, with breaks for eating and sleeping, before they have to take a day to rest. They can also run at half their maximum speed for a number of hours equal to their Tenacity or at full speed for a number of hours equal to half their Tenacity (a nod to the game's anime influence). Swimming and climbing are more difficult and Characters can swim or climb at half their maximum speed for a number of hours equal to half their Tenacity or at full speed for a number of hours equal to a quarter of their Tenacity (round down). They can maintain strenuous physical activity or combat for a number of minutes equal to their Tenacity and can stay awake for a number of days equal to quarter their Tenacity (round down).

When Characters reach these limits and push past them exhaustion sets in. A Character can stay awake a total number of days equal to their Tenacity, but must make a Tenacity Feat Test every day past a quarter his Tenacity. Failure means that the Character suffers a –2 Test Penalty to all Actions due to fatigue. Success reduces that Penalty to –1, but these Test Penalties are cumulative every day. At the maximum number of days the Character passes out, even with the help of drugs.

A Character can engage in strenuous physical activity or combat for a total number of minutes equal to his Tenacity. Of course, a Character can break this up if he has the opportunity – this limit applies per hour. He must make a Tenacity Feat Test every minute past his Tenacity score. Failure means that the Character suffers a –2 Test Penalty to all Actions due to fatigue. Success reduces that Penalty to –1, but these Test Penalties are cumulative every minute. At the maximum number of minutes the Character is forced to rest and can't engage in any further heavy activity.

Walking, running, and swimming obey similar rules. Walking is by days, running, swimming, and climbing by hours – all up to double their safe limit. Treading water allows a Character to go for twice as long. In the case of multiple types of activity go with the rules for the most exhausting type.

Once exhaustion sets in the Test Penalty incurred remains for an amount of time equal to the amount of time the Character pushed, fading at the same rate it came. Any further physical activity during the recovery time halts the fading Test Penalty, but only for as long as the Character is active.

Jumping

As an homage to the anime element of *CthulhuTech*, Characters can jump farther than they would in the real world. A Character begins with a base jumping distance of two yards across or one yard vertically. However, he can try for greater jumps – this requires an Athletics Test. The Degree is determined by the amount the Character wishes to increase his jump distance. Doubling it is Challenging, tripling it is Hard, quadrupling (4x) it is Incredibly Hard, and quintupling (5x) it is Legendary. However, speed can assist. If he's moving at more than half his top speed, reduce the Degree on category.

Lifting

The amount a Character can deadlift is determined entirely by his Strength. The Lifting Capacity table gives the maximum amount of weight of Character can lift. Also, these weights can help give you an idea of what a Strength Feat is capable – tearing

a normal door off its hinges when a Character can lift almost a ton shouldn't be terribly difficult.

A Character can increase his lifting capacity using a Strength Feat Test. To increase his capacity by one Strength point is a Challenging Test, by two points is a Hard Test, by three points is an Incredibly Hard Test, by four points is Legendary. If two or more Characters cooperate, their lifting capacity is pooled together.

Carrying heavy things is a different case. Characters can move at their full speed carrying a weight of up to half their total limit. From half to three-quarters his limit, the Character moves at half speed, and from three-quarters to his limit, the Character moves at quarter speed.

Of course, mass, size, grip, and other conditions affect how easily something can be lifted or carried, so use common sense with these rules as a guideline.

LIFTING CAPACITY	
STRENGTH ATTRIBUTE	WEIGHT
1	30 lbs.
2	40 lbs.
3	50 lbs.
4	75 lbs.
5	100 lbs.
6	150 lbs.
7	250 lbs.
8	400 lbs.
9	700 lbs.
10	1000 lbs.
11	1300 lbs.
12	1600 lbs.
13	2000 lbs.
14	2500 lbs.
15	3000 lbs.
16	2 tons
17	3 tons
18	4 tons
19	5 tons
20	6 tons

Movement

Sometimes it's going to be important to track exactly how a Character is moving. The first thing to do is determine how you're going to keep track of things. Are you going to draw maps using one inch as one yard? Are you going to divide a map into one-inch squares using a similar scale? Once you've figured that out, follow these steps:

1. First, determine if you are maintaining speed, accelerating, or decelerating. Every thing that moves has a maximum speed, so you know how fast it can go if it does nothing else. Living things can accelerate up to or decelerate down from their maximum speed in one turn. However, if you are moving faster than half your maximum speed, you'll take penalties attacking that turn (see p. 123).

2. Once you've figured out your speed for the turn, determine how many yards you get to move. You can then translate this to inches or squares.

3. You may move any time you take an Action during a turn. You may move all of it on your first Action, all on your last Action, or spread it out over the turn. Any unused movement must be used by the end of your last (or only) Action. If you're moving slower than half your top speed, you may choose to move less or even stop in the heat of the turn, but if you're moving faster than that you can only slow down by half (it takes a full turn, not just an Action to stop).

4. In addition to simply moving, you can do two of the following options each turn: jump (horizontally or vertically), climb a surface at your climbing speed, take off at the same speed (if capable of flight), or land and maintain speed (if flying). Obviously if you're swimming, these options are out.

If you choose to make a close quarters attack somewhere during your turn, you must roll to break away if you wish to continue moving after it (see p. 120). Otherwise you are forced to stop and engage in combat.

The quality of terrain also limits the maximum speed at which a Character may move. Difficult terrain limits speed to half of maximum and Severe terrain limits it to a quarter. For more information on terrain, see p. 131.

Throwing

Characters can throw objects with a weight of two pounds or less a distance equal to 10 times his Strength in yards. He can throw something that's 10% of his maximum lifting potential a distance of ten yards, something that's 50% of his maximum lifting potential a distance of five yards, and something that's 75% of his maximum lifting potential a distance of two yards.

Some throwing weapons such as daggers have ranges of their own listed and are not affected by Strength. Unlike mechanical projectile weapons, thrown objects like daggers do get the damage benefits for high Strength, if applicable.

Swimming

A Character's maximum swimming speed is one-third his land speed, assuming that the Character knows how to swim. Any level of the Athletics skill means a Character can keep his head above water, but those at Student level can only swim at a speed equal to one-sixth their maximum land speed. Furthermore, non-amphibious creatures suffer a –1 Test Penalty on physical actions in and under the water. Conditions also affect how difficult it is for a character to swim: waves, currents, undertows, etc. Assume that a Character needs to be in a diving machine or specialized mech or be a Tager to survive the pressure of the deep ocean.

EXPLOSIVES

Explosives require special treatment. For our purposes here, we'll discuss grenades and demolitions.

Blast Radius

Some explosives list a primary and secondary blast radius. Those caught within the primary blast radius suffer full damage from the explosion and those within the secondary suffer half.

Grenades

Throwing a grenade falls outside the normal rules for throwing things. Grenades are going to detonate whether or not they find their mark so a Contest is not used to determine their effectiveness. The thrower uses his Thrown Weapons skill to throw the grenade at a static target. To determine range, divide the thrower's maximum throwing distance into three. The first segment is Short Range, the second is Mid, and the third is Long (grenades don't have Extreme Range). If the Test is failed, the grenade will deviate – use the normal rules for Indirect Fire. If the Test is successful, it lands where it was supposed to and affects everything within its blast radius.

Demolitions

While a living thing's state of health is measured by Vitality, a structure's is measured through Integrity (which is further explained on p. 128). Demolition charges are designed to do Hybrid Damage, but only in the hands of a skilled user. When a Demolitions Test to set a charge is successful, the charge does Hybrid Damage. Failure means it only damages Vitality – the structural damage is mostly cosmetic but no less deadly to living creatures.

Avoiding the Blast

If your Character is caught in an explosion, blind luck may yet save him from the worst of it. Whether through finding some sort of protection, being blown clear, or just a freak accident your Character may only take half the normal damage. Roll one die and pray – if the result is a nine or a ten your Character only takes half damage from the blast. You can also choose to spend one Drama Point for the same effect.

Jumping On The Grenade

To protect others against a grenade's explosion, you can opt to sacrifice your own well-being and jump on it. You cover the blast with your body, taking the maximum amount of damage for the grenade's type. To calculate maximum damage for this, take the grenade's damage rating, add two more dice, and multiply by ten. This only works against explosive grenades and doesn't work against larger explosives.

ENVIRONMENTAL HAZARDS

It won't always be horrible creatures or small arms fire that hurt your Character. Environmental hazards including burning, drowning, or falling are just as real a danger. When your Character finds himself in such danger, your Storyguide will determine how much damage you suffer based on conditions. Armor may protect against some things – just use your common sense.

There are many potential environmental hazards. We've chosen a few of what we thought might be the most common to list here.

Crushing

Crushing all depends upon how much of the Character's body is being crushed and by what. If only a part of his body is being crushed or the weight isn't that great, the situation might only call for one or two dice of damage per turn. Having a car land on you is worth six. Your Storyguide will decide the specifics when the time comes.

Drowning/Suffocation

Not being able to breathe is always life-threatening, causing four or six dice per turn. This is applied only once a Character has run out of air in his lungs – usually 30 seconds to one minute. However you may have some way of getting some air, in which case your Storyguide will lessen the effects accordingly.

Falling

The damage that comes from falling doesn't actually come from the falling part, so it isn't dependent upon how long your Character is exposed to the condition. Normally your Character will take two dice of damage for every five yards he falls. Your Storyguide may adjust this amount based on what your Character lands on – sand might only yield one dice per five yards while concrete might call for four.

Fire/Heat/Smoke

Individually these conditions might not be immediately lethal, only causing one or two dice per turn. However if all conditions are present, such as if your Character is trapped inside a burning building, it becomes an extremely life-threatening situation.

HEALING

Whenever a Character is hurt, he's going to want to take time out to patch himself up. A Character's ability to heal depends

DAMAGE	ENVIRONMENTAL CONDITIONS
1 die/turn	Hazardous conditions; exposure to the environment seriously affects your Character's health.
2 dice/turn	Very dangerous conditions; exposure to the environment for more than a few moments will seriously affect your Character's health.
4 dice/turn	Life threatening conditions; exposure to the environment for even a couple seconds will cause your Character severe damage and may cost him his life.
6 dice/turn	Extremely life-threatening conditions; if your Character does not find a way out of the environment very quickly a swift death is in the post.

upon the type of medical care he's given and whether or not he's resting while he heals.

The Healing Time table shows the amount of time it takes to heal from one Wound Level to the next lesser level, which is dependant upon the quality of professional care being provided. Healing naturally is just that. It's fine if you have some bumps and bruises. An emergency medical technician (EMT) is someone with the Medicine skill at Student, Novice, or Adept who knows a variety of stabilizing and life-saving techniques. A true physician is someone trained as an Expert or Master in the Medicine skill and is capable of curing nearly all ills. Healing requires an Extended Test.

However, facilities are also a factor. The Physician column not only assumes you have a qualified doctor, but are being cared for in a hospital or making regular visits when down to Moderate Wounds or below. EMT assumes that some kind of nursing is being done in a clean environment. Without those facilities, healing with a physician is like healing with an EMT and healing with an EMT is like healing naturally.

The time it takes to heal is cumulative from Wound Level to Wound Level. Healing from Light Wounds to Unhurt naturally takes five weeks – the month it takes to heal from Light Wounds to Flesh Wounds plus the one week it takes to recover from Flesh Wounds to Unhurt. To determine the amount of Vitality healed per day spread the Character's Vitality evenly over the number of days required to heal. For example, a Character with a Vitality of ten who's healing from Flesh Wounds to Unhurt would recover one point a day, two points on even days.

Anyone tending to a healing Character must make Medicine Tests and anyone self-healing must make Tenacity Feat Tests. These Tests are made at regular intervals over the healing time like other Extended Tests. For example, healing from Light Wounds to Flesh Wounds naturally takes one month and requires two Tests (Average Degree), so Tests occur every two weeks. If a Test is failed, that interval is wasted and the patient has to wait another – though only one day in the case of Flesh Wounds. If a Test is critically failed, then further harm has been done. Increase the Character's Wound Level one category.

If a healing Character does not take it easy, then all healing times for Moderate, Serious, and Death's Door Wound Levels take twice as long.

Arcanotherapy is a form of medicine that utilizes magic to aid the healing process. The enchanted Corporal Restorative and the Mend Flesh and Purify Form transmogrification spells are integral parts of arcanotherapy and are detailed in Chapter 11.

Comas (Optional)

When a Character has been hurt so badly that he's knocking at Death's Door, he may fall into a coma. Every time a Character has reached the Death's Door Wound Level he is forced to make a Tenacity Feat Test against a Challenging degree. If this Test is successful, he has not fallen into a coma – though he will still expire within the hour without medical attention. If this Test fails, he has dropped into a coma.

If in a coma, make another Tenacity Feat Test against a Challenging degree. If this Test is successful, the character has the normal hour to receive medical help. If it fails, he will expire in a number of minutes equal to his Tenacity instead.

Once properly stabilized, a comatose Character will heal normally. Once he has healed for a month, make a Tenacity Feat Test against an Average degree – success means he comes out of it. A failed roll means waiting another month and increase the degree one category. This continues until the degree reaches Legendary, where it stays. People have a tendency to stay in comas the longer they're there.

Creatures who regenerate can still fall into comas as usual, though they always snap out of them in about an hour. Tagers in mortal form take a whole day. Arcane shapeshifters like Tagers or Dhohanoids revert to their mortal form if they fall into a coma – which may be fatal for a Tager due to the difference in Vitality between his two forms.

Regeneration

Tager Characters and many monsters regenerate every combat turn. Since they are capable of recovering Vitality in a five second turn, they heal very quickly in normal time. Regeneration also means that lost limbs or organs grow back, as well as their natural armor when damaged.

Most monsters regenerate at a single rate, but Tagers regenerate at two. When they are shifted they recover a number of Vitality every five seconds, but only one every hour when they're in their mortal form. Damage carries over from one form to another though the Wound Level might

				HEALING TIME
HEALING	DEGREE	NATURALLY	EMT	PHYSICIAN
From Flesh to Unhurt	Easy	1 Week	3 Days	3 Days
From Light to Flesh	Average	1 Month	2 Weeks	2 Weeks
From Moderate to Light	Challenging	6 Weeks	1 Month	2 Weeks
From Serious to Moderate	Hard	2 Months	6 Weeks	1 Month
From Death's Door to Serious	Incr. Hard	3 Months	3 Months	2 Months

Nazzadi Physiology

The Migou didn't reinvent the wheel when they made the Nazzadi. Nazzadi physiology is virtually identical to a Human's. Sure, a couple organs may be in different places, but that doesn't mean that they aren't all there and don't function the same. Their DNA is even so close that Nazzadi can interbreed with Humans. For all intents and purposes, Nazzadi are Human when it comes to medical treatment.

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shift up or down according to Vitality. Any damage sustained in mortal form cannot be healed faster by the symbiont, so such damage only ever regenerates at one Vitality per hour. However, damage received in shifted form will be healed at the appropriate regeneration rate for whatever form he's in.

MECHA COMBAT

Mecha combat works similarly to basic combat, though the scale is different. In general a mech enhances the abilities of the pilot, so you will still primarily be using your Character's Attributes and skills – while using the machine's sensors, weapons, and armor.

INTEGRITY SCALE

The biggest difference comparing mecha combat to basic combat is the scale. Smaller, living things measure their health and wellness using Vitality. However, buildings, large beasts, vehicles, and mecha measure their state and structural capacity using Integrity. Integrity is a much greater thing.

On the scale, one point of Integrity is worth 50 points of Vitality. This means that a weapon designed to do Integrity damage

is likely to kill a living thing instantly and a weapon designed to do Vitality damage is unlikely to even scratch an armored war machine like a mech. Weapons and armor are designed for either Vitality or Integrity scale, with a few exceptions. Generally speaking, if it's for personal combat, it's Vitality scale. If it's for vehicular warfare or mecha combat, it's Integrity scale.

All this does not mean that a Vitality-scale weapon can't hurt an Integrity-scale thing. If an Integrity-scale thing is unarmored, simply record the amount of Vitality damage done to it – for every 50 points worth, it loses one Integrity. It's pretty easy for a Vitality-scale machinegun to chew up a motorcycle or a car, for example. If an Integrity-scale thing is armored, you can pretty much forget about it. Something with one die worth of Integrity-scale armor would repel 250 points worth of Vitality per attack on average. On the other hand, things lose their armor as they are damaged and become vulnerable to Vitality-scale attacks when they do. Weapons designed to do Hybrid damage do equal amounts of damage to both Vitality- and Integrity-scale things.

THE MECHA COMBAT TURN

Since mecha are designed to enhance the abilities of pilots, mecha combat works similarly to basic combat. The combat turn remains fundamentally the same. Let's go through the turn here so we can learn the differences.

1. Determine Initiative

Most mecha have some sort of modifier that applies to the pilot's Reflex. To determine Initiative, roll one die and add it to the Character's modified Reflex. The mecha with the highest result gets to act first and then down in descending order of Initiative results. Ties act simultaneously.

In larger engagements – usually any battle containing more than five mecha – Initiative is instead determined for all units of the same type instead of individually. Use the mech with the highest Reflex of its type in play to determine Initiative for the group. The type of mecha with the highest result all act first and then each group down in descending order of Initiative results. Ties act simultaneously – alternate individual mecha in the group until all have acted.

2. Declare Number of Actions

Most mecha modify the number of Actions a pilot can take in a turn, but otherwise this step works the same as it does in basic combat. Normally the greatest number of Actions a Character can take in a turn is three, but the Multi-Task System of a mech increases that maximum to four for mortal pilots. Taking four Actions in a turn incurs a Test Penalty of –6 to all Actions.

To capitalize on the Operator Side-Effect, mecha are built in the same basic form as their pilots. This normally means that mecha are bipedal and humanoid. However, some pilots are alien – like the Migou – and are naturally born with multiple sets of limbs. Thus there are a couple of ways in which the normal rules for Actions are further modified.

If a mech has a tongue or a tail, even if the pilot is normally bipedal, he can have up to five Actions in a turn – but this fifth Action must be used on the tongue or tail. This extra appendage is subject to normal multiple action penalties however and taking five Actions in a turn incurs a Test Penalty of –8 to all Actions.

If the pilot is an alien with multiple sets of limbs, a mech may also be equipped with extra appendages. In these cases the pilot can also have up to five Actions in a turn. Again, taking five Actions in a turn incurs a Test Penalty of –8 to all Actions.

If an alien mech has both extra appendages and a tongue or a tail, then a pilot can have up to six actions in a turn. This sixth Action must be used on the tongue or tail. Taking six Actions in a turn incurs a Test Penalty of –8 to all Actions – this is where the multiple action penalty tops out.

The only other thing you need to know is that a mech's limited artificial intelligence (LAI) gives a pilot one additional free action each turn which can be used to activate sensors or communicate with other pilots.

3. Engage in Attack & Defense Contests

Most mecha modify the pilot's Agility and Perception, but otherwise engaging in attack and defense Contests works the same in basic combat. However, the sizes of the mecha involved in these Contests may provide a modifier. If the attacking mech is of a larger size class than the defending mech he will suffer a negative Contest Modifier. To determine this penalty consult the following table – subtract the modifier of the larger mech from the modifier of the smaller mech. If the attacking mech is equal in size class or smaller than the defending mech, there is no Contest Modifier.

For example, an NEG Broadsword (a medium-sized mech) fires its charge beam at a Migou Dragonfly (a small-sized mech). The pilot of the Broadsword would suffer a –1 Test Penalty to his attack – the modifier for a medium-sized mech is two from which we subtract the small-sized mech's modifier of one.

MECHA SIZE	SIZE MODIFIERS MODIFIER
Tiny	0
Small	1
Medium	2
Large	3
Behemoth	4

4. Roll Damage

To determine damage use the same process as the one used in basic combat – add up a number of dice determined by the amount you beat your target's defense roll, the weapon, and the mech's Frame (Strength) if in close combat – but the damage done is Integrity-scale instead of Vitality.

5. Check Wounds

Like the Wound Levels of living things, mecha have six different Damage Levels. All Integrity damage is applied to the Damage Scheme the same way you would apply Vitality damage to a being's Wound Scheme. Armor works the same but on the Integrity scale.

In addition to the normal penalties associated with Damage Levels you'll have to pay attention to Systems Failure, which represents the different systems of your mech breaking down. Systems Failure is explained on p. 131.

6. Additional Actions

Once each pilot or group of mecha has taken their first Actions, go back and take any second Actions in the same order of Initiative. Repeat this same process for any other Actions, three to six,

remembering to apply multiple action penalties.

7. Damage Control Systems & Regeneration

Nearly all mecha have some sort of internal repair system. The mecha combat turn adds one additional step to utilize these. When all Actions in a turn are complete, as the very last step of the turn all mecha with functioning Damage Control Systems and Engels who regenerate recover an amount of Integrity – this amount is listed with each mecha in Chapter Ten.

Once Step Seven is complete, go back and start at the beginning for the next turn until the conflict is resolved.

MECHA SPECIAL SITUATIONS

Most of the rules presented in the Special Situations section for Basic Combat apply to Mecha Combat. However, here are a few additions and differences.

BUILDINGS & VEHICLES

Just to give you an idea of scale, here are a few sample Integrity scores for buildings and vehicles. Convert these into Damage Levels as usual. The overall Integrity represents how much it takes to destroy an object – obviously, shooting out unarmored windows or tires is a much easier task.

OBJECT	BUILDINGS & VEHICLES INTEGRITY
Motorcycle	Half a Point
Average Car	2
Police Car	3
SWAT Tank	5 (1/1 Armor)
2-Story Cement Structure	10
Skyscraper	30

CHARGE ATTACKS

Barreling into something at top speed is both a good and a bad thing – it's going to cause more damage to the thing you hit but it's also going to cause damage to you. In order to make a charge attack of any significance you must be moving at more than 50 mph. If traveling at 51 to 100 mph, a successful charge attack adds two dice to the overall damage on top of success, weapons, and strength if applicable. Traveling at 101 to 200 mph increases the bonus to four dice. An unsuccessful charge attack simply means you fly right by your target.

On the other hand, you take half the total damage from the charge attack rounded down. Armor applies as normal.

DAMAGE LEVELS

Damage Levels are similar to Wound Levels but are applied to Integrity-scale mecha, vehicles, and structures. Integrity-scale creatures still use the guidelines for Vitality and Wound Levels but at the greater scale. Damage Levels represent the overall structural capacity of the thing and each level is equal to its Integrity rating. The exception is Undamaged, which represents the thing in its unmolested state.

DAMAGE LEVEL EXAMPLE Broadsword: Integrity 20 DAMAGE LEVEL	INTEGRITY
Undamaged	0
Cosmetic Damage	1 to 20
Light Damage	21 to 40
Moderate Damage	41 to 60
Serious Damage	61 to 80
Critical Damage	81 to 100
Destroyed	101+

Each Damage Level has it's own set of characteristics and penalties associated with it.

Undamaged – Unlike other Damage Levels, Undamaged does not equal a thing's Integrity. It is only Undamaged if it is unharmed.

Cosmetic Damage – The thing's appearance has been marred. It suffers from blast marks, dings, dents, and the like.

Light Damage – The thing's structural systems suffer minor damage. For machines, the mildly impaired capabilities cause a –1 Test Penalty to all piloting or use actions.

Moderate Damage – The thing's structural systems are seriously damaged. For machines, the obviously impaired capabilities cause a –3 Test Penalty to all piloting or use actions, they can take a maximum of two Actions per turn, and their movement (of all forms) is reduced to half maximum. Armor, Damage Control Systems, and Engel regeneration are likewise cut in half (round down) – this can reduce any of these systems to zero.

Serious Damage – The thing's core systems are seriously damaged. For machines, the badly impaired capabilities cause a –6 Test Penalty to all piloting and use actions, they can take a maximum of one Action per turn, and they can barely move. A-Pod or Jump Pod movement is now prohibited. Armor fails – the thing now takes full damage from all attacks. Damage Control Systems are cut to a quarter their normal rate; Engel regeneration is still only cut in half. Pilots now take half the equivalent damage of any successful attack in Vitality as the structural systems protecting him begin to fail.

Critical Damage – The thing is all but falling apart. For machines, the barely functional core systems prohibit movement of any kind and they can do nothing else besides eject the pilot. Pilots now take the full equivalent damage of any successful attack in Vitality as the structural systems protecting him completely fail. All armor destroyed, Damage Control Systems no longer function, and Engel regeneration is cut to a quarter its normal rate.

Destroyed – The thing has been destroyed.

For example, a Broadsword, one of the NEG's main battle mecha, has an Integrity of 20. Since Undamaged only applies when the mech is unharmed the total overall Integrity of the Broadsword is 100, broken up into the other five Damage Levels. This looks like this:

INDIRECT FIRE

Rockets and missiles, like grenades, can be delivered in an indirect fashion. The basic rules for mecha indirect fire are similar

to those used in Basic Combat. If you are guesstimating your target's location your Test Penalty is –4, but if you have a forward observer relaying coordinates back to you this Test Penalty falls to –2. Use the rules for Static Targets to determine your Degree and Difficulty.

If your Test is successful, then the rocket or missile has landed where you wanted it to doing damage to the target as intended. If you fail your Test however the round misses and lands somewhere else. To find out where roll some dice to determine how many yards away the round landed. The number of dice depends on how far away the target is: roll one die for Short range, roll two dice and add them together for Mid or Long range, and three for Extreme. Then roll another die to determine where it landed – the result appropriates to the hour hand on a clock face. Treat directly behind the target as 12:00 and directly in front of the target as 6:00. Since the dice have only ten sides, we have to fudge a little:

RESULT	DEVIATION DIRECTION CLOCK FACING
1	1:30
2	2:30
3	3:30
4	4:30
5	6:00
6	7:30
7	8:30
8	9:30
9	10:30
10	12:00

Rockets

Some mecha are equipped with a weapons system called a Rocket Pod, which has the ability to fire multiple rockets simultaneously. A pilot can choose to fire rockets singly or in salvos of two to five rockets. Unlike other attacks only one combat Contest is required for the attack. It's all or nothing – if the Contest is successful all rockets fired in the salvo hit, but none of them hit if it fails. All damage from the rockets is added together plus the damage for success and the target only gets to make one armor roll to reduce the entire damage – from the salvo and not from each individual rocket.

For example, the pilot of a Nazzadi Storm targets a Migou Locust with a salvo of five rockets. If he wins the combat Contest all five of the rockets in the salvo hit doing one die of damage for each of them, for a total of five dice plus however many more for success. The Locust would then only be able to use his armor to reduce this damage once, not five times – once for the salvo, not once for each of the rockets.

Speeding Targets

Sometimes machines will be moving at a pretty good clip and that makes them harder to track. If a target is moving from 51 to 100 mph, attacks against it suffer a –2 Test Penalty, from 101 to 200 mph the Test Penalty increases to –4, and from 201 to 300 mph it increases to –6.

Stealth Systems

Stealth systems render a mech virtually undetectable. The rules for spotting a stealth mech are presented in Chapter 10. The most reliable way to detect one is with an X-ray sensor system which make them plain as day. On any turn a pilot with an X-ray system can either use an Action to scan or use his mech's LAI to scan for stealth mecha. Choose a 25 yard by 25 yard square anywhere within the pilot's line of sight and within the 50 or 100 yard range of the X-ray system. If a stealth mech is inside that scan area it is revealed for that turn, but only to the pilot. He can of course radio those coordinates to other pilots, who can then engage in an indirect fire attack. If the stealth mecha dodges it shows up for everyone else too.

Unless a mech using a stealth system is detected, its first attack is from surprise. Anytime a stealth mech is able to disappear and remain undetected its first attack is from surprise. This makes them very deadly.

Systems Failure

Machines have several sets of systems. Core and structural systems, the fundamental things that allow a machine to function, are designed to remain functional on some level until the machine is destroyed. Other systems including communications, sensors, and weapons are more fragile and fail at varying points along the way. These systems have a Systems Failure code associated with them, which equates to the Damage Level at which the system goes off-line. The Systems Failure codes (SF Codes) are:

· (Co)smetic Damage
· (L)ight Damage
· (M)oderate Damage
· (S)erious Damage
· (Cr)itical Damage

When a machine is reduced to a new Damage Level all systems with that SF Code go off-line. When a system goes off-line, it is badly damaged and remains unusable until repaired by a qualified technician.

Terrain Modifiers

Some terrain will provide cover. While cover is taken into account with normal defense skills, sometimes you'll want to actively duck into heavier cover that'll give you a defense bonus. Light cover, which is classified as things that aren't very thick, strong, or entirely covering, gives a Test Penalty of –2 to those attacking you. Heavy cover, which is classified as thick, strong, or heavily covering, gives a Test Penalty of –4. To get this bonus a Character must use an Action to take cover. Remember that many things, especially Integrity-scale weapons, shoot through most kinds of cover. Use the Indirect Fire rules when line of sight is obscured.

Also remember to take into account elevation or flight. What provides cover against a target on the ground may not do anything against an airborne opponent. Some kinds of cover, such as a jungle, will provide greater cover against airborne opponents

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than ground opponents. Someone on a building may be able to see right over your cover. Just use your common sense.

Weapons in Close Quarters

Generally speaking projectile weapons are out of the question when it comes time for close quarters combat – most mecha are equipped with hand weapons for this reason. A pilot can choose to use any embedded projectile weapons systems at a –4 Test Penalty. There are a few embedded weapons systems that can be used at no Test Penalty in close quarters: acid sprays, flame-throwers, grav bombs, and fog projectors.

MECHA PHYSICAL FEATS

Because of the scale involved, physical feats for mecha (and Integrity-scale creatures) function a little differently.

Acceleration

A mech's Acceleration Code tells you how fast it can accelerate to top speed and decelerate from top speed in turns. A mech with an Acceleration Code of E can accelerate to its top speed in three turns and decelerate in three. This means that it accelerates and decelerates a third of its top speed a turn. A mech with an Acceleration Code of A on the other hand can accelerate to and decelerate from top speed in only one turn – which combined with a high top speed can be scary. These Codes apply to any of the mech's modes of movement.

ACCELERATION CODE	ACCELERATION TURNS TO ACC/DEC
E	3/3
D	3/2
C	2/2
B	2/1
A	1/1

Flight & Elevation

Tracking flight and elevation can be a tricky piece of business. Use dice to record your elevation when you take off. Use one die for one to ten feet, two dice for eleven to 99 feet, etc. Since A-pods are anti-gravity devices, things equipped with them don't slow down as they ascend. If you choose to dive you can increase your maximum speed by 50%.

Something else to take into account is that flight also changes perspective. Some things that were hidden will no longer be, some things that were obvious are now hidden, some things gain cover, etc. Just be aware of what elevation may do for your perception.

Always remember to take elevation into account to determine range – not only is a flying target away from you, it's also up from you. To be precise you can use the Pythagorean theorum. AA x BB = CC, or A squared plus B squared equals C squared. A is the how far away, B is how far up, and C is the actual distance between you and your target. Or you can just take the longer measurement and add half the shorter measurement as an estimate.

Jumping

Though the rules work similarly to those presented in Basic Combat, the base distance a mech can jump is determined by its size. Jump Pods automatically double this base, or more if enhanced.

However, a pilot can try for greater jumps – this requires an Athletics Test. The Degree is determined by the amount the pilot wishes to increase his jump distance. Doubling it is Challenging, tripling it is Hard, quadrupling (4x) it is Incredibly Hard, and quintupling (5x) it is Legendary. Speed can assist in these jumps. If a mech is moving at more than half its top speed, reduce the Degree one category.

MECHA SIZE	Mecha Jump Distance
	BASE DISTANCE (AVERAGE)
Tiny	2 yards across or 1 vertical
Small	5 yards across or 2 vertical
Medium	10 yards across or 5 vertical
Large	20 yards across or 10 vertical
Behemoth	30 yards across or 15 vertical

LIFTING

The amount a mech can deadlift is determined by its frame – it can lift two tons (4000 lbs.) for every point of Mecha Strength. The rules for increasing lifting capacity and carrying are identical to those for living things. Remember that mass, size, grip, and other conditions affect how easily something can be lifted or carried, so use common sense with these rules as a guideline.

If for some reason a Strength Feat Contest needs to be made against a Vitality Scale opponent, calculate the Strength Feat dice from Frame as normal but multiply the rating by twenty to calculate the Base. Only the strongest supernatural creatures have a chance and then only against weak mecha.

MOVEMENT

Determining how a mech moves is similar to determining how living things move. Once you've determined how you are keeping track of things (1" or one square equals ten yards, or something similar), follow these steps:

1. First, determine if you are maintaining speed, accelerating, or decelerating. Every mech has a maximum speed and an Acceleration Code. This lets you know how fast it can go at top speed as well as what sorts of speed changes it can make in one turn. If you are moving faster than half your maximum speed, you'll take penalties attacking that turn (see p. 123).

2. Once you've figured out your speed for the turn, determine how many yards you get to move. You can then translate this to inches or squares.

3. You may move any time you take an Action during a turn. You may move all of it on your first Action, all on your last Action, or spread it out over the turn. Any unused movement must be used by the end of your last (or only) Action. Your acceleration code will tell you how much you can slow down or if you can slam on the brakes in the heat of the turn.

4. In addition to simply moving, you can do two of the following options each turn: jump (horizontally or vertically), climb a surface at your climbing speed, take off at the same speed (if capable of flight), or land and maintain speed (if flying). Obviously if you're underwater, these options are out.

If you choose to make a close quarters attack somewhere during your turn, you must roll to break away if you wish to continue moving after it (see p. 120). Otherwise you are forced to stop and engage in combat.

The quality of terrain also limits the maximum speed at which a mech may move. Difficult terrain limits speed to half of maximum and Severe terrain limits it to a quarter. For more information on terrain, see below.

PILOTING

The Piloting skill is only occasionally of use when piloting mecha. Since the Operator Side-Effect increases a pilot's feel for the vehicle and since mecha are designed to function and move like pilot's natural form there's no need to use the Piloting skill unless he wants to move in a way that's alien to him. For example, a Human only needs to use the Piloting skill when using A-Pods to fly or swim – not for running, jumping, or the like. On the other hand Migou, who have wings and can fly, still need to use the Piloting skill for A-Pod flight since it's a different sort of flight – it's wingless.

TERRAIN

Sometimes, mecha will need to move through less than hospitable types of terrain. There are four different classifications of terrain. Clear terrain is terrain that a mech can move through easily, including fields, roads, still water, or clear air. This doesn't mean there aren't impediments in the terrain – it just means that the mech has a clear path to navigate that makes movement easy. Difficult terrain is terrain that a mech can move through but it's going to take a little work, including swamps, forests, strong water currents, or windy air. Severe terrain is terrain that is very difficult to move through, including dense jungle, strong undertows, or storms. Impassable terrain is just that – it's going to take something special to get through. It might include hurricanes, rock falls, and the like.

The type of terrain limits the maximum speed at which a mech may move through it and some types may provide additional cover. Difficult terrain limits speed to half of maximum and Severe limits it to a quarter. See p. 121 for rules regarding cover.

THROWING

Mecha can throw objects with a weight of 200 lbs. or less a distance equal to twenty times their Strength in yards (minimum fifty yards). They can throw something that's 10% of their maximum lifting potential a distance of a fifty yards, something that's 50% of their maximum lifting potential a distance of twenty yards, and something that's 75% of their maximum lifting potential a distance of ten yards.

Some thrown weapons, such as non-embedded hyperedge spurs, have ranges of their own and how far they can be thrown is not affected by Strength. Unlike other projectile weapons, thrown objects such as hyperedge spurs do get the damage benefits for high Strength, if applicable.

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REPAIRING MACHINES

Any qualified technician can repair machines if he has access to the necessary tools and spare parts. This usually requires that the technician can get into a fully stocked shop, such as a mecha repair bay. Repairs require a certain amount of time based on how badly the machine is damaged (similar to the rules for healing). The Repair Time chart shows you how difficult it is to repair a machine from one Damage Level to the next and how long it takes to either jury-rig or fix it. Machine repair requires an Extended Test.

The time between Damage Levels is cumulative. Repairing a machine from Serious to Light Damage would require four days. A mech that's almost been scrapped (Serious Damage) needs five days to be repaired to Cosmetic Damage and would need an excellent technician – it's hard to fix those core systems.

Jury-rigging is what you do when you don't have access to a repair bay and you just need to get the machine working for a short while. If a machine is jury-rigged and it finds itself in combat it's in trouble. It takes double damage from all attacks and only counts half its armor through the jury-rigged Damage Levels. Once the machine is reduced to the pre-jury-rigged Damage Level, treat armor and damage as normal. While you may need to jury-rig a mech that's been Critically Damaged, there's no reason to repair it. It's been so badly damaged that it's more economical to scrap it for spare parts and get a new one.

To determine the rate at which Integrity is restored to the machine spread its Integrity evenly over the time required to repair it. For example, a mech with an Integrity of 20 that's repaired from Light Damage to Cosmetic Damage would recover a little over one Integrity an hour – assuming an 18-hour day. When a

REPAIR	DEGREE	JURY-RIG	Repair Time FIX
From Cosmetic to Undamaged	Easy	n/a	12 Hours
From Light to Cosmetic	Average	2 hours	1 Day
From Moderate to Light	Challenging	4 hours	2 Days
From Serious to Moderate	Hard	1/2 Day	2 Days
From Critical to Serious	Incr. Hard	1 Day	5 Days

machine is repaired from one Damage Level to the next all systems with the same Systems Failure code are also restored. However, for every Damage Level that's jury-rigged only one failed system with that SF code comes back on-line.

Repair Teams

Teams of technicians can work together to repair larger machines like mecha. This can dramatically reduce repair time. For example, the Extended Test required to repair a machine from Moderate to Light Damage needs three successful Tests. It takes two days or 48 hours to complete normally. That means that around fifteen and a half hours elapse between Tests. A team makes their first Test after this interval, but if enough technicians succeed they could complete repairs in that first fifteen hours. The same goes for any Damage Level.

However, the number of technicians that can work on a mech simultaneously is limited by its size. In the Aeon War, unfortunately, very few mecha get more than three technicians assigned to their repair.

MECHA SIZE	Repair Teams # OF TECHNICIANS
Tiny	2
Small	3
Medium	4
Large	5
Behemoth	8

Repairing Engels

Engels are as much flesh as they are metal. The living part of them regenerates on its own – usually pretty quickly. Use the normal machine repair rules for their metal parts but halve the normal time required. Furthermore, Engels are never scrapped.

MECHA RECOVERY

Mecha have built-in systems to help them recover on their own – at least partially. Damage Control Systems are complex mechanical repair systems that are present in almost every mech, which keep them combat worthy for longer. In addition, the living part of Engels regenerates at a frightening rate.

Damage Control Systems

Damage Control Systems, or DCS, are an amazing technological breakthrough. Through the use of redundant core systems, spray composites, and nanotech modern mecha can continue functioning far longer on the field of battle than their predecessors.

DCS does nothing for Cosmetic Damage, which can be fixed at any good body shop – they repair core systems and structure. Once a mech is reduced to Light Damage DCS repairs begin. They fix a certain number of Integrity per turn depending upon the strength of the system, up to the threshold of Cosmetic Damage. DCS function slows down when a mech is Moderately Damaged and fail altogether when it reaches Critical Damage.

DCS & Nanotech

Nearly all mecha have some sort of a dedicated nanofactory built into them as part of their Damage Control Systems. This nanofactory is programmed to assist with short-term repairs. It is even harder to crack than a regular nanofactory and is designed to destroy itself if tampered with in even the slightest way. Only high-level technicians are issued the codes that allow access to them and they can only be repaired in military mecha bays. Many mecha in the Rapine Storm or co-opted by the Migou have non-functioning DCS.

The repairs done by DCS are strong enough to handle the rigors of combat but they are temporary. The trade off for lightning fast field repair is two-fold. First, the repairs only last for two hours – and DCS can't make them again. Real repairs must still be performed by a genuine technician with the appropriate parts. Second, DCS does not restore function to failed systems or armor. Once a weapon or a sensor is off-line or armor is destroyed it stays that way until fixed for real.

Regeneration

The living part of every Engel is capable of repairing itself at a ridiculous rate. All Engels have a regeneration rating which is added to their DCS to determine how much damage they recover every turn over all. For example, a Malach has a DCS rating of two Integrity per turn and a regeneration of three per turn, so it recovers a total of five points of Integrity at the end of every turn. Damage Control Systems and regeneration slow differently as a mech is damaged, so pay close attention and recalculate your total recovery at Moderate, Serious, and Critical Damage.

Regeneration, like DCS, only repairs an Engel up to the threshold of Cosmetic Damage. The living thing inside is fine at that point but the metal still needs a technician's touch. On the other hand, an Engel can regenerate one die worth of armor when it heals from Serious Wounds to Moderate Wounds.

Mecha Battles

We designed the mecha system in *CthulhuTech* to also play as a stand-alone board game. Every mech in Chapter 10 lists an Armor Point (AP) rating. This equivalency rating can be used to help weight sides in a mecha battle or to choose units. You might try smaller battles (around 50 AP) to begin with. If you want to play without specific Characters, just assume that all pilots' Attributes are six with three dice in all relevant skills. You may want to give each side ten Drama Points just to spice things up.

FEAR & INSANITY

The universe of *CthulhuTech* is a horrifying place. Your Dramatic Characters are bound to run afoul of things both terrifying and mind-bending, which is where fear and insanity come into play. The difference between fear and insanity is this: fear is a reaction based on an immediate threat, bodily or worse, and insanity is a permanent distortion of a person's perception caused either by imbalanced brain chemistry or constant exposure to horrible or warping conditions.

Fear

Sometimes, Characters in *CthulhuTech* see things that are too frightening for their own peace of mind. Whenever a Character witnesses something terrifying, you will have to check the see if he freaks out and suffers Fear Effects. A Fear Test is a Tenacity Feat Test against a Difficulty determined by your Storyguide. Many creatures have a Fear Rating, which represents the Difficulty for Fear Tests when exposed to them. If you succeed you take the situation in stride with no further effect. On the other

Fear Effects

2d10 result

2 – Physical Effect – The raw power of your fear manifests in some sort of permanent physical way. Perhaps your hair turns white, you gain an eye twitch, you shake sometimes for no reason, or you gain a speech impediment. This condition can be cured with therapy, with the exception of physical manifestations like white hair (see p. 139). You lose a turn as you process the fear.

3 – Lose Bodily Control – The sight startles and stuns you and you are unable to take action for one turn. You also temporarily lose control of your body functions with the ensuing discomfort and embarrassment.

4 – Forget – You'll forget most if not all of the experience – it's going to be a blank spot in your memory. While you continue to function for now, the scene will be gone from your mind as soon as it's over. However, nothing can be truly repressed so you may end up plagued with nightmares for a while. You suffer a – 1 Test Penalty to all Actions for rest of the scene.

5-6 – Faint – The sight frightens or disturbs you so deeply that you simply can't take it. You faint dead away for at least one minute, or five minutes if no one attempts to revive you.

7-8 – Cower – You cower in fear and attempt pathetically to get away. You can't run – you'll trip all over yourself if you try – but you can crawl and whimper just fine. In fact, it's more than likely that you'll find yourself crying or sobbing. You suffer a –2 Test Penalty to all Actions for the rest of the scene and you must succeed at a Hard Tenacity Test to take any direct action against the object of fear.

9-10 – Scream – The sight startles and scares you and you cry out in terror. You lose your next Action.

11-12 – Stunned – The sight stuns you beyond the capacity for rational thought and you are unable to take action for one turn.

13-14 – Twitch – The sight shocks you out of your skin, causing you to temporarily retreat inside yourself. You can take no Actions as you twitch and drool for the next 1 to 5 minutes (half a die). You may or may not have memory of the experience afterwards.

15-16 – Terror – You are utterly and completely terrified beyond belief and run away screaming. You will do anything it takes to get away from the thing that scared you – once you are finally away from it and feel a little safer you suffer the effects of Cower above for the next 1 to 5 minutes (half a die). More than likely you sob or scream the entire time.

17-18 – Morbid Fascination – The sight frightens you but your terror becomes fascination. You find yourself drawn to whatever scared you and you want to obsessively study and learn more about it for the next 1 to 5 days (half a die).

19 – Temporary Disorder – The experience is so scarring that you develop some kind of permanent behavioral disorder of your Storyguide's determination. Appropriate disorders might include eating, sleeping, attention, or temper disorders – technically they're anxiety disorders, mood disorders, minor physical disorders, or a rage disorder. Otherwise, as Twitch, above.

20 – Phobia – You are so deeply affected by your terror that you are now permanently afraid of whatever scared you – you gain a permanent phobia anxiety disorder. Otherwise, as Terror, above.

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hand, if you fail a Fear Test you must roll once on the following table for a Fear Effect – twice if the failure was critical.

Getting Used To It

It is possible to conquer your fear. Keep track of how many times you've encountered a particular scary thing – whether it's a situation, circumstance, or creature. If you encounter it ten times and manage not to freak out for five of those you don't have to roll for Fear Effects anymore for that type of thing. After ten times, it's the 50% rule – if you haven't freaked out 50% of the times you've encountered it, you've got it licked.

> ### THE MOB MENTALITY
> Sometimes the people around you can affect how you react or absorb things. It's easy to get swept up in things if everyone around you is going. Likewise, it's easy to resist something if no one else is succumbing. When it comes to Fear Tests, a group of ten or more people give each other a +4 bonus. However, if they fall or have fallen any Fear Tests are at a –4 penalty. Insanity is a far more personal thing and is unaffected by groups.

INSANITY

Insanity is the permanent distortion of a person's perception, mainly caused by imbalanced brain chemistry or living under consistently horrible or warping conditions. In the days of the Aeon War, it's not uncommon for people to find themselves qualifying under the latter.

> ### FEAR VS. INSANITY
> These rules frameworks can encumber game play if used incorrectly. The general rule is to use fear a lot because the rules are simple and the effects are short-term. Insanity creeps up and is something that should grow in Characters over time. Too much of it can render Characters difficult to portray in the long-term.

Insanity Points

Insanity Points are used to determine a Character's level of sound mind. A Character can gain Insanity Points when he experiences deeply disturbing or agreement reality defying things. Each Insanity Point that a Character accumulates represents a further twisting of his perception – a Character with only one Insanity Point might only see a few things differently while a Character with four Insanity Points sees things in an obviously distorted fashion.

The Insanity table shows you the different levels of insanity as represented by Insanity Points. The Disorders column shows how many permanent disorders a Character at each level of insanity suffers from – if he's cured any of the ones from which he already suffers, he still develops the difference in disorders between the two levels. For example, a Troubled Character has cured his disorder but not his Insanity Points and gains more to become Twisted. He develops one new permanent disorder.

The Penalty column shows the Character's Insanity Test Penalty – the penalty he suffers on future Insanity Tests. As a Character slips further and further away, it becomes harder and harder for him to maintain a grip on reality. The penalty isn't that great until a Character gains that eighth Insanity Point, at which point he'll slip down to ten pretty fast.

Any Dramatic Character who reaches ten Insanity Points becomes a Supporting Character under the control of the Storyguide – after all, there's no hiding how absolutely dysfunctionally nuts he is anymore. However, this does not mean that this Character is forever unplayable. If he is put under intensive in-patient psychiatric care he may one day be able to go back out into the world.

Losing Your Mind

All Insanity Tests are Tenacity Feat Tests. Your Storyguide will rule when you need to make one. He'll tell you the Degree for the Test as well as how any Insanity Points your Character gains if he fails. The Insanity Causes table (p. 139) lists possible things that would call for an Insanity Test, along with the associated Degree and Insanity Point gain. Several of these causes are states which can continue for extended periods of time – your Storyguide may require you to Test multiple times, depending upon the duration. Any listing for reading arcane tomes or learning spells are general approximations meant only to give you an idea of how they fit into the insanity scale; check Chapter 11 for specifics.

Temporary Insanity

Every time you gain an Insanity Point, whether or not you develop a permanent disorder, you go temporarily insane – that sort of thing leaves a mark. Choose a disorder from the regular list and make sure to choose one from which you don't already suffer. This temporary disorder lasts from 1 to 5 days (half a die) and goes away of its own volition.

Arcanotechnology

There are a lot of the fundamental principles of arcanotech that reach into the mind-bending category. Most of the work that arcanotechnicians do on a daily basis won't harm them, but anything that starts getting into core systems will. Anything that deals with distribution systems or weapons systems or things of that sort are no problem – the trouble starts once you get into the essential D-Engine technology, including D-Engines them-

INSANITY PTS.	LEVEL OF INSANITY	DISORDERS	INSANITY PENALTY
0 - 1	Sane & Well-Balanced	None	0
2 - 3	Troubled	1 Permanent	0
4 - 5	Twisted	2 Permanent	-1
6 - 7	Disturbed	3 Permanent	-2
8 - 9	Insane	4 Permanent	-4
10 Points	Gone	6 Permanent	–

Aeon War Syndrome

The maddening effect of the Old Ones, their minions, and the occult in general is well known. This doesn't mean that people don't naturally have mental problems in *CthulhuTech*. To help differentiate between those who naturally have difficulties and those who've been driven mad by the Strange Aeon, psychologists use the term Aeon War Syndrome or AWS. Aeon War Syndrome encompasses any host of disorders that manifest as people are confronted with the eldritch horrors of the world and most forms of treatment development are geared towards helping its victims.

selves, A-Pods, D-Cells, CDGs, and the like. This goes for anyone working on them or designing them.

The Arcanotechnology Insanity Causes (p. 139) gives a quick list of suggested arcanotech Insanity Tests. These guidelines are only for basic arcanotechnology – your Storyguide will come up with any other Tests as needed. However, blazing new ground in arcanotech is even more dangerous. As an example, look at how many minds were lost to design the D-Engine in the first place! Your Storyguide will determine how treacherous these situations are as they arise, but you can probably guess that they are in the Incredibly Hard to Legendary categories with a couple of Insanity Points attached.

Disorders

Here is a list of the six major categories of mental disorders, along with some of their common manifestations. Normally your Storyguide will assign your Character a disorder when the time comes, but don't be afraid to lobby for a specific one if you think it would work especially well. Some of these disorders are better suited for play than others. Storyguides would do well to stay away from those that aren't, including disorders like schizophrenia or psychogenic fugue, unless there is good story to be had from it. There are few game mechanics assigned to these disorders – they are important personality issues for the Character and should be left open to interpretation by each player.

Without further adieu, here are the disorders.

Anxiety Disorders – The Character suffers from emotional distress brought on by feelings of vulnerability, apprehension, or fear. Some anxiety disorders include:
· General Anxiety Disorder – The Character suffers from a persistent state of apprehension and worry for no good reason. His irrational worries become all consuming.
· Obsessive or Compulsive Disorder – An obsession is a thought or image that remains continually in a person's thoughts. Obsessions range from violence to feelings of contamination to a particular individual. A compulsion is a repetitive behavior that a Character feels compelled to do. Compulsions range from cleaning to rearranging to locking doors.
· Panic Disorder – The Character suffers from sudden, inexplicable attacks of intense fear that last from minutes to hours. Roll on the Fear Effects table whenever a panic attack strikes, although the source of fear may not be localized to any one thing.
· Phobias – The Character becomes deathly and irrationally afraid of whatever caused this disorder.
· Post-Traumatic Stress Disorder – A state of anxiety, depression, and numbing that follows a severe trauma or catastrophe. Symptoms include tension, insomnia, difficulty concentrating, alienation, and a feeling that life has no meaning. Flashbacks are common. PTSD may be delayed in its onset. This disorder is common among soldiers who've spent extended time in hostile territory.

Somatoform Disorders – The Character suffers from physical disorders brought on by his psychological state. Some somatoform disorders include:
· Conversion Disorder – The Character actually manifests a true physical disorder because of stress. This could include blindness, deafness, the loss of limb use, paralysis, or loss of speech.
· Hypochondriasis – The Character is always afraid of catching an illness or fatal disease. He constantly checks himself for signs and often manufactures symptoms. A hypochondriac also tends to disbelieve doctors who don't see things their way.
· Minor Physical Disorders – The Character suffers from a lesser form of a conversion disorder, such as an eating disorder, sleeping disorder, attention deficit, or hyperactivity.

Dissociative Disorders – The Character's psychological functioning is seriously impaired. Some dissociative disorders include:
· Multiple Personality Disorder – Part of the Character fades and a new part is created to deal with the horrors of reality. There are now 1 to 5 extra (half a die) completely separate and distinct personalities who may or may not know of each other existing within the individual.
· Psychogenic Amnesia – The Character partially or totally forgets past experiences after some trauma or stressful experience. Sometimes the individual suffers from complete amnesia, forgetting nearly everything about his life.
· Psychogenic Fugue – The Character suddenly loses his identity for a period of time lasting from hours to years. Sometimes he simply begins a new life.

Mood Disorders – The Character experiences intense and longer lasting periods of a specific emotion. Some mood disorders include:
· Major Depression – The Character experiences episodes of deep sadness and despair. He feels a loss of energy and an overall sense of worthlessness and can suffer problems eating and sleeping. He often becomes morbid with thoughts of death and suicide.
· Dysthymia – The Character experiences depression in cycles. These episodes can last months to years at a time.
· Manic-Depression – The Character alternates between depression and mania. Mania causes exaggerated elation characterized by hyperactivity, talkativeness, racing thoughts, inflated self-esteem, reckless behavior, and distractibility.
· Cyclothymia – The Character experiences manic-depression in cycles. Normal moods appear for about two months at a time.

Schizophrenia – A serious psychological disorder characterized by four subtypes:
· Catatonic Schizophrenia – The Character suffers from either excessive or possibly violent motor activity or by a mute unmoving, stuporous state. Some catatonics alternate between the two.
· Disorganized Schizophrenia – Most common symptoms are frequent or constant incoherent speech, odd affect (such as laughing or crying at random times), and hallucinations and delusions.

CAUSE	DEGREE	EFFECT
Serious Injury	Easy	1 Point
Despair	Average	1 Point
Maiming Injury	Average	1 Point
Learning First Order Spell (General)	Average	1 Point
Witness Death of Friend	Average	1 Point
Enduring Fear	Challenging	1 Point
Learning Second Order Spell (General)	Challenging	1 Point
Reading an Uncensored Minor Arcane Tome	Challenging	1 Point
Reading an Uncensored Major Arcane Tome	Challenging	2 Points
Victimizing an Innocent	Challenging	2 Points
Cause Death of Friend	Hard	2 Points
Consuming Hatred	Hard	1 Point
Having Reality Turned Upside Down	Hard	1 Point
Learning Third Order Spell (General)	Hard	2 Points
Meeting avatar of Old One	Hard	2 Points
Prolonged Abuse	Hard	1 Point
Witness Death of Loved One	Hard	1 Point
Cause Death of Loved One	Incr. Hard	2 Points
Prolonged Terror	Incr. Hard	1 Point
Witness Massacre or Bloodbath	Incr. Hard	1 Point
Cause Massacre or Bloodbath	Legendary	2 Points
Witness True Form of Old One	Legendary	4 Points

Paranoid Schizophrenia – The Character suffers from delusions of persecution or grandeur or both. The person trusts no one and thinks that everyone is plotting against him.
· Undifferentiated Schizophrenia – The Character suffers from hallucinations, delusions, and incoherence without meeting the criteria for other Schizophrenic types.

Personality Disorders – The Character suffers from psychological problems relating to others. Some personality disorders include:
· Antisocial Disorder (Sociopathy) – The Character constantly violates the rights of others, along with the inability to form attachments or succeed at a job.
· Avoidant Disorder – The Character suffers from hyper-sensitivity to rejection, low self-esteem, and avoidance of normal relationships, despite wanting to engage in them.
· Borderline Disorder – The Character suffers from an instability in behavior, mood, and self-image.
· Dependent Disorder – The Character will not assume responsibility for his life, relies on others to make decisions, and suffers from low self-esteem.
· Histrionic Disorder – The Character suffers from overly reactive behavior, as if acting.
· Megalomania – Similar to Narcissism, the Character suffers from a grandiose vision of his self-importance, belief in his unlimited success, and that everyone else is intrinsically inferior. Also, he refuses to acknowledge his own flaws.
· Narcissitic Disorder – The Character suffers from an over-inflated view of his own self-importance, a preoccupation with himself, and a need to be the center of attention.
· Obsessive-Compulsive Disorder (OCD) – The Character suffers from an utter adherence with rules, order, and organization, detail and efficiency. He also suffers from an inability to express warm emotions or take pleasure from normal activities.
· Paranoid Disorder – The Character suffers from a pervasive suspiciousness and mistrust of others. He also becomes oversensitive.
· Rage Disorder – The Character has virtually no patience and flies off the handle at anything that bothers him.

· Schizotypal Disorder – The Character is exceptionally eccentric in thinking, perception, communication, and/or behavior.
· Schizoid Disorder – The Character suffers from social withdrawal and a lack of emotional relationships.

Regaining Sanity
The world of *CthulhuTech,* with everything that people have been forced to acknowledge and face, is well-equipped to deal with mental instability. The Ashcroft Clinic has been instrumental in the design of new treatment programs and psychiatric drugs. Most Characters will be part of an organization that not only provides but requires regular psychiatric examination and psychological counseling.

With few exceptions, an individual cannot cure himself of insanity – when you're dealing with that big a perceptive shift you really need another person to step in and help you sort it out. Characters must go through separate processes to remove either Insanity Points or permanent disorders – they are not both dealt with at once.

Before we move onto how treatment works, we need to discuss psychological evaluation. Most Characters will be part of the New Earth Government and will be required to undergo monthly psych evals. Anyone who has three or fewer Insanity Points will pass for most kinds of duty depending upon the permanent disorder they've manifested, but therapy will be required. Those with four or five Insanity Points may be assigned to in-patient therapy depending upon their permanent disorders, but most are simply left to basic out-patient therapy. Anyone who rates six or more Insanity Points will be promptly committed to an in-patient therapy program regardless of their disorders.

There are exceptions. Not everyone is in a place where psychological evaluation is feasible. Some soldiers are too far away or in too hostile a territory. Furthermore, sometimes those with serious permanent disorders or a high number of Insanity Points are sent out into the field because the NEG can't afford to bench them. In either case, the NEG is at war and sometimes you've got to take risks.

There are three ways to decrease your Insanity Points: confronting inner demons, out-patient treatment, and in-patient treatment.

By actively going out and confronting his inner demons, a Character may be able to recover some of his sanity. This only works under one of two conditions. If part of the Character's madness stems from a particular circumstance, condition, or creature,

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ARCANOTECHNOLOGY INSANITY CAUSES		
CAUSE	DEGREE	EFFECT
Working on a D-Cell	Average	1 Point
Working on an A-Pod	Challenging	1 Point
Working on a D-Engine	Hard	1 Point
Designing D-Engine Technology	Incr. Hard	2 Points

then he can lose one Insanity Point by effectively confronting and destroying that thing. The other condition is for Characters that have one to three Insanity Points – by attentively concentrating on working out their issues they can lose one Insanity Point. How long this takes is up to the Storyguide.

Working through things in counseling, whether or not it is accompanied by medication, is considered out-patient treatment. How often the Character goes to counseling determines how quickly he resolves his problems, within limits. Going less frequently than once a month is for people who don't have problems and going any more often than once a week means that the Character isn't really working through anything internally. Furthermore, treatment must be consistent and sustained – no time off – and only works on Characters with five or fewer Insanity Points.

The first four months of counseling predominately lay groundwork – however, players can rule that their Characters have already been in counseling to counter this. After that, a Character loses one Insanity Point every four sessions. On the other hand, if you are concentrating on losing a particular disorder instead of Insanity Points the amount of time it takes varies. Some disorders are harder to cure than others. Personality disorders might not be easy to remove, mood or anxiety disorders may go away quickly with medication, but multiple personalities might take a very long time. Your Storyguide will determine how long it takes.

In-patient treatment is intensive lock-and-key therapy. Characters are under the constant supervision of a staff under safe conditions. When dealing with those who have five or fewer Insanity Points, a Character loses one Insanity Point every two sessions and disorders take less time to work through. Most times however these aren't the people who'll be visiting in-patient treatment – those with six or more Insanity Points are the ones for which it is truly designed. Before their disorders can be treated, Characters like this must have their Insanity Points decreased to five or lower – they lose one Insanity Point a month in treatment. After that, these Character's disorders can be addressed just like everyone else's.

Characters who've hit the ten Insanity Point mark break the rules – they've more or less permanently lost touch with reality. Your

Storyguide will determine if they can ever come back and how long it takes, which will probably be a very long time.

Overall, there are three types of disorders that are extremely difficult or impossible to treat. Conversion disorders can only be cured by accident – no amout of treatment can help. Dissociative disorders are very difficult to cure or treat as is Schizophrenia. However, with cases of schizophrenia about one in three recovers naturally.

Playing Insane Characters

As we explored earlier, Characters can stay in action up to five Insanity Points depending upon their disorders, and sometimes even longer. Nevertheless, sooner or later a Character's superiors are going to take him out of action if out-patient treatment isn't cutting it. After all, organizations in *CthulhuTech* understand that people suffer from stability-eroding influences regularly in the face of the Aeon War and are equipped to treat and care for their own.

Generally speaking, you might be able to slide by for a while but truly disturbed or barely functional Characters should be taken out of play for a while and given a chance to recover. Otherwise they might find themselves at that magic ten Insanity Point mark and involuntarily taken out of play on a more long-term basis.

Going Beyond

There comes a point for some mortals in which they transcend to a new understanding of things and sanity as we know it becomes irrelevant. For most, it is the point at which they give up their mortality and become something else.

Dhohanoids are a readily apparent example. A person who has undergone the Rite of Transfiguration has forever become a monster in every sense, even if from time to time he still wears the skin of a man. What might have warped his psyche once is now commonplace – suffering, death, destruction, and the existence of things that should not be. This is the world he now lives in and that is the set point for what his mind comprehends as reality. A Dhohanoid might be able to fake a psychological evaluation if he tried to remember what he once was like, but for most those memories have faded.

Another example of such a being is a sorcerer who has transcended the World of Elements (see Chapter Eleven) to command magic outside the world we know. This route is difficult as the road itself erodes the understanding of such a mortal. He must hope that he can overcome the pitfalls of insanity or progress carefully so that he does not lose himself to his own diseased mind. Once such a sorcerer has gone beyond his own mortality, his mortal mind goes beyond as well. No longer is bound by the rules of the World of Elements or of agreement reality and the things that would bend the mind of most mortals he now understands on a whole new level.

One might think that Tagers would qualify in such a category, but they do not. The Rite of Sacred Union joins a mortal in symbiosis, so they are not consumed the way those who undergo the Rite of Transfiguration are. Tagers retain who they are on a very deep level and do not sacrifice their precious mortality and core connection with other mortal life. They do, however, become more resistant to the things that cause a mortal mind to bend as the alien thing that is forever a part of them shifts, in some small way, their understanding of things.

A Quick List of Mental Disorders

Anxiety Disorders
· General Anxiety Disorder
· Obsessive or Compulsive Disorder
· Panic Disorder
· Phobias
· Post-Traumatic Stress Disorder

Somatoform Disorders
· Conversion Disorder
· Hypochondriasis
· Minor Physical Disorders

Dissociative Disorders
· Multiple Personality Disorder
· Psychogenic Amnesia
· Psychogenic Fugue

Mood Disorders
· Major Depression
· Dysthymia
· Manic-Depression
· Cyclothymia

Schizophrenia
· Catatonic Schizophrenia
· Disorganized Schizophrenia
· Paranoid Schizophrenia
· Undifferentiated Schizophrenia

Personality Disorders
· Antisocial Disorder (Sociopathy)
· Avoidant Disorder
· Borderline Disorder
· Dependent Disorder
· Histrionic Disorder
· Megalomania
· Narcissitic Disorder
· Obsessive-Compulsive Disorder (OCD)
· Paranoid Disorder
· Rage Disorder
· Schizotypal Disorder
· Schizoid Disorder

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REUNION

The mission looked pretty routine. The Migou had overstepped their bounds again. They'd built themselves a little advance post further out of the DMZ that we'd have liked. Hence us. Drop in. Plant a bunch of explosives. Blow the place up. Go home. Watch out for mecha.

We'd dropped two days out. Weather was nice, so camping was pleasant. Didn't get to sleep much, though. We were on the move most of the time. Used all the usual tricks so that you'd have no idea we were ever there. We moved in on the bunker about an hour after dark — when we do our best work. There was that electricity that comes as everybody buried their fear and passed the point of no return.

Vora signaled from point. Ikura and Kurina moved into position. Slick like the wind and quiet like mice, you'd have had to been an owl to catch us in the act. All Nazzadi night ops squads are the best — don't have to wait for the Humans to keep up. There was that pesky "our eyes reflect red if you shine a light into them," but we tried not to do that.

I was up next. Sliding through the trees ninja-style, I hit the corner of the building. I poked my head around. Two Migou guards that I could see. A couple Locusts sat cold. A Wasp hung in the air, daring something to have the balls. So far, everything was according to plan. The mecha being home was a problem, but only because one of them was still running around.

I waited there to see if our friend planned on staying or leaving. It looked for a while like we were going to have to do this the hard way when the Wasp took off on what looked like routine patrol. I finally gave the signal. You know those scenes in the movies? The ones where the crack special ops guys sneak up and take out the Migou in one silenced shot. Those are complete crap. The first one didn't quite go down when he got shot and the other one took off and was making to talk to his friends. We must have filled the damn air with a hundred silenced bullets — it sounded like a swarm of angry bees. But finally he was toast. As usual, they were hell to drag off. They're like trying to move a downed para-glider. We got lucky because the one didn't get to alert his buddies, so we were good.

After that, it looked fairly easy. The bunker was pretty straightforward, thanks to a certain level of bug predictability. Haily had the explosives — just enough to let the Migou know they were poking too far out of their turf. Okay, maybe a little more than that.

I think we all saw it at the same time. Radar started blinking. The way the things moved I didn't need the IFF to tell me they were Nazzadi. Two Storms and a Blizzard coming in. You could tell by the way we were all looking at each other that none of us had any idea what was going on. This was supposed to be covert ops. What the hell were a couple fast attack mecha doing closing in at over 100 mph?

You're supposed to be warned about these things ahead of time. And besides, that size a force was only even odds with what was sitting around here. Not terribly tactically sound.

We just sat tight to find out what was going on. It only took them a couple minutes to cover the miles of distance. We could hear them closing in. There really is nothing like the sound of Nazzadi mecha tearing across the ground. They busted out

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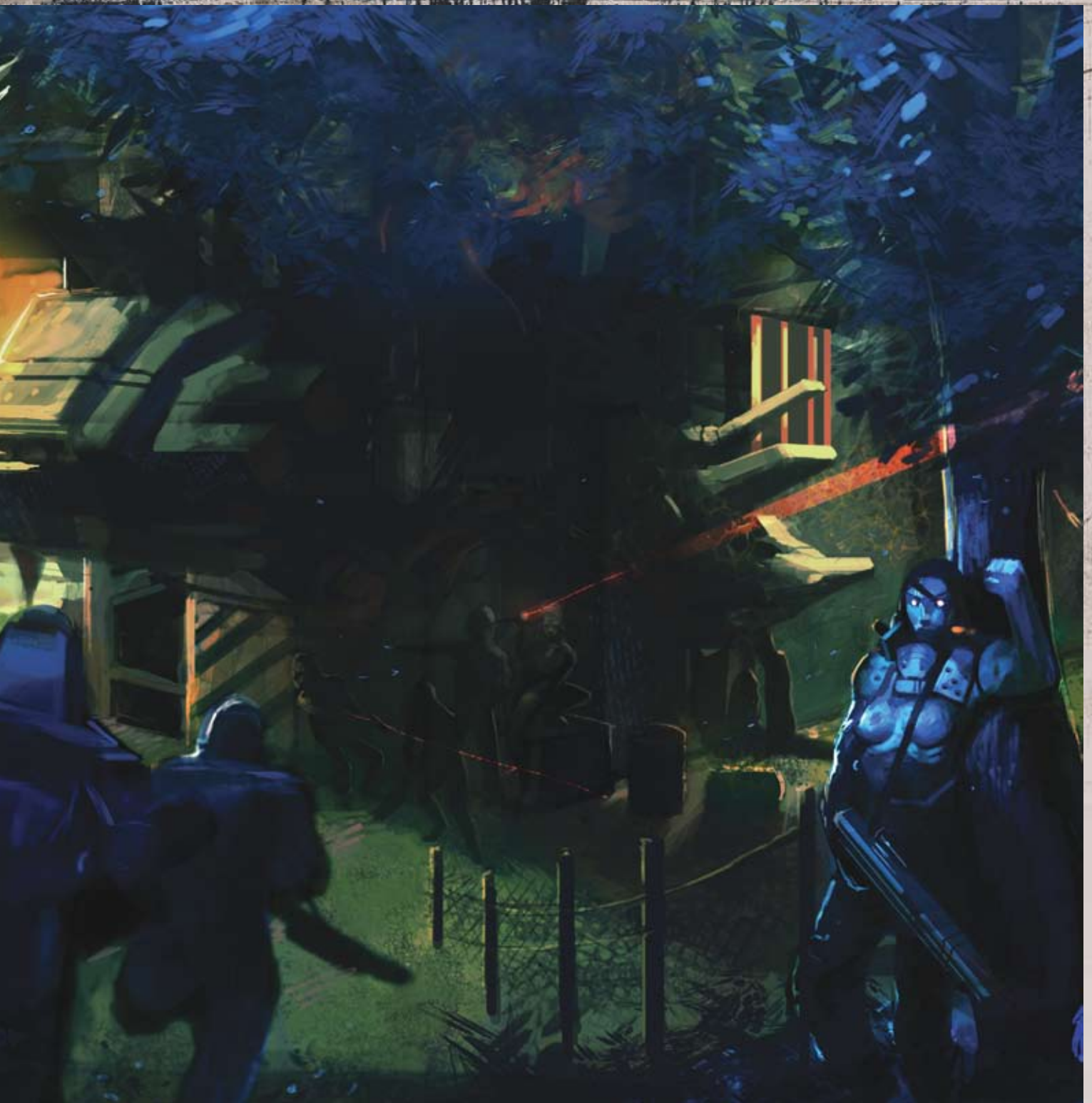
of the trees like hell on wheels, hit the makeshift parking lot, and came to a complete stop. The pilots crawled out of the mecha as the machines sighed and powered down. Nazzadi pilots. Old school loyalist to the damn bugs that cloned us Nazzadi pilots. I didn't really think there were any of those left. I thought we'd hunted them all down.

A few hand signals and it was obvious that our mission had taken on a new direction — a personal

one. First, we tie these chumps up. Second, we quietly place the charges to blow up the bunker and we wire some to destroy the mecha, too. And last, but not least, after the place goes up, we torture these two lab rats until they die.

Effing race traitors.

To say that mecha are the new war machine is understating things. It's more like the introduction of mecha completely revolutionized warfare. Not since gunpowder has an invention had such an impact on the tools and tactics of conflict. The D-Engine Operator Side-Effect gave the military something of which it never dreamed – thirty-foot tall armored infantry with the firepower to level buildings. Versatile, fast, tough, and lethal, they are the primary tools of the Aeon War.

In this chapter, we'll introduce you to the parts that go into mecha, as well as presenting you with many of the ones used in the Aeon War. You'll find tough angular New Earth Government mecha, fast sleek Nazzadi mecha, strange alien Migou mecha, and monstrous amphibious Esoteric Order of Dagon mecha. You'll also meet the mysterious Tagers, who fit nicely into a discussion of war machines though they are Vitality and not Integrity scale.

Now, let's take a look at these systems in detail.

What is a Mecha?

First of all, the singular is mech and the plural is mecha. So the question is, what are mecha? They are essentially giant robot war machines that are fundamentally animal in shape. Because the D-Engine Operator Side-Effect makes a pilot more attuned to his vehicle, he gains the greatest benefit from a vehicle that is roughly shaped like him. A pilot certainly gains benefit when at the controls of other machines of war, such as A-pod tanks, but since he's never been shaped like what is essentially a hover-box, he's not going to get as much out of it.

Sensor Systems

Here is a list of the different sensor systems available to most mecha. If no Range is listed, common sense should tell you how it functions. For example, the range of a loudspeaker is as far as a target can hear it. The Mode tells you if the sensor is active or passive – if it must intentionally be employed or if it is simply in use all the time – and if the system senses in 360° or if it must be targeted in a specific direction. SF Code is the Systems Failure Code for the sensor.

TYPE	RANGE	MODE	SF CODE
Broadband Audio	Hearing	Passive, 360	M
Long Range	n/a	n/a	n/a
Loudspeaker	n/a	n/a	M
Nightvision	Sight	Active, Targeted	S
Radar/IFF	5 miles	Passive, 360	S
Scan	100 yards	Active, Targeted	M
Sonar	1 mile	Passive, 360	M
Spotlights	100 yards	Active, Targeted	M
Targeting	Sight	Active, Targeted	S
Thermal	100 yards	Active, Targeted	M
X-Ray	50 yards	Active, Targeted	M

Stealth Systems

Stealth Systems make a mech almost impossible to detect, except by normal sight or X-ray sensors. To see one is easiest when it is moving, requiring a Hard Observation Test – this Degree drops to Challenging when it is within fifteen feet of an observer. Even then, it only shows up as a shimmer and cannot be seen without some sort of zoom-assisted viewing, unless it is within fifty feet. Once spotted, the Degree drops to Average for Observation Tests to track it, until it moves outside of fifty feet. By remaining still, the pilot can increase these Degrees one category and use of the Stealth skill can raise them another. On the other hand, X-ray sensors reveal "invisible" mecha immediately.

Rapid, erratic movement forces the Stealth System to drop. In short, the mech can't remain invisible and jump into conflict. Once visible, it must remain so for two turns (10 seconds) before disappearing again. Also, when "invisible", a mech can't move faster than half of its normal Movement.

Sensor Systems Notes

TYPE	EFFECTS
Broadband Audio	Hearing is twice as sensitive and can register super and subsonic ranges.
Long Range	Doubles all sensor ranges.
Loudspeaker	Can be used to communicate with things outside of mech; built into all mecha.
Nightvision	Used to see in very low light conditions, though not in complete darkness in passive mode. Includes active IR spotlights for sight in total darkness, but other mecha with nightvision sensors will see these spotlights plainly. Vision is green and white, not color.
Radar/IFF	Detects large objects, their approximate size, speed, and bearing, and compares their profiles to an "identify friend or foe" system to determine whether they are potential threats. Also detects storm weather patterns.
Scan	Gathers vital statistics on living things, including whether or not something is alive or dead, its age, its gender, its level of health, and whether or not it is diseased.
Sonar	Only usable underwater; bounces sound waves to paint a picture of all objects within range, including terrain features.
Spotlights	Illuminates an area in front of the mech; *built into all mecha.*
Targeting	Provides either a +1 or +2 bonus to projectile attacks; useless in close quarters combat.
Thermal	Registers heat signatures.
X-Ray	Uses X-rays to see through most materials, registering dense substances, including metals and bones. They are touchy and difficult to install, and therefore not common.

Support Systems

Following is a list of the most common mecha support systems. Listed here are the types of systems, their function, and a Systems Failure code *(SF Code)*.

TYPE	EFFECTS
0-G Systems	*SF Code: Cr;* the mech is equipped for survival in a zero-gravity environment, including reinforcement for the vacuum of space, sun shields, and the like. Requires Cold Resistance support system.
Cold Resistance	*SF Code: Cr;* the mech is shielded against extreme cold, such as that found deep at the ocean's floor, at the poles, or in space. This system also protects against weapons that rely on cold. Reduce damage to half once armor has been applied.
Comm System	*SF Code: Cr;* the mech has a full communications suite, including satellite uplink. *Standard in all mecha.*
Depth Reinforcement	*SF Code: Cr;* the mech's structure is reinforced for pressure, making it capable of functioning deep under the ocean.
ECM	*SF Code: M;* the abbreviation for electronic countermeasures, ECM-equipped mecha can jam an enemy's communications and sensors. When activating ECM, a pilot can disrupt communications and sensors in a 100 square yard area anywhere within 200 yards. Basic audio/visual sensors that allow the pilot to see and hear as normal cannot be countered.
Ejector System	*SF Code: n/a;* the mech is equipped with an ejector seat, complete with parachute. When the mech reaches Critically Damaged, it will automatically eject the pilot. Engels cannot be equipped with ejector systems.
Heat Resistance	*SF Code: Cr;* the mech is shielded against extreme heat, such as that found in the deep desert or burning buildings. This system is required for re-entry into the atmosphere. It also protects against weapons that rely on open heat, such as flamethrowers – reduce damage to half, once armor has been applied.
Life Support	*SF Code: Cr;* provides a safe and enclosed environment for the pilot, including climate control, waste and water reclamation, and carbon dioxide filters. The mech is sealed and will provide a pilot with a controlled environment even underwater or in a vacuum. Life support maintains a 24-hour independent air supply with carbon dioxide filtering which will automatically replenish itself when exposed to clean air.
Life Support Pod	*SF Code: n/a;* instead of a simple ejector seat, the mech is equipped with a fully sealed pod which maintains the pilot's environment in the same way as a Life Support System. This pod is not equipped for any kind of movement but does have an emergency distress beacon. It can maintain a 16-hour air supply with carbon dioxide filtering which will automatically replenish itself when exposed to clean air. When the mech reaches Critically Damaged, it will automatically eject the pod. The Life Support System is required for a Life Support Pod. Engels cannot be equipped with life support pods.
LAI	*SF Code: Cr;* the abbreviation used for Limited Artificial Intelligence, the LAI system takes over management of routine tasks and assists the pilot. It is linked to the Comm System, NavComp, all sensor systems, and to the security and diagnostic systems. This means that it can send communications, navigate, scan and watch, warn of potential danger, and monitor the functioning of all systems, leaving the pilot to more pressing business. The LAI can also act as an autopilot, moving with an Athletics and a Pilot skill of Student towards a pre-programmed destination. It is activated by both key entry and voice command. *Standard in all mecha.*
Manipulator Arms	*SF Code: S;* the mech is equipped with two small retractable robotic arms that can be used for fine person-sized manipulation.
NavComp	*SF Code: S;* short for navigation computer, the mech is equipped with a database of global maps and topography, and can interpolate the mech's position either through satellite uplink or topographical comparison. *Standard in all mecha.*
Sealed System	*SF Code: S;* while not equipped for the rigors of underwater or vacuum environments, a sealed system will protect a pilot against smoke, gas, unfit air, and similar atmospheric threats. The mech maintains an 8-hour independent air supply, which will automatically replenish itself when exposed to clean air.
Security System	*SF Code: M;* the mech requires some kind of code to operate. *Standard in all mecha.*
Stealth System	*SF Code: M;* the mech is equipped with a state of the art stealth system, which includes chameleon panels for visual masking, heat baffles to remove heat signature, silent running to make it quiet, and stealth anti-radar coating. In short, the mech is almost impossible to detect, except by normal sight or X-ray sensors, which have limited range and can be jammed. Detecting a mech equipped with a stealth system requires Observation Tests (see sidebar). A mech cannot attack while its stealth system is activated.
Storage Compartment	*SF Code: S;* the mech contains a spare space in which to store cargo. The volume of the space depends on the mech's size. Tiny mecha have 54 cubic inches, small mecha have one cubic foot, medium mecha have 1.5 cubic feet, large mecha have two cubic feet, and behemoth mecha have three cubic feet. Most mecha are equipped with a storage space, which often contains a small, basic survival kit.

MOVEMENT SYSTEMS

Here are the different ways in which a mech's movement can be modified. Each entry lists the type, function, and Systems Failure code *(SF Code)* for the system.

TYPE	EFFECTS
A-Pods	*SF Code: S;* provides the mech with true anti-gravity flight capability. They are also capable of full underwater mobility and can escape the atmosphere. A-Pods cannot be equipped on tiny mecha. Base A-Pod speed is 30 mph.
Airdroppable	*SF Code: S;* a modification that allows mecha to be dropped safely from altitude, without requiring full A-Pods. This movement cannot be enhanced and requires Jump Pods.
Buoyancy	*SF Code: Cr;* a modification that allows mecha to move at half-speed underwater without requiring full A-Pods. This movement requires Jump Pods.
Enhanced Speed	*SF Code: S;* enhances existing mecha movement rates or jumping distances by doubling, quadrupling, or sextupling them (2, 4, or 6 times).
Grapplers	*SF Code: Cr;* the mech is equipped with dual propelled grappling hooks, each with 200 feet of tensile cord and a winch capable of pulling the mech's own weight.
Jump Pods	*SF Code: S;* using modified A-Pod technology, Jump Pods allow mecha to jump double their normal distance.

MECHA WEAPONS SYSTEMS

In the following listings, you'll see a variety of columns. The *Type* is the type of weapon, *Ranges* are listed in short, mid, and long, *Shots* indicate how many times a weapon can be fired in one turn (1/2 means the weapon can only be fired every other turn), *Rounds* shows the ammunition capacity of the weapon, and *SF Code* is the weapon's Systems Failure. The three different *Damages* are listed according to the size of the weapon. The first is for Tiny and Small mecha, the second is for Medium mecha, and the third is for Large and Behemoth mecha. Any special notes further describing the weapons system will be found after each list.

					PROJECTILE WEAPONS
TYPE	RANGE	DAMAGE	SHOTS	ROUNDS	SF CODE
Charge Beam	30/200/1500	+4/+6/+8	1/2	Infinite	M
Flamethrower*	5/15/30	+1/+2/+3	2	20	M
Laser Cannon	30/200/1500	+1/+2/+3	3	Infinite	Cr
Lightning Gun*	25/50/200	+1/+2/+3	1/2	Infinite	M
Plasma Cannon*	15/100/750	+2/+3/+4	2	Infinite	S

PROJECTILE WEAPONS NOTES

· Use the trauma rating of armor to defend against *flamethrowers* instead of the projectile rating. If a mech has heat resistance, it only takes half damage (after armor is applied) from flamethrowers.
· The blasts from a *plasma cannon* or from a *flamethrower* will ignite flammable materials.
· A *lightning gun* fires a shotgun-like blast of electricity that will arc from a target to all grounded objects within 25 yards. Make one attack roll for all targets within a 50 yard area, against which each must defend separately. If a lightning gun is fired at a target within 25 yards, the electricity will arc back and attack the user. Lightning gun attacks go for the largest and most conductive objects first, and therefore will rarely affect living things, although they will often blow out the breakers in nearby buildings.

		Close Quarters Weapons		
TYPE	**DAMAGE**	**RANGE**	**SF CODE**
Fist	-1/0/+1		Cr
Horns*	+1/+2/+3		Cr
Hyperedge Blade*	+1/+2/+3		Cr
Hyperedge Claws*	0/+1/+2		Cr
Hyperedge Spur*	0/+1/+2	10/20/30	Cr
Mandibles or Teeth	+1/+2/+3		Cr
Pincers	+1/+2/+3		Cr
Tail – Club*	+1/+2/+3		S
Tail – Stinger*	+1/+2/+3		S
Tail – Prehensile*	0/0/+1		M
Tentacle Sheathe*	0/0/+1		M
Tongue – Entangling*	0/0/+1		M
Tongue – Piercing*	0/+1/+2		S

Close Quarters Weapons Notes

· *Horns* appear as either ram-type horns or piercing horns – the difference is only for the aesthetic.
· *Hyperedge blades, claws, and spurs* are typically retractable.
· *Hyperedge spurs* can be ejected and functionally thrown.
· A *tentacle sheathe* can be used to entangle an opponent instead of doing damage. The weapons system can hide under an extremity or simply retract into the body, depending on design.
· *Tails* appear as stinger, prehensile, or club-type. Stingers and club tails both do damage while a prehensile tail can entangle. Stinger or club types may be made prehensile as well; when combined, the SF Code becomes M.
· *Tongues* are classified as entangling, piercing, or both. Entangling tongues can be used to entangle while piercing tongues cause damage; when combined, the SF Code becomes M.

					Ordnance
TYPE	**RANGE**	**DAMAGE**	**SHOTS**	**ROUNDS**	**SF CODE**
Grav Bomb*	25/50/200	Crippling	1	1 (Special)	S
Long-Range Missile*	2 miles	+10	1	Racks	S
Rocket Pod*	15/200/750	+1 each	1 or Salvo	10 or 20	M

Ordnance Notes

· A *grav bomb* creates an energy blast that reduces the speed and Strength of everything around it, with a burst radius of 15 yards. Small and medium grav bombs reduce affected targets to half their Strength and movement speed, and large grav bombs reduce them to a quarter. This does not reduce the number of Actions these targets can take in any case. Anything that isn't Integrity scale is reduced to 1 Strength with no mobility. These effects last for 1 to 10 turns (roll 1 die); determine this duration separately for each target in question. To fire a grav bomb, make a Support Weapons Test against a difficulty determined by range (see Static Targets in the Chapter Nine). Anything within the burst radius is affected, and there is no defense. The energy needed to fire a grav bomb regenerates every ten turns (50 seconds). If fired at a target within 15 yards, the grav bomb's blast will affect the user.
· *Long-range missiles* are designed for use against stationary targets; they cannot be used against mecha. They have a primary blast radius of 15 yards and a secondary of another 10 yards. Long-range missiles come in racks that vary by the size of the mecha. Small racks hold two missiles, medium racks hold four, and large and behemoth racks hold eight. Tiny mecha cannot use this weapons system.
· *Rocket pods* use a racking system that allows a pilot to fire rockets either individually or in salvos of 2 to 5. All rockets in a salvo must be fired at the same target and are resolved as one attack. Each rocket does +1 damage. Tiny, small, and medium pods hold ten rockets, and large and behemoth pods hold twenty rockets.

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TYPE	RANGE	DAMAGE	SHOTS	ROUNDS	SF CODE
Acid Spray/Drip*	1/5/15	+1/+2/+3	1/X	10/15/20	S
AP Cannon*	30/75/200	+4/+6/+8	3 or A	500/1000/1500	S
Chaff Dispenser*	n/a	Special	1	2/5/10	M
Fog Projector*	10 radius	Obscuring	1	Infinite	M
Null Ray*	5/15/30	+4/+6/+8	1	Infinite	M

SPECIAL WEAPONS NOTES

· An *acid spray* uses the range characteristics listed as its own weapons system. Many times an acid drip is attached to another close quarters weapons system – but not ram-type horns and club tails – thereby increasing its damage by the listed amount. This damage is added together as if it were one attack but each successful hit drains a round from the acid drip system.

· An *AP cannon* is a mecha-sized anti-personnel weapon. It is Vitality scale with an automatic weapons profile of 4/1-10/100.

· *Chaff dispensers* launch clouds of lightly magnetic particles to protect against a swarm of rockets or torpedoes. Instead of making a defense roll, a targeted mech can fire a chaff cloud (roll one die). Unless the result is a one, all rockets in the salvo detonate in the chaff cloud instead of hitting the mech. A chaff cloud protects against all rocket attacks for one turn. Use the same rules for effectiveness against each attack.

· *Fog projectors* partially obscure sight in a 10 yard radius area around the mech. If a mech spends two turns projecting fog into the same area, sight becomes completely obscured.

· *Null rays* are technology available only to the Migou.

WEAPON OPTIONS

Amphibious Weapons

Most types of weapons are poorly suited for use underwater. Close quarters weapons are still effective, though acid drips are not. AP cannons, flamethrowers, fog projectors, null rays, and plasma cannons are useless, and lightning guns are downright dangerous. Normal types of ordnance don't work properly either.

That being said, there are ways that certain weapons systems can be modified to be of use in submarine combat. Both charge beams and laser cannons can be attuned to a blue-green light wavelength that allows them to be effective on both land and underwater. Both long-range missiles and rocket pods can be converted to torpedoes which maintain half their effective range on land. If a weapon is amphibious, it will be designated so in the mecha listings.

Embedded vs. Hand-Held

Most mecha weaponry is embedded, meaning it is built right into the mech. Its systems are integral to the machine and it runs off of the mech's power source. However, mecha are often outfitted with additional hand-held weapons systems to better round out their arsenal.

Here is a list of the weapon systems that can be converted into hand-held units (in alphabetical order): acid spray, AP cannon, charge beam, flamethrower, hyperedge blade, hyperedge spur, laser cannon, lightning gun, long-range missile, fog projector, null ray, plasma cannon, and rocket pod.

AMPHIBIOUS MECHA

Due to the threat of the Esoteric Order of Dagon, parts of the Aeon War take place under the waves. Both the New Earth Government and the Migou maintain dedicated amphibious combat mecha. Additionally, the main battle units of both sides are equipped to function both above and below water, though their amphibious function is limited.

To be truly amphibious, a mecha requires a few things:
· Nightvision and sonar sensor systems.
· Support systems: cold resistance, depth reinforcement, life support
· A-pods or Jump Pods with the Buoyancy modification.
· An amphibious weapons system.

Dedicated amphibious NEG and Migou combat mecha will be introduced in *Vade Mecum: the CthulhuTech Companion*.

One might expect that hand-held units function differently. The following rules govern hand-held mecha weapons:

· Hand-held weapons must be the same size class as the mech.
· Hand-held weapons use the normal Range, Damage, and Shots characteristics for the type of weapon.
· Most hand-held weapons require both the mech's hands to use – this doesn't mean that the pilot can't also use the mech's embedded weapons. The following weapons require only one hand: acid spray, hyperedge blade, and hyperedge spur.
· Hand-held weapons have a Systems Failure code of M.
· Weapons that normally have an infinite number of rounds run off D-Cells, losing their infinite capacity – each clip holds 20 rounds.

· Weapons that normally have a finite number of rounds have only half that number as a hand-held unit.

· In addition to the unit, a mech can carry up to two additional clips for its hand-held weapon; however, these clips have a Systems Failure code of L.

· AP cannons are typically hand-held weapons, rarely appearing in the structure of mecha.

Another special case are mecha shields, which are never built-in. Typically used for situations in which heavy close combat is expected, hand-held mecha shields allow a user to use his Armed Fighting skill against all types of attacks. They have a Systems Failure code of M.

Weapon Linkage

Linking two weapons together allows them to fire simultaneously at the same target. In order to link, the two weapons must be identical in both type and size. Once linked, the two weapons can be fired at the same time for only one Action – a single Contest determines whether or not both of them hit or miss. However, damage is resolved differently. Instead of treating them as two separate weapons, take the damage dice from success and add both the damage bonuses from the weapons against which the target is only allowed a single armor roll. Charge Beams may not be linked, as the power required to fire two simultaneously is too draining for mech-sized D-Engines.

For example, two linked medium laser cannons strike a target. The pilot's attack beats the target's defense roll by six. Thus, he would roll two dice of damage for success, plus four more dice for the linked laser cannons (+2 for each of them) – a total of six dice. The target then would only be allowed one armor roll to reduce the damage from this dual attack.

Engel Rules

Sometimes Engels act independently. This happens in one of two situations – if the pilot is knocked out or when a pilot tries to operate an Engel when he isn't attuned to it through a Synthesis Interface.

If for some reason the pilot inside an Engel is rendered unconscious, the creature will take over. It operates under an alien and bloodthirsty intelligence with an appetite for destruction. The Engel will first attack any threats in the area causing as much collateral damage as it can, and then move on to any other units that don't appear to be totally harmless. However, an Engel will not attack another Engel. The creature will continue its rampage until everything around it looks safe, at which time it will return to its normally docile state. Assume that the Engel has an Adept level of expertise in every combat skill, plus Athletics, Observation, and Stealth.

The same thing happens if a pilot who is not attuned to an Engel tries to pilot it into a conflict situation. Without a Synthesis Interface, the monster is impossible to control once anything threatening rears its ugly head.

To help control Engels, their cybernetic exo-skeletons are designed with joint locking mechanisms and weapons shutdown fail-safes. Command and Control can essentially put an Engel into lockdown – it cannot move or activate its weapons. The codes for each Engel are unique and kept under heavy security. Lockdown is only used as a last resort as the Engel tends to be furious for a few days afterwards.

Mecha Listings	
Name, Type, & Size:	These entries tell you the mech's name, what it's used for, and how big it is. Tiny mecha are 8 to 10 feet tall, small mecha are 11 to 20 feet tall, medium mecha are 21 to 30 feet tall, large mecha are 31 to 40 feet tall, and behemoth mecha are 41 to 60 feet tall. This area also lists the Armor Point (AP) cost of the mech.
Attributes:	This entry shows you the modifications the mecha makes to the pilot's Attributes and Secondary Attributes.
Sensor Systems:	In addition to normal audio-visual systems, most mecha have additional sensors at their disposal. This entry lists them.
Support Systems:	This entry lists the various support systems of the mech, including life support, ejector systems, stealth systems, and more.
Movement:	This entry shows you the ways in which the mech can move, including its ground speed, any assistance systems like Jump Pods or Grapplers, any enhanced movement, and the like. Speed is expressed in miles per hour (mph) and in maximum/cautious yards per five second turn (ypt); jumping distances are shown in average long jump/high jump in yards. Acceleration is expressed by Code, and by turns necessary to accelerate to top speed and decelerate from top speed.
Structure:	Included here are the mech's Integrity, Armor, DCS, and, if an Engel, Regeneration.
Weapons Systems:	This entry lists both the types and sizes of the mech's embedded weapons systems.

The evolution of NEG mecha is rooted in the award of government contracts to multiple industrial manufacturers. Throughout the history of mecha development, these manufacturers have traditionally adhered to their individual design criteria. Different series of mecha models are produced with varying operational and functional capabilities, yet with similar physical characteristics. The NEG War Department has adopted a "class" designation system based on the model characteristics of each manufacturer.

Since the beginning of the Second Arcanotech War, the backbone of the New Earth Government mecha war machine has been the "Sword" class. Developed by Eurodine Systems of Stuttgart, Sword-class mecha, along with Nazzadi-class mecha, have seen action worldwide. Whether assigned to duty on battlecruisers, to field deployment, or to undersea operations, the Sword class has earned a reputation as a tough and reliable combat weapons platform. Angular-shaped armor and a reliance on internalized weapons augmented by heavy close quarters weapons characterize the Sword class. Often emblazoned with unit insignia and combat honor markings, the Sword class is usually deployed with standard military colors (grays, greens, navy blue, and earth tones) depending on the local environment.

MV-16 BROADSWORD

Type: Multi-Purpose Main Battle Mech (10 AP)
Size: Medium (26' tall)

Stocky, sturdy, heavily armored, and reliable as hell – these are the signature characteristics of the New Earth Government's multi-purpose main battle mech. The Broadsword has become the standard to which all other NEG mecha are measured. Its stocky torso is built for heavy armor and frame strength. Its versatile weapons array can manage any close or ranged combat situation. The Broadsword is the most widely deployed mech unit among the NEG military and can be effectively used for any tactical application. Many Migou have experienced their last moments at the hands of a Broadsword.

ATTRIBUTES
Control Response *(Agility)* 0
Sensors *(Perception)* +1
Frame *(Strength)* 5
Multi-Task Systems *(Actions)* +1
Warning Systems *(Reflex)* +1

SENSOR SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Sonar
Targeting (+2)

SUPPORT SYSTEMS
Depth Reinforcement
Life Support
Life Support Pod
Manipulator Arms

MOVEMENT
Ground Speed: 30 mph (74/18 ypt)
Water Speed: 15 mph (37/9 ypt)
Acceleration Code: B [2/1]
Jumping Distance: Double
   (20/10 yards)
Airdroppable
Buoyancy
Grapplers
Jump Pods

STRUCTURE
Integrity 20
Armor 3/3
Damage Control Systems 1/turn

WEAPONS SYSTEMS
Amphibious Laser Cannon
   (Medium)
Amphibious Charge Beam
   (Medium)
2 Hyperedge Blades (Medium)

Mk-10 Centurion

Type: Tactical Powered Armor (3 AP)
Size: Tiny (10' tall)

Developed by Armorcorp, a subsidiary of the Chrysalis Corporation, the Centurion has a reputation for toughness and reliability. Mobile infantry, airborne, and special operations units, as well as police and private security forces, have deployed the Centurion with considerable success. The wide distribution of the Centurion can be attributed to the flexibility of its "modular system" architecture. Interchangeable shoulder mounts, wrist mounts, and "back pack" modules allow for rapid configuration changes, creating great diversity in function.

ATTRIBUTES
Control Response *(Agility)* -1
Sensors *(Perception)* 0
Frame (Strength) 1 (-1 damage)
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* -1

SENSOR SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Targeting (+1)

SUPPORT SYSTEMS
Ejector System
Life Support
Manipulator Arms

MOVEMENT
Ground Speed: 30 mph (74/18 ypt)
Acceleration Code: B [2/1]
Jumping Distance: Double (4/2)
Airdroppable
Grapplers
Jump Pods

STRUCTURE
Integrity 5
Armor 1/1
Damage Control Systems 1/turn

WEAPONS SYSTEMS
Mk-10A: Charge Beam (Small) &
    Hyperedge Blade (Small)
Mk-10S: Laser Cannon (Small) &
    2 x Hyperedge Spur (Small)
Mk-10U: Plasma Cannon (Small) &
    Hyperedge Blade (Small)

MV-15 Claymore

Type: Heavy Weapons Battle Mech (13 AP)
Size: Large (38' tall)

Sporting similar design characteristics, NEG pilots often refer to the Claymore as a Broadsword on steroids. The Claymore is best suited for open terrain where it can take devastating advantage of its large laser cannon and rocket pod. Even in close quarters, this unit prefers plenty of room to slash with its hefty hyperedge blade. Even if the surrounding terrain becomes too confining, the Claymore possesses plenty of size and strength to clear as much room as it needs. Dwarfed only by certain Engels, the Claymore is an awesome sight to behold on the battlefield.

ATTRIBUTES
Control Response *(Agility)* +1
Sensors *(Perception)* +1
Frame (Strength) 10 (+1 damage)
Multi-Task Systems *(Actions)* +1
Warning Systems *(Reflex)* +1

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Targeting (+2)
Thermal

SUPPORT SYSTEMS
Ejector System
Life Support
Manipulator Arms

MOVEMENT
Ground Speed: 30 mph (74/18 ypt)
Acceleration Code: B [2/1]
Jumping Distance: Double (40/20)
Airdroppable
Grapplers
Jump Pods

STRUCTURE
Integrity 30
Armor 3/3
Damage Control Systems 2/turn

WEAPONS SYSTEMS
Chaff Dispenser
Laser Cannon (Large)
Hyperedge Blade (Large)
Rocket Pod (Large)

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Mk-5 Crusader

Type: Tactical Powered Armor (2 AP)
Size: Tiny (10' tall)

A product of Armorcorp, the Crusader has become the standard for light powered armor design. This light and relatively inexpensive armor typically finds service within civilian sector police and security forces. However, the economy of size in the Crusader does not allow hard points for internally mounted weapons systems. The wearer must carry hand-held assault weapons, holstered sidearms, or blades. The physical design of the Crusader is such that the outer contour of the armor follows the natural shape of the human form, with only a slight increase in shoulder size. It was designed to easily maneuver through confined spaces.

ATTRIBUTES
Control Response *(Agility)* -1
Sensors *(Perception)* 0
Frame *(Strength)* 1 (-1 damage)
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* -1

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Targeting (+1)

SUPPORT SYSTEMS
Ejector System
Life Support
Manipulator Arms

MOVEMENT
Ground Speed: 30 mph (74/18 ypt)
Acceleration Code: C [2/2]
Jumping Distance: Double (4/2)
Airdroppable
Grapplers
Jump Pods

STRUCTURE
Integrity 5
Armor 2/2
Damage Control Systems 1/turn

WEAPONS SYSTEMS
Hand-held (choose one):
· Hyperedge Blade & Flamethrower
  (Small) (3 AP)
· Rocket Pod & Laser Cannon
  (Small) (3 AP)
· AP Cannon & Plasma Cannon (Small)

MV-16A Gladius

Type: Close Urban Battle Mech (9 AP)
Size: Medium (26' tall)

The urban battlefield is a place where most mecha units fear to tread. Filled with unknown dangers and the threat of ambush around every corner, fighting within city streets has taken an enormous and costly toll among the lives of NEG mecha pilots. Yet, where other mecha may fear, the Gladius makes its home. Built on the frame and design principles of the Broadsword, the Gladius sports enhanced ground speed for rapid urban deployment, a flamethrower for clearing ground units, and two deadly forearm hyperedge blades for close quarter combat. Advanced thermal sensors allow the Gladius to detect possible threats that may lie among the debris and structures of the urban environment.

ATTRIBUTES
Control Response *(Agility)* +1
Sensors *(Perception)* +1
Frame *(Strength)* 8 (+1 damage)
Multi-Task Systems *(Actions)* +1
Warning Systems *(Reflex)* +1

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Targeting (+2)
Thermal

SUPPORT SYSTEMS
Ejector System
Life Support
Manipulator Arms

MOVEMENT
Ground Speed: 45 mph (111/27 ypt)
Acceleration Code: C [2/2]
Jumping Distance: Double (20/10)
Airdroppable
Grapplers
Jump Pods

STRUCTURE
Integrity 20
Armor 3/3
Damage Control Systems 2/turn

WEAPONS SYSTEMS
Flamethrower (Medium)
2 x Hyperedge Blade (Medium)
Plasma Cannon (Medium)

MV-18A Rapier

Type: Tactical Stealth Combat Mech (5 AP)
Size: Small (18' tall)

The Rapier is the ninja of the sword class. Built on the same frame as the Saber, the Rapier is fast, agile, and equipped with stealth capability. It is the only Sword-class mech that sports the angles of black stealth armor. The Rapier is most often used to infiltrate behind enemy lines, plant large tactical explosives, disable enemy communications and support facilities, spot artillery barrages, perform surgical strikes, and gather enemy intelligence. Though not as fast as the Saber, the Rapier can manage a respectable 60 mph in the air, which is enough to quickly cover enemy territory and get home as soon as possible.

ATTRIBUTES
Control Response *(Agility)* +2
Sensors *(Perception)* +1
Frame *(Strength)* 2 (-1 damage)
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* 0

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Targeting (+2)
X-Ray

SUPPORT SYSTEMS
ECM
Ejector System
Life Support
Manipulator Arms
Stealth System

MOVEMENT
Ground Speed: 30 mph (74/18 ypt)
Air/Water Speed: 60 mph (144/36 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 5/2
A-Pods
Enhanced A-Pod Speed (Double)

STRUCTURE
Integrity 10
Armor 1/1
Damage Control Systems 1/turn

WEAPONS SYSTEMS
Laser Cannon (Small)
2 x Hyperedge Spur (Small)

MV-18 Saber

Type: Tactical Reconnaissance Mech (6 AP)
Size: Small (18' tall)

History has proven that victory on a battlefield often goes to the side that possesses the best intelligence. The Migou's Dragonfly mecha seemed to put the tactical reconnaissance advantage firmly in the lap of the aliens. That is, until the NEG deployed the Saber. Built with a smaller and lighter frame than its bigger Sword-class brothers, the Saber is equipped with the latest in surveillance and sensor equipment. Though not as fast as the Dragonfly, the Saber's A-Pod configuration can propel it at a startling and fully amphibious 120 mph. Its high rate of speed and on-board ECM's make the Saber a difficult target to acquire.

ATTRIBUTES
Control Response *(Agility)* 0
Sensors *(Perception)* 0
Frame *(Strength)* 2 (-1 damage)
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* 0

SENSORY SYSTEMS
Broadband Audio
Long Range
Nightvision
Radar/IFF
Scan
Sonar
Targeting (+2)
Thermal
X-Ray

SUPPORT SYSTEMS
Depth Reinforcement
ECM
Life Support
Life Support Pod
Manipulator Arms

MOVEMENT
Ground Speed: 30 mph (74/18 ypt)
Air/Water Speed: 120 mph (296/72 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 5/2
A-Pods
Enhanced A-Pod Speed (Quadruple)

STRUCTURE
Integrity 10
Armor 1/1
Damage Control Systems 1/turn

WEAPONS SYSTEMS
Chaff Dispenser
Amphibious Laser Cannon (Small)

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MV-14 Scimitar

Type: Artillery Support Mech (9 AP)
Size: Medium (22' tall)

No mecha formation in battle is complete without the Scimitar. Utilizing long-range sensors and information relays from other recon mechs, along with spec ops laser painting, the Scimitar provides crushing artillery support with deadly accuracy. Its pair of charge beams and its long-range missile rack can lay flat a given area in seconds. The Scimitar is built on a shorter and wider frame than the Broadsword, making the mech a lower profile target and easier to conceal among battlefield terrain.

ATTRIBUTES
Control Response *(Agility)* +1
Sensors *(Perception)* +1
Frame *(Strength)* 4
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* +1

SENSORY SYSTEMS
Broadband Audio
Long Range
Nightvision
Radar/IFF
Targeting (+2)

SUPPORT SYSTEMS
Ejector System
Life Support
Manipulator Arms

MOVEMENT
Ground Speed: 30 mph (74/18 ypt)
Acceleration Code: B [2/1]
Jumping Distance: Double (20/10)
Airdroppable
Grapplers
Jump Pods

STRUCTURE
Integrity 25
Armor 2/3
Damage Control Systems 1/turn

WEAPONS SYSTEMS
2 x Charge Beam (Medium)
Long Range Missile Rack (Medium)

ENGELS

malach

serapn

tarsnisn

cherub

aral

auphan

Engel in das Maschine

Engels are strange things. They are cloned, living creatures made from the DNA of Human beings, Nazzadi, and things of a more unspeakable nature, which have been heavily mixed with cybernetic parts and fully encased in armor, complete with a cramped part-organic uterine pilot's capsule in their torso jacked into their central nervous system. A mecha LAI is also connected to the Engel's brain and central nervous system. A pilot is attuned to all of this through an Engel Synthesis Interface chip, with a twin in the beast's head. Occasionally, an Engel will growl, hiss, or make other similar noises, just to let you know there's something living inside.

Fortunately, the New Earth Government covers Engels in sleek and concealing armor, giving them a public face. The government wants their people to feel hope when they see these elite machines of war, not fear. As the elite, Engels typically see heavy deployment and combat. Regeneration makes them more reliable and easier to repair in many ways; technicians don't have to worry about the flesh parts. Like many other NEG mecha, Engels are typically deployed with standard military colors, unit insignia, and honor markings.

Aral

Type: Tactical Stealth Combat Engel (9 AP)
Size: Medium (28' tall)

Shadow beasts – that is what Arals are sometimes called. Because of their size, Arals see different usage than other stealth mecha. They are sent on the toughest black ops and surveillance missions, to places where mecha like the Rapier or the Eclipse would be underpowered. Unlike the Malach or the Seraph, the Aral has difficulty concealing its terrifying nature. It has two faces. The first, its public face, is unusually shaped, but is otherwise comparatively unassuming. However, when threatened the Aral's second face comes out. Plates slide back to reveal its gigantic maw of organic needle-sharp teeth and the spurs pop out of the top of its feet, like some gigantic prehistoric pack-hunting dinosaur. The creature inside must be a nocturnal predators, as pilots have reported that Arals seem "happiest" working at night.

ATTRIBUTES
Control Response *(Agility)* +1
Sensors *(Perception)* 0
Frame *(Strength)* 5
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* 0

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Scan
Sonar
Targeting (+2)
Thermal
X-Ray

SUPPORT SYSTEMS
ECM
Life Support
Stealth System

MOVEMENT
Ground Speed: 60 mph (148/36 ypt)
Air/Water Speed: 30 mph (74/18 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 10/5
A-Pods
Enhanced Land Speed (Double)
Grapplers

STRUCTURE
Integrity 20
Armor 2/3
Damage Control Systems 1/turn
Regeneration 1/turn
(Total Recovery 2/turn)

WEAPONS SYSTEMS
Grav Bomb (Medium)
2 Hyperedge Spurs (Medium)
Plasma Cannon (Medium)
Teeth (Medium)

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Auphan

Type: Tactical Reconnaissance Engel (9 AP)
Size: Medium (28' tall)

Auphans are unnerving to watch – their heads constantly rove back and forth, searching out every detail. The only recon unit capable of catching and flattening a Dragonfly, Auphans are one of the fastest mecha in the NEG's arsenal. Like their cousins the Arals, Auphans see much heavier and more dangerous deployment than their fellow recon mecha. Also like many Engels, they conceal monstrous features. Housings snap open to release alien mandibles that drip with organic acid. Pilots have reported that they prefer to lurk in fog, storms, or other obscuring conditions, and that the creature has a sadistic streak – it likes to play with its prey.

ATTRIBUTES
Control Response *(Agility)* +1
Sensors *(Perception)* +1
Frame *(Strength)* 5
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* +1

SENSORY SYSTEMS
Broadband Audio
Long Range
Nightvision
Radar/IFF
Scan
Sonar
Targeting (+2)
Thermal
X-Ray

SUPPORT SYSTEMS
ECM
Life Support

MOVEMENT
Ground Speed: 60 mph (148/36 ypt)
Air/Water Speed: 180 mph (444/108 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 10/5
A-Pods
Enhanced Land Speed (Double)
Enhanced A-Pod Speed (Sextuple)
Grapplers

STRUCTURE
Integrity 15
Armor 2/3
Damage Control Systems 1/turn
Regeneration 1/turn
(Total Recovery 2/turn)

Weapons Systems
Mandibles with Acid Drip (Medium)
Fog Projector (Medium)
Plasma Cannon (Medium)

Cherub

Type: Artillery Support Engel (14 AP)
Size: Large (35' tall)

Old images of fat, winged children go out the window when the Cherub takes the field. Its gigantic, organic acid-dripping stinger tail makes it easy to recognize, as it whips out behind the Engel like an unruly snake. It is one of the only support mecha to sport linked rocket pods. Few others are large enough to accommodate the weapons system or strong enough to withstand the backblast. Also, unlike other support mecha, Cherubs aren't afraid to wade into close combat to get their hands dirty. In fact, it seems that they prefer to put those tails to use. Some pilots say that Cherubs are mildly claustrophobic, preferring wide-open spaces to the confines of urban or jungle conflict.

ATTRIBUTES
Control Response *(Agility)* +1
Sensors *(Perception)* +1
Frame *(Strength)* 7
Multi-Task Systems *(Actions)* +1
Warning Systems *(Reflex)* +1

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Scan
Targeting (+2)
Thermal

SUPPORT SYSTEMS
Life Support

MOVEMENT
Ground Speed: 30 mph (74/18 ypt)
Air/Water Speed: 60 mph (148/36 ypt)
Acceleration Code: A [1/1]
Jumping Distance: 20/10
A-Pods
Enhanced Land Speed (Double)
Enhanced A-Pod Speed (Double)
Grapplers

STRUCTURE
Integrity 25
Armor 3/3
Damage Control Systems 2/turn
Regeneration 2/turn
(Total Recovery 4/turn)

WEAPONS SYSTEMS
Plasma Cannon (Large)
2 Linked Rocket Pods (Large)
Stinger Tail with Acid Drip (Large)

MALACH
Type: Heavy Weapons Engel (14 AP)
Size: Large (40' tall)

The first of their kind, Malachs are the baseline Engel, if there is such a thing. They are, from a PR standpoint, a favorite, as their armored casing completely conceals their otherworldly natures. However, like most other Engels, Malachs have something organic about them to remind people of their true origins – in this case, it is the long, sinewy tentacles that slither out of a forearm. Some NEG Engel pilots report that Malachs prefer low, dense terrain where they can stick to the ground and use their speed to their advantage. They also say that Malachs are bloodthirsty and often sullen if the carnage from a conflict is too "light."

ATTRIBUTES
Control Response *(Agility)* 0
Sensors *(Perception)* +1
Frame *(Strength)* 8 (+1 damage)
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* +1

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Scan
Targeting (+2)
Thermal

SUPPORT SYSTEMS
Life Support

MOVEMENT
Ground Speed: 60 mph (148/36 ypt)
Air/Water Speed: 30 mph (74/18 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 20/10
A-Pods
Enhanced Land Speed (Double)
Grapplers

STRUCTURE
Integrity 30
Armor 3/4
Damage Control Systems 2/turn
Regeneration 3/turn
(Total Recovery 5/turn)

WEAPONS SYSTEMS
Chaff Dispenser
Hyperedge Blade (Large)
Plasma Cannon (Large)
Rocket Pod (Large)
Tentacle Sheathe (Large)

SERAPH
Type: Super-Heavy Engel (18 AP)
Size: Behemoth (57' tall)

Nothing strikes fear into the hearts of the NEG's enemies like Seraphs. Regal, proud, and unafraid, they stand almost 60' tall – one of two Behemoth-class mecha in the NEG's arsenal. Propaganda posters prominently show Seraphs with their giant organic curling horns towering over enemies like conquering kings, an icon for the New Earth Government. They are the pride and joy of the Engel Project, and not coincidentally one of the most recently developed types. Aside from their horns, Seraphs display two other organic traits – their forearm tentacle sheath and their natural resistance to subzero temperatures. Pilots describe Seraphs as being utterly fearless, with a love for the clouds.

ATTRIBUTES
Control Response *(Agility)* +1
Sensors *(Perception)* +1
Frame *(Strength)* 11 (+2 damage)
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* +1

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Scan
Targeting (+2)
Thermal

SUPPORT SYSTEMS
Cold Resistance
Life Support

MOVEMENT
Ground Speed: 30 mph (74/18 ypt)
Air/Water Speed: 60 mph (148/36 ypt)
Acceleration Code: B [2/1]
Jumping Distance: 30/15
A-Pods
Enhanced A-Pod Speed (Double)
Grapplers

STRUCTURE
Integrity 30
Armor 4/4
Damage Control Systems 2/turn
Regeneration 1 die/turn
(Total Recovery 2 + 1 die/turn)

WEAPONS SYSTEMS
Chaff Dispenser (Large)
Charge Beam (Large)
Horns (Large)
Plasma Cannon (Large)
Rocket Pod (Large)
Tentacle Sheathe (Large)

Tarshish

Type: Close Urban Engel (14 AP)
Size: Large (32' tall)

Like the Aral, the Tarshish is not a favorite of the NEG's PR machine. The creature's almost 15' long, black, talon-tipped, corrosive soaked tongue darts in and out if its mouth almost constantly, even when there's nothing for it to strike at. Eternally crouched and menacing, many suspect that whatever's underneath the armor casing must be pretty heavily concealed. Unsurprisingly, pilots say that the Tarshish are most at home in tight, enclosed spaces, and are more than a little agoraphobic.

ATTRIBUTES
Control Response *(Agility)* +1
Sensors *(Perception)* +1
Frame *(Strength)* 8 (+1 damage)
Multi-Task Systems *(Actions)* +2
Warning Systems *(Reflex)* +1

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Scan
Targeting (+2)
Thermal

SUPPORT SYSTEMS
Heat Resistance
Life Support

MOVEMENT
Ground Speed: 60 mph (148/36 ypt)
Air/Water Speed: 30 mph (74/18 ypt)
Acceleration Code: B [2/1]
Jumping Distance: 20/10
A-Pods
Enhanced Land Speed (Double)
Grapplers

STRUCTURE
Integrity 25
Armor 3/3
Damage Control Systems 2/turn
Regeneration 3/turn
(Total Recovery 5/turn)

WEAPONS SYSTEMS
Lightning Gun (Large)
Plasma Cannon (Large)
Rocket Pod (Large)
Tongue (Piercing/Entangling)
  with Acid Drip (Large)

NAZZADI MECHA

Even after the assimilation of the Nazzadi war machine, the New Earth Government found that the unique mecha of their former enemies had a place within the Combined Arms Concept. Nazzadi mecha are designed to operate under their "lightning war" principle, and are some of the fastest and most agile mecha in the NEG's army overall.

Nazzadi mecha were originally named after natural weather phenomenon from the race's mythical homeworld. Now as part of the New Earth Government the Nazzadi have translated these names into the equivalent Earth phenomenon and as English is the official language of the NEG, the Nazzadi names are infrequently used.

These days, you'll find Nazzadi mecha fighting alongside Sword-class mecha. They are standard units in the Aeon War. Like other NEG mecha, they are often emblazoned with unit insignia and combat honor markings, though the Nazzadi favor different color schemes than their Sword-class brethren. Since they're so fast, Nazzadi mecha don't always need to be painted in camouflage and common colors include black, purple, blue, and green.

It's unusual to find Humans piloting Nazzadi mecha, but it happens.

NEW EARTH GOVERNMENT NAZZADI MECHA

Blizzard (Zinabi)

Type: Heavy Weapons Battle Mech (14 AP)
Size: Large (36' tall)

First in. That's what Blizzard pilots often hear in briefings. That's because the Zinabi is perhaps the fastest mecha in its size class and can leap a couple football fields to close with an enemy. They are the first wave of many assaults, tearing into the confrontation, occupying the enemy, and giving the rest of the force a chance to take position. Though more than capable of dishing out punishment in open terrain, the Blizzard gets its greatest advantage up close where it can let loose with its large lightning gun and archetypal Nazzadi acid-dripping claws. There's nothing quite like a swarm of Blizzards dropping out of the sky, as any vet of the First Arcanotech War can tell you.

ATTRIBUTES
Control Response *(Agility)* +2
Sensors *(Perception)* +1
Frame *(Strength)* 10 (+1 dam.)
Multi-Task Systems *(Actions)* +1
Warning Systems *(Reflex)* +2

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Targeting (+2)

SUPPORT SYSTEMS
Ejector System
Life Support
Manipulator Arms

MOVEMENT
Ground Speed: 120 mph
   (296/72 ypt)
Acceleration Code: A [1/1]
Jumping Distance: 80/40
Airdroppable
Enhanced Land Speed
   (Quadruple)
Enhanced Jump Distance
   (Quadruple Total)
Grapplers
Jump Pods

STRUCTURE
Integrity 20
Armor 2/2
Damage Control Systems
   3/turn

WEAPONS SYSTEMS
Charge Beam (Large)
Hyperedge Claws (Large)
   with Acid Drip (Large)
Lightning Gun (Large)
Rocket Pod (Large)

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Borealis (Baraki)

Type: Tactical Powered Armor (3 AP)
Size: Tiny (10' tall)

The Borealis is a suit of powered armor than can keep up with its larger brethren. Best deployed in urban or close combat situations, they blaze in, strike, and fade away, knocking out structural power as they go. The Baraki is often used by military or police forces to clear buildings or tight spaces that might be too dangerous for infantry alone. Armed with hand-held AP cannons, Special Police Powered Armor Teams (SPATs) make considerable use of the Borealis to hunt hostile lifeforms inside arcologies.
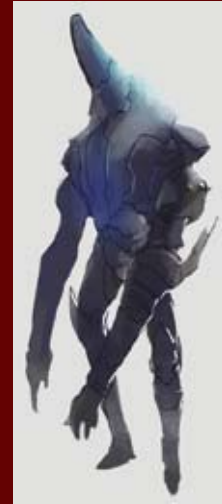
ATTRIBUTES
Control Response *(Agility)* 0
Sensors *(Perception)* 0
Frame *(Strength)* 1
  (-1 damage)
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* -1

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Targeting (+1)

SUPPORT SYSTEMS
Ejector System
Life Support
Manipulator Arms

MOVEMENT
Ground Speed: 120 mph
  (296/72 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 4/2
Airdroppable
Enhanced Land Speed
  (Quadruple)
Grapplers
Jump Pods

STRUCTURE
Integrity 5
Armor 1/1

WEAPONS SYSTEMS
Hyperedge Claws (Small)
Lightning Gun (Small)

Eclipse (Sunadi)

Type: Tactical Stealth Combat Mech (6 AP)
Size: Small (16' tall)

Rapier and Aral pilots can say what they want, but the Eclipse is the true original stealth combat mech. The original Sunadi was incredibly effective in the First Arcanotech War as early New Earth Government stealth systems were anything but dependable. When Nazzadi Systems Design was formed to keep the Nazzadi martial tradition alive, the NEG asked them to help redesign its stealth units. The Eclipse remains the fastest of all, leaving most units in the dust. Used for any of the same missions as other stealth mecha, the Sunadi is most often utilized for surgical strikes where a fast, agile mech provides the best edge. Though light and fairly fragile, the Eclipse has its speed and a lightning gun to make hunters miserable.
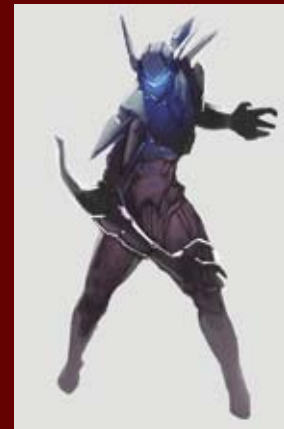
ATTRIBUTES
Control Response *(Agility)* 0
Sensors *(Perception)* 0
Frame *(Strength)* 3 (-1 damage)
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* 0

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Targeting (+1)
Thermal
X-ray

SUPPORT SYSTEMS
ECM
Ejector System
Life Support
Manipulator Arms
Stealth System

MOVEMENT
Ground Speed: 120 mph (296/72 ypt)
Air/Water Speed: 180 mph
  (444/108 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 5/2
A-Pods
Enhanced Land Speed (Quadruple)
Enhanced A-Pod Speed (Sextuple)

STRUCTURE
Integrity 5
Armor 1/1
Damage Control Systems 1/turn

WEAPONS SYSTEMS
Hyperedge Claws (Small)
  with Acid Drip (Small)
Lightning Gun (Small)

Gale (Tymazzi)

Type: Tactical Powered Armor (3 AP)
Size: Tiny (10' tall)

Primarily designed as a support unit, the Gale is unlike many mecha its size. Not just Nazzadi fast, it has an embedded charge beam – a big hit in a small package. Staggered amongst other mecha or teamed up as support for Borealis units, the Tymazzi is versatile and is the most common type of Nazzadi powered armor used by the NEG. It's also not a bad amphibious unit for coastal deployment, though it lacks the depth reinforcement to follow some enemies into their own territory. Still, this little unit carries a certain element of surprise as no one really expects powered armor to hit quite that hard.

ATTRIBUTES
Control Response *(Agility)* -1
Sensors *(Perception)* 0
Frame *(Strength)* 1 (-1 damage)
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* -1

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Sonar

SENSORY SYSTEMS
Life Support
Life Support Pod
Manipulator Arms

MOVEMENT
Ground Speed: 120 mph
  (296/72 ypt)
Water Speed: 60 mph
  (148/36 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 4/2
Airdroppable
Buoyancy
Enhanced Land Speed
  (Quadruple)
Grapplers
Jump Pods

STRUCTURE
Integrity 5
Armor 1/1

WEAPONS SYSTEMS
Amphibious Charge Beam
  (Small)
Hyperedge Claws (Small)

Hurricane (Kameni)

Type: Tactical Reconnaissance Mech (5 AP)
Size: Small (14' tall)

Like most Nazzadi mecha, the Hurricane fills the light and fast recon slot in the New Earth Government's Combined Arms Concept. It is swift above or below the waves and sports a sensor suite filled with nearly all the latest systems that Nazzadi Systems Design has developed. Typically, Kameni are not combat units. They get in, get the intelligence, and get out fast, jamming communications and dropping grav bombs to slow anyone who noticed them along the way. However, while the Migou Dragonfly may frighten other mecha (a recon unit with stealth capability) the Hurricane lives to hunt them. Equipped with an X-ray system to see and the speed to catch them, it holds its own special place in the Aeon War.

ATTRIBUTES
Control Response *(Agility)* 0
Sensors *(Perception)* +1
Frame *(Strength)* 2
   (-1 damage)
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* 0

SENSORY SYSTEMS
Broadband Audio
Long Range
Nightvision
Radar/IFF
Targeting (+2)
Scan
Sonar
Thermal
X-Ray

SUPPORT SYSTEMS
Depth Reinforcement
ECM
Life Support
Life Support Pod
Manipulator Arms

MOVEMENT
Ground Speed: 30 mph
  (74/18 ypt)
Air/Water Speed: 180 mph
  (444/108 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 5/2
A-Pods
Enhanced A-Pod Speed
  (Sextuple)

STRUCTURE
Integrity 5
Armor 1/1
Damage Control Systems
  2/turn

WEAPONS SYSTEMS
Grav Bomb (Small)
Hyperedge Claws (Small)
Amphibious Laser Cannon
  (Small)

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Maelstrom (Oryladi)

Type: Artillery Support Mech (9 AP)
Size: Medium (25' tall)

Not often are harrying and support functions built into the same unit; the Maelstrom is an exception to that rule. It combines devastating artillery support with lightning speed. It analyzes targets, fires, and races to a new vantage point long before the enemy can mount an effective resistance. The Maelstrom is as named – a rain of destruction that is almost impossible to escape. Lithe and sleek like other Nazzadi mecha, the Oryladi also carries a chaff dispenser to evade the very same weapons it uses so effectively.

ATTRIBUTES
Control Response *(Agility)* +2
Sensors *(Perception)* +1
Frame *(Strength)* 4
Multi-Task System *(Actions)* +1
Warning Systems *(Reflex)* +2

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Targeting (+2)

SUPPORT SYSTEMS
Ejector System
Life Support
Manipulator Arms

MOVEMENT
Ground Speed: 120 mph
  (296/72 ypt)
Acceleration Code: A [1/1]
Jumping Distance: 20/10
Airdroppable
Enhanced Land Speed
  (Quadruple)
Grapplers
Jump Pods

STRUCTURE
Integrity 15
Armor 2/2
Damage Control Systems
  3/turn

WEAPONS SYSTEMS
Chaff Dispenser (Medium)
Hyperedge Claws (Medium)
2 Rocket Pods (Medium)
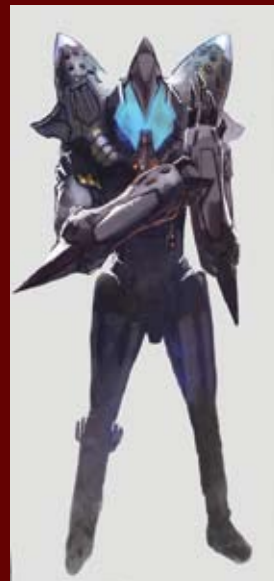
Storm (Vadoni)

Type: Multi-Purpose Main Battle Mech (10 AP)
Size: Medium (24' tall)

Fast. Agile. Deadly. These are traits often associated with Nazzadi mecha. The oldest Nazzadi engineers claim that the Migou stayed out of mecha design, giving them the opportunity to create their own war machines. The Storm is a part of their racial identity of which they remain proud. It is the mold from which all other Nazzadi designs are made. The modern day version of the Vadoni is an updated version of the very same mech that terrorized the nascent New Earth Government in the First Arcanotech War. Some older vets don't like being around them because of the memories they inevitably dredge up. Overall, it is built to hit fast and hit hard. It can function as an amphibious troop if necessary, though it loses its significant speed advantage. Like the Sword-class Broadsword, the Storm is effective for a wide variety of tactical applications and therefore sees the most deployment of any Nazzadi mech.

ATTRIBUTES
Control Response *(Agility)* +2
Sensors *(Perception)* +1
Frame *(Strength)* 5
Multi-Task Systems *(Actions)* +1
Warning Systems *(Reflex)* +2

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Sonar
Targeting (+2)

SUPPORT SYSTEMS
Depth Reinforcement
Life Support
Life Support Pod
Manipulator Arms

MOVEMENT
Ground Speed: 120 mph
  (296/72 ypt)
Water Speed: 60 mph
  (148/36 ypt)
Acceleration Code: B [2/1]
Jumping Distance: 20/10
Airdroppable
Buoyancy
Enhanced Land Speed
  (Quadruple)
Grapplers
Jump Pods

STRUCTURE
Integrity 15
Armor 1/2
Damage Control Systems
  3/turn

WEAPONS SYSTEMS
Hyperedge Claws (Medium)
  with Acid Drip (Medium)
Plasma Cannon (Medium)
Amphibious Torpedo Pod
  (Medium)

Tornado (Daki)

Type: Close Urban Battle Mech (9 AP)
Size: Medium (24' tall)

Roaring through the streets at over 180 mph, the Tornado tears up things up close and personal, just like its namesake. The signature Nazzadi hyperedge acid-dripping claws combine with a strong frame so that the Daki can rend enemies apart with its bare hands, and its large lightning gun not only takes out groups, it takes out power systems. You know when one has come to town. Designed from the Storm, the Tornado is light for an urban combat mech and relies more on not getting hit than taking it on the chin. The magic of the NEG's Combined Arms Concept comes alive when the Tornado takes to the battlefield with its Sword-class counterpart, the Gladius. The Nazzadi mecha scream through the landscape, damaging, disrupting, and disorienting, leaving the Sword-class tanks to carve up the remains.

ATTRIBUTES
Control Response
   (Agility) +2
Sensors (Perception) +1
Frame (Strength) 8
   (+1 damage)
Multi-Task Systems
   (Actions) +1
Warning Systems (Reflex) +2

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Targeting (+2)
Thermal

SUPPORT SYSTEMS
Ejector System
Life Support
Manipulator Arms

MOVEMENT
Ground Speed: 180 mph
   (444/108 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 20/10
Airdroppable
Enhanced Land Speed
   (Quadruple)
Grapplers
Jump Pods

STRUCTURE
Integrity 15
Armor 2/2
Damage Control Systems
   3/turn

WEAPONS SYSTEMS
Hyperedge Claws
   (Medium)
   with Acid Drip (Medium)
Lightning Gun (Large)

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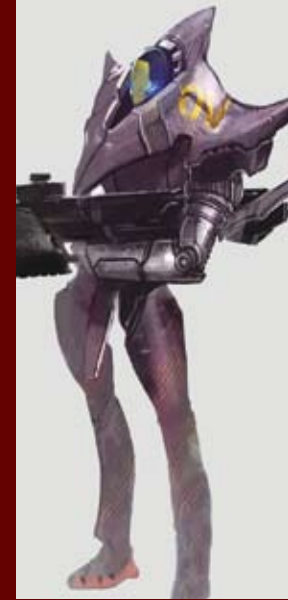
Since the Migou communicate in ways indecipherable to the New Earth Government, no one knows what they call their mecha. Pilots in the early days of the Second Arcanotech War started referring to the Migou as "bugs" and the name stuck. To go along with that, pilots attached bug names to all types of Migou mecha. They are still referred to by the same insect names today, even though the resemblance to real insects is sometimes only passing.

Migou mecha are strong and tough as a rule, but not necessarily heavily armored. Unlike the NEG, the Migou powers don't seem to care as much about pilot survivability. Mecha are typically equipped with the most basic atmosphere to get by, but they never have ejector seats or life support pods.

New Earth Government and Ashcroft Foundation arcanotechnicians are perplexed by Migou mecha. The "bugs" use organically grown alien parts in the construction of their war machines (some of the same principles upon which Engels are based) which help them build mecha faster and more efficiently. Scientists hope to unlock Migou biotechnology, believing that it holds the next key advancement in the Aeon War.

DRAGONFLY

Type: Tactical Reconnaissance Mech (6 AP)
Size: Small (12' tall)

Light and loaded with sensor clusters, like most reconnaissance mecha, the Dragonfly is one of the most hated Migou units for one single reason – it can disappear. Normally, a reconnaissance mecha cannot both house and power a stealth system along with the necessary sensors. The Dragonfly is another mystery of Migou engineering. On top of that, they're very fast, topping out around 180 mph – something only mecha like an Auphan or a Nazzadi interceptor can catch and take down. Grav bombs make them even more difficult to follow and a laser cannon helps let pursuers know they aren't afraid to defend themselves. In addition, they bite if you get too close.
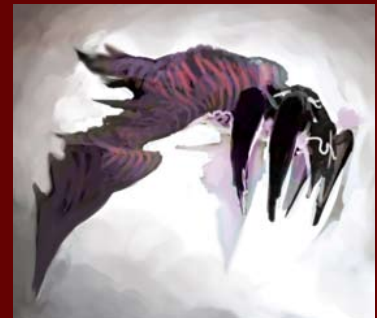
ATTRIBUTES
Control Response *(Agility)* 0
Sensors *(Perception)* +1
Frame *(Strength)* 2 (-1 damage)
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* 0

SENSORY SYSTEMS
Broadband Audio
Long Range Sensors
Nightvision
Radar/IFF
Scan
Sonar
Thermal
X-Ray

SUPPORT SYSTEMS
Depth Reinforcement
ECM
Life Support
Stealth System

MOVEMENT
Ground Speed: 30 mph (74/18 ypt)
Air/Water Speed: 180 mph
   (444/108 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 5/2
A-Pods
Enhanced A-Pod Speed (Sextuple)

STRUCTURE
Integrity 5
Armor 1/1
Damage Control Systems 1/turn

WEAPONS SYSTEMS
Grav Bomb (Small)
Amphibious Laser Cannon (Small)
Mandibles (Small)

Fireant

Type: Close Urban Battle Mech (9 AP)
Size: Medium (27' tall)

No one likes to fight with a Fireant. You only encounter one when it's in its element, the tight, confined quarters like the concrete jungle. It's quick (though not Nazzadi quick), brawny, and sports both a flamethrower and acid dripping mandibles to both cook and eat its enemies. As if that weren't enough, it likes to attack and then cloud everything up with its fog projector. While most everything else is effectively blind, it uses its thermal sensors to advantage. It's even worse on days when the weather is naturally rainy or foggy – conditions that Fireant pilots seem to love.

ATTRIBUTES
Control Response *(Agility)* +2
Sensors *(Perception)* 0
Frame *(Strength)* 8 (+1 damage)
Multi-Task Systems *(Actions)* +2
Warning Systems *(Reflex)* +2

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Targeting (+2)
Thermal

SUPPORT SYSTEMS
Sealed System

MOVEMENT
Ground Speed: 45 mph (111/27 ypt)
Acceleration Code: B [2/1]
Jumping Distance: 20/10
Airdroppable
Grapplers
Jump Pods

STRUCTURE
Integrity 20
Armor 2/2
Damage Control Systems 2/turn

WEAPONS SYSTEMS
Flamethrower (Medium)
Mandibles with Acid Drip (Medium)
Fog Projector (Medium)

Grub

Type: Artillery Support Mech (8 AP)
Size: Medium (22' tall)

Hiding in and among the swarms of Locusts are things dominated by the organic rocket clusters over each shoulder. They are Grubs and they're just as plentiful as Locusts on the field of battle. They plant themselves in clusters of three to five units and barrage nearby targets with rocket fire, and then snipe with their laser cannons once their ordnance is exhausted. Typically, NEG pilots are too concerned with the advancing Locusts to be able to deal with the surrounding Grubs. Some pilots ignore the main army to destroy the artillery support mecha, which has created the term "grub-hunting" (exterminating a target out of malice at the expense of one's own safety).

ATTRIBUTES
Control Response *(Agility)* +2
Sensors *(Perception)* +1
Frame *(Strength)* 8 (+1 damage)
Multi-Task Systems *(Actions)* +1
Warning Systems *(Reflex)* +2

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Targeting (+2)

SUPPORT SYSTEMS
Sealed System

MOVEMENT
Ground Speed: 45 mph (111/27 ypt)
Acceleration Code: B [2/1]
Jumping Distance: 20/10
Airdroppable
Grapplers
Jump Pods

STRUCTURE
Integrity 25
Armor 2/2
Damage Control Systems 2/turn

WEAPONS SYSTEMS
Laser Cannon (Medium)
2 Rocket Pods (Medium)

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Locust

Type: Multi-Purpose Main Battle Mech (10 AP)
Size: Medium (30' tall)

Locust. A creature that swarms, destroying anything in its path, like the Migou's primary battle mech. It is as if there are two Locusts for every Broadsword or Storm in the NEG's arsenal, and they are more than capable of taking care of themselves on their own. Though not particularly fast or heavily armored, the Locust is versatile and multi-limbed. It's amphibious and does not lose the use of any of its Weapons Systems underwater. It's strong and can take a beating. That strength combined with giant organic acid-dripping mandibles makes for a deadly close quarters combatant. A charge beam and laser cannon pair mean it's not any less dangerous further away.

ATTRIBUTES
Control Response *(Agility)* +2
Sensors *(Perception)* +1
Frame *(Strength)* 8 (+1 damage)
Multi-Task Systems *(Actions)* +2
Warning Systems *(Reflex)* +1

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Sonar
Targeting (+2)

SUPPORT SYSTEMS
Depth Reinforcement
Life Support

MOVEMENT
Ground Speed: 45 mph (111/27 ypt)
Water Speed: 22 mph (54/12 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 20/10
Airdroppable
Buoyancy
Grapplers
Jump Pods

STRUCTURE
Integrity 20
Armor 2/2
Damage Control Systems 2/turn

WEAPONS SYSTEMS
Amphibious Charge Beam (Medium)
Amphibious Laser Cannon (Medium)
Mandibles with Acid Drip (Medium)

Mantis

Type: Super-Heavy Battle Mech (18 AP)
Size: Behemoth (60' tall)

Sometimes you never see them coming. Not because they have stealth systems, not because they're fast, but because they can jump half a mile in the air without trying – a pretty impressive feat for a machine that's a multi-limbed monstrosity almost sixty feet tall. Until the development of the Seraph, the Mantis was the most feared mech in the Aeon War and something that far outstripped NEG mecha technology. It is a huge, tough, strong mobile weapons platform. Rockets, a plasma cannon, and a chaff dispenser keep enemies at a distance. A charge beam and a dreaded Migou null ray mete out heavy punishment. Up close, enormous pincers tear chunks out of the largest mecha. They are big, scary, and unfortunately common.
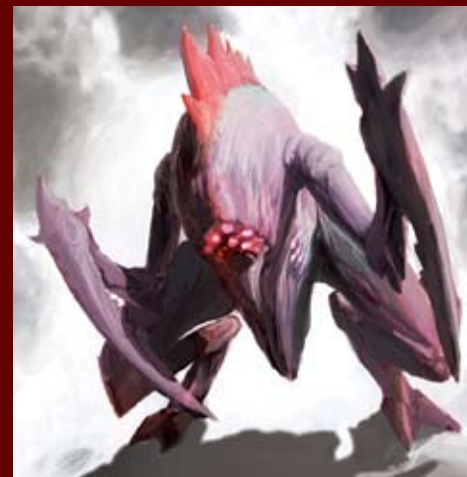
ATTRIBUTES
Control Response *(Agility)* +2
Sensors *(Perception)* +1
Frame *(Strength)* 11 (+2 damage)
Multi-Task Systems *(Actions)* +3
Warning Systems *(Reflex)* +2

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Targeting (+2)

SUPPORT SYSTEMS
Sealed System

MOVEMENT
Ground Speed: 60 mph (148/36 ypt)
Acceleration Code: A [1/1]
Jumping Distance: 360/180
Airdroppable
Enhanced Land Speed (Double)
Enhanced Jump Distance
  (Twelve Times Total)
Grapplers
Jump Pods

STRUCTURE
Integrity 30
Armor 3/3
Damage Control Systems 2/turn

WEAPONS SYSTEMS
Chaff Dispenser (Large)
Charge Beam (Large)
Null Ray (Large)
Pincers (Large)
Plasma Cannon (Large)
Rocket Pod (Large)

Scorpion

Type: Heavy Weapons Battle Mech (14 AP)
Size: Large (38' tall)

Named for its enormous stinger tail, the Scorpion is big and dangerous. The lithe, long, organic acid dripping stinger tail is what gives the Scorpion its name. That, combined with its strength, a few extra appendages, and a large lightning gun (like those found on Nazzadi mecha) make most NEG pilots engage it from a distance. A plasma cannon pummels enemies at range and giant chaff clouds make it difficult to target them with ordnance. Darting quickly through the landscape, Scorpions are difficult to take down and trouble on the field of battle.

ATTRIBUTES
Control Response *(Agility)* +2
Sensors *(Perception)* +1
Frame *(Strength)* 10 (+1 damage)
Multi-Task Systems *(Actions)* +3
Warning Systems *(Reflex)* +2

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Targeting (+2)

SUPPORT SYSTEMS
Sealed System

MOVEMENT
Ground Speed: 60 mph (148/36 ypt)
Acceleration Code: A [1/1]
Jumping Distance: 20/10
Airdroppable
Enhanced Land Speed (Double)
Grapplers
Jump Pods

STRUCTURE
Integrity 25
Armor 2/2
Damage Control Systems 3/turn

WEAPONS SYSTEMS
Chaff Dispenser (Large)
Lightning Gun (Large)
Plasma Cannon (Large)
Stinger Tail with Acid Drip (Large)

Silverfish

Type: Tactical Stealth Combat Mech (6 AP)
Size: Small (17' long)

Nobody knows how the Migou made a stealth mech that goes over 250 mph on land with enough legs to make it accelerate at over 25 miles per second. This wormy machine is incredibly fast and nimble, invisibly snaking its way through tight terrain, low to the ground. A powerful null ray juts out of its "snout," and grav bombs make it even harder to catch. The Silverfish is both a spy and a block ops unit – the sneaky backbone of the Migou force. NEG stealth mech pilots treat hunting for Silverfish like sport, leaving the chase to fighters and Nazzadi interceptors.

ATTRIBUTES
Control Response *(Agility)* 0
Sensors *(Perception)* 0
Frame *(Strength)* 4
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* 0

SENSORY SYSTEMS
Broadband Audio
Long Range
Nightvision
Radar/IFF
Scan
Thermal
X-Ray

SUPPORT SYSTEMS
ECM
Manipulator Arms
Sealed System
Stealth System

MOVEMENT
Ground Speed: 270 mph (666/162 ypt)
Air/Water Speed: 30 mph (74/18 ypt)
Acceleration Code: A [1/1]
Jumping Distance: 5/2
A-Pods
Enhanced Land Speed (Sextuple)

STRUCTURE
Integrity 10
Armor 1/1
Damage Control Systems 1/turn

WEAPONS SYSTEMS
Null Ray (Small)
Pincers (Small)
Grav Bomb (Small)

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Wasp

Type: Heavy Artillery Support Mech (15 AP)
Size: Large (36' tall)

It's a shame for the NEG that the name Wasp isn't only for this thing's needle-like stinger tail. Unfortunately, it also refers to the mech's frightening rocket system, which is made up of two huge linked pods. With the exception of the Cherub Engel, the Wasp is the most effective and deadly artillery support mech in the entire Aeon War. It blows a lot of things up and does it fast. It uses its speed and rockets to act as a bomber. It uses its enormous missile rack to take out installations. Its mandibles and tail mean it can take care of itself close up, if necessary. The Wasp's subtle whine is like deadly fingernails on a chalkboard to NEG pilots.

ATTRIBUTES
Control Response *(Agility)* +2
Sensors *(Perception)* +1
Frame *(Strength)* 10 (+1 damage)
Multi-Task Systems *(Actions)* +2
Warning Systems *(Reflex)* +2

SENSORY SYSTEMS
Broadband Audio
Long Range
Nightvision
Radar/IFF
Targeting (+2)
Thermal
Scan

SUPPORT SYSTEMS
Sealed System

MOVEMENT
Ground Speed: 120 mph (296/72 ypt)
Air/Water Speed: 120 mph (296/72 ypt)
Acceleration Code: B [2/1]
Jumping Distance: 20/10
A-Pods
Enhanced Land Speed (Quadruple)
Enhanced A-Pod Speed (Quadruple)

STRUCTURE
Integrity 25
Armor 2/2
Damage Control Systems 3/turn

WEAPONS SYSTEMS
Long-Range Missile Rack (Large)
Mandibles (Large)
2 Linked Rocket Pods (Large)
Stinger Tail (Large)

ESOTERIC ORDER OF DAGON MECHA
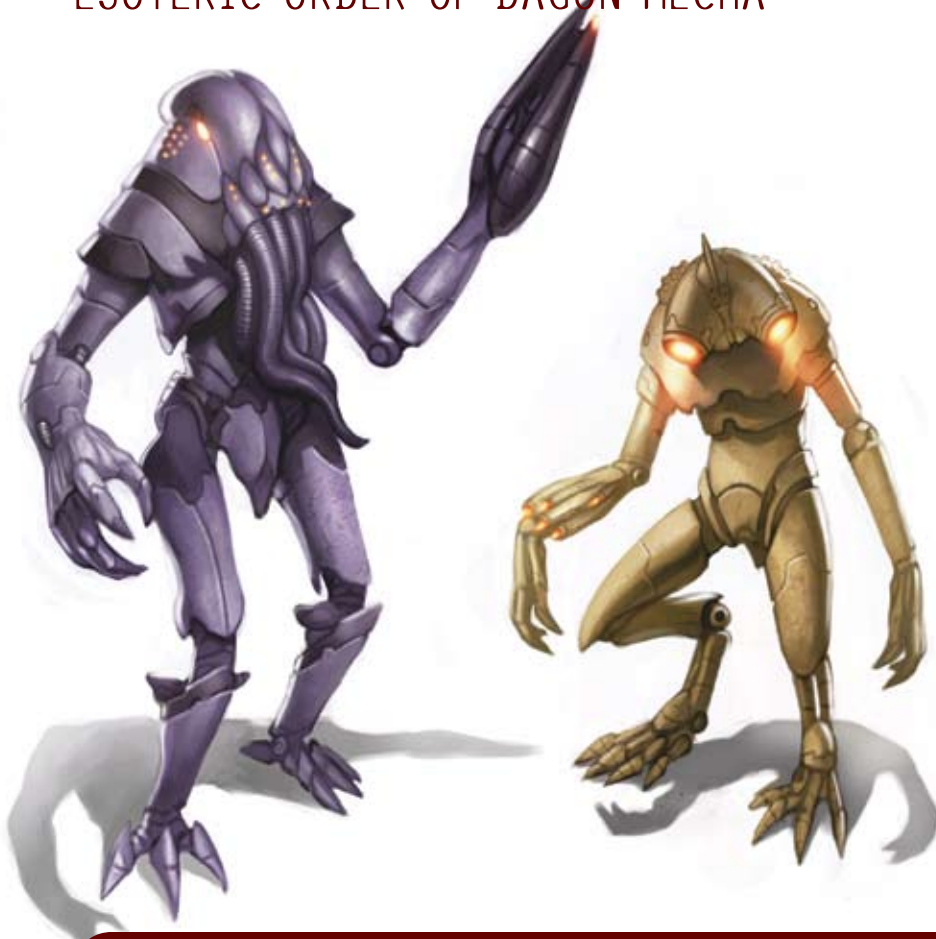
EOD Mecha

The mecha developed and used by the Esoteric Order of Dagon are different from other mecha – they are designed to be inhuman. Human cultists believe this brings them "closer" to the beings they worship. Some Human pilots virtually never leave their mecha, preferring to stay under the waves with the Deep Ones and the Spawn in their hidden cities. The Esoteric Order has also developed a suit of powered armor for the Deep Ones which has put Human cultists in higher esteem.

The EOD uses both Humans and Hybrids as pilots.

Hydra (Ia'hod)
Type: Multi-Purpose Main Battle Mech (10 AP)
Size: Medium (23' tall)

Coming up from the depths is a thing that is as much monster as machine. Long inorganic tentacles whip out where its face should be with a build designed through alien influence. Called the Ia'hod in the R'lyehan tongue, the Hydra is the primary war machine used by the Esoteric Order of Dagon. With its torpedoes, chaff, and amphibious laser cannon, it's a good all-around amphibious mecha, something many coastal towns have discovered to their mortification. The Hydra is also the main mech Human cultists use to feel more accepted within the Esoteric Order.

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ATTRIBUTES
Control Response *(Agility)* +1
Sensors *(Perception)* +1
Frame *(Strength)* 5
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* +1

SENSORY SYSTEMS
Broadband Audio
Long Range
Nightvision
Radar/IFF
Sonar
Targeting (+2)
Thermal

SUPPORT SYSTEMS
Cold Resistance
Depth Reinforcement
Life Support
Life Support Pod
Manipulator Arms

MOVEMENT
Ground Speed: 30 mph
  (74 ypt/18 ypt)
Air/Water Speed: 60 mph
  (148/36 ypt)
Acceleration Code: A [1/1]
Jumping Distance: 10/5
A-Pods
Enhanced A-Pod Speed
  (Double)

STRUCTURE
Integrity 15
Armor 2/2
Damage Control Systems
  1/turn

WEAPONS SYSTEMS
Amphibious Chaff Dispenser
  (Medium)
Amphibious Laser Cannon
  (Medium)
Tentacle Sheathe (Medium)
Amphibious Torpedo Pod
  (Medium)
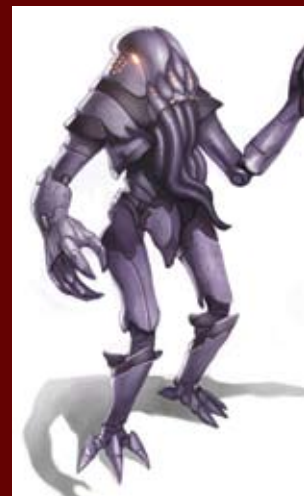
Mudskipper (Ciactu)

Type: Deep One Tactical Powered Armor (3 AP)
Size: Tiny (10' tall)

It's almost like you should hear a comic book "boing" when you see frog-men in jumpy suits of powered armor coming. It would be funny if they weren't so much trouble. The Esoteric Order mass produces Mudskippers, so every EOD conflict involves hordes of Deep Ones leaping into battle in powered armor. Reasonably fast underwater, the mech only has a sealed system. Deep Ones can breathe in water and are immune to the pressures of the deep ocean, so more is unnecessary. Since the creatures have poor eyesight, the Ciactu has no embedded ranged weapons. Pilots instead prefer to carrying their ranged weapons, leaping straight into close quarters and tearing it up with their claws and tentacles as soon as they get the chance.
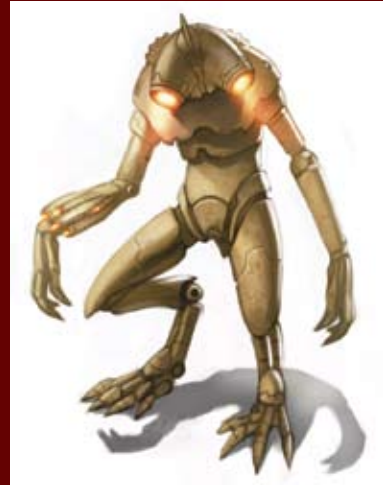
ATTRIBUTES
Control Response *(Agility)* 0
Sensors *(Perception)* -1
Frame *(Strength)* 1 (-1 damage)
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* -1

SENSORY SYSTEMS
Broadband Audio
Nightvision
Radar/IFF
Sonar

SUPPORT SYSTEMS
Sealed System

MOVEMENT
Ground Speed: 60 mph (148/36 ypt)
Water Speed: 30 mph
  (74 ypt/18 ypt)
Acceleration Code: C [2/2]
Jumping Distance: 8/4
Buoyancy
Enhanced Jump Distance
  (Quadruple Total)
Enhanced Land Speed (Double)
Jump Pods

STRUCTURE
Integrity 10
Armor 1/1

WEAPONS SYSTEMS
Hyperedge Claws (Small)
Tentacle Sheathe (Small)

TAGERS

Tager Rules

There are a few abilities, drawbacks, and rules common to all types of Tagers. Here are four major sections:

Attributes

Tager symbionts increase the Attributes of their hosts. Within each Tager listing there are two sets of bonuses. Listed first are those that apply to the Tager's natural, non-shifted mortal form and second are those that apply to the Tager's shifted alien form. The second group of bonuses already takes the first into account, so don't add them again. These bonuses may increase a Character's Attributes above the normal starting limit of 11 and that's okay. Remember to calculate a separate set of Secondary Attributes for the Tager in his shifted form.

Abilities

· Tagers can shift instantly between their two forms. This ability cannot be constrained by restraints or physical objects. The symbiont will mystically destroy any such obstacles in order to manifest.

· Tagers have microhooks on their hands and feet which allow them to cling to and crawl on sheer surfaces like an insect.

· Tagers can perform super-human leaps and jump double normal distances.

· Tagers are considered sealed against gas or biological attacks and can produce their own air for short periods of time. This internal air supply lasts for two hours. They have full mystical life support and can even withstand the depths of the ocean or the vacuum of space.

· Characters receive a +4 bonus to Fear Tests when shifted into Tager form.

· Tagers, regardless of form, have the ability to detect Dhohanoids (and other Tagers) in their mortal guise. By spending one minute carefully observing a person, and succeeding at a Challenging Observation Test, a Tager can figure out whether or not he's watching a monster.

· For a description of Tager senses, refer to the matching mecha sensor systems. They function the same.

· Tagers within one mile of each other, when shifted, are mind-linked. This mindlink allows shifted Tagers to soundlessly communicate through a form of limited telepathy, as well as know what other Tagers are nearby and alive. This does not allow Tagers to know precisely where each other is, how far they are away from each other, or if they are hurt. It only senses whether they are nearby and alive or dead.

Combat

· Tagers are Vitality scale.

· Tagers use their Fighting skill instead of their Armed Fighting skill when wielding their natural non-projectile weaponry, such as blades or claws as these weapons are an extension of their body.

· Tagers regenerate Vitality, even in their natural mortal form. The number listed first represents the amount of Vitality they regenerate every hour in their natural form and the second number listed is the amount of Vitality they regenerate each turn in their shifted form.

· Each Tager has what is called a Limit Weapon which is very powerful. Limit Weapons can only be used once every 24 hours. To activate the attack the Tager must first succeed at a Hard Tenacity Feat Test. Using a Limit Weapon requires all of a Tager's Actions for the turn and can be the only Action that turn.

· If for some reason the mortal inside the symbiont is knocked unconscious while the Tager is shifted, the creature will take over. It runs on instinct, attacks any threat in sight, and will not stop until its environment is safe. Assume that the symbiont has an Adept level of expertise for its skills, including Athletics, Fighting, Dodge, Observation, and Stealth. It continues to use the overall Vitality of the mortal inside but suffers no Test Penalties for Wound Level. It will cease when the host recovers.

· The hands of a shifted Tager are too large to use conventional weaponry. However, the Eldrith Society has modified some types of weapons, including assault rifles and man-portable anti-mech weaponry, with larger grips, triggers, and trigger guards for Tager use. The availability of these special weapons is up to your Storyguide.

The Hard Truth

· Tager characters begin with one Insanity Point. The Rite of Sacred Union, while beneficial to both parties involved, quickly changes the host's worldview in a frightening way.

· Tagers have access to only half of their Orgone for performing magic, as the symbiont requires the rest as sustenance. Nightmare Tagers are the exception; they only have access to none of their Orgone.

· Tagers must succeed at a Challenging Insanity Test every game month. Failure adds another Insanity Point to their total.

NIGHTMARE

Type: Heavy Weapons Tager
Note: Requires the Tager and Tager: Exceptional Asset Qualities.

Looking down at you with its mass of uneven eyes, the Nightmare bristles like the machine of death that it is. If your feet weren't frozen in place, you'd run anywhere to get away from it. It has a dozen ways to kill you, but it can't seem to decide how...

The Nightmare lives its name. Uncommon and enormous, it stands more than a head taller than most other Tagers and strikes commensurately more fear. Despite its bulk, it is just as fast as other Tagers, though it hits much harder. While it's as heavily armored as the Phantom, what makes a Nightmare more deadly is its accelerated rate of regeneration. It might heal from almost dead to deadly in less than five minutes.

Combined with its significant strength, the claws of a Nightmare make it lethal up close. But it is best known for its deadly Shoulder Pods. These Pods ejaculate crimson force balls at targets within a 180° arc of the Tager's front, punching into them like the rounds of a large machinegun. They track and fire together like the eyes of some horrible beast and together they manifest the terrible Mystic Blast. The Pods condense energy into three triangular floating gravity points, finally firing a trigger blast through the center and releasing all the energy at once. It cuts an eight-foot tall, five-foot wide swathe of destruction in a straight line for 400 yards, happily punching through walls and other solid objects.

The Nightmare is a dangerous and bloodthirsty symbiont. Those who are bound with one develop a certain menace and predatory ease, combined with a cold temper and murderous streak.

Size: Medium (8 to 9 ft. tall)
Attribute Modifications:
   Agility -/+2
   Perception -/+3
   Strength +2/+6
   Tenacity +2/+4
Weapons:
   Talons (+2) – These vicious claws tip the Tager's fingers.
   Shoulder Pods – Range 25/60/170, Damage +3, Shots 1, Infinite Rounds
   Tentacle Sheathe (+1) – This tentacle sheath may be used to entangle foes.
Limit Weapon:
   Mystic Blast – Range 30/75/200, Damage +6; this blast is a five-foot wide swathe of eldritch destruction. It damages anything in its path, in a straight line. This attack does Hybrid Damage. This uses all Actions and can be the Tager's only Action that turn.
Armor: 2/2
Regeneration: 1/1 die
Fear Factor: 16
Senses: Nightvision, Scan
Movement & Speed: Climbing (Double), Jumping (Double), Land (Normal)

Phantom

Type: Multi-Purpose Battle Tager

The Phantom is one of the two most common Tagers, along with the Mirage*. They are heavily armed, tough, and equipped with one of the most terrifying Limit Weapons of all the symbionts.

The weapons of a Phantom make it deadly all around. A magical electrical blast that generates out of the Tager's forehead, the Arcane Blast fires the equivalent of a heavy round with deadly accuracy. The Phantom's exceptional strength combined with the sharp blades that extend out of its forearms make it a vicious killer up close. Not even aerial targets are safe, as its awful Howl brings fliers to the ground – and knocks other opponents off their feet. Groups of Phantoms sometimes Howl, an unnatural and almost unholy sound, as a battle cry that echoes into the night.

However, it's the Limit Weapon of the Phantom that is most feared, and not coincidentally coveted by many other Tagers. A mass of black tentacles burst out of its chest, flaying the flesh off those unlucky enough to get in the way. Before they return, the symbiont chooses one of these victims as its meal. It drags the screaming victim back into the dimensional cavity from which it came and swallows him whole. This is a little intimidating and it's also an ingenious way to hide dead bodies.

The Phantom's armor and ability to regenerate are both significant, so it can take a beating and still handle itself. It is a balanced organism, useful in just about any situation.

Phantoms are sleek and aggressive symbionts. Those who are bound with one develop an attunement with their body and a confident awareness, combined with a sense of freedom and a certain bloodlust.

* The Mirage will be introduced in the upcoming *Vade Mecum: the CthulhuTech Companion*.

Size: Medium (6 to 7 ft. tall)
Attribute Modifications:
    Agility +1/+3
    Perception -/+2
    Strength +1/+3
    Tenacity +1/+3
Weapons:
    Arcane Blast – Range 30/75/200, Damage +2, Shots 3, Infinite Rounds
    Blades (+2) – These blades often extend from the forearms of the Tager.
    Howl (+0) – Range of 20 ft. Target must succeed at a Challenging Strength Feat Test or be knocked to the ground.
Limit Weapon:
    Tentacle Sheathe (+3) – A mass of tentacles bursts out of the Phantom's chest, covering a 30 ft. cone in front of him. Everything caught within the tentacles is attacked, at no Multiple Action Penalty. One of the targets, randomly selected, must also succeed at a Challenging Strength Test or the symbiont will drag him back and eat him. This takes one full turn and results in the death of the victim. This uses all Actions and can be the Tager's only Action that turn.
Armor: 2/2
Regeneration: 1/3
Fear Factor: 12
Senses: Nightvision, Scan
Movement & Speed: Climbing (Double), Jumping (Double), Land (Normal)

Shadow

Type: Stealth Combat Tager

Something that can't be seen, the Shadow is the thing that moves in the corner of one's eye. Spy, ninja, ghost – it has been called all of these and none of them is incorrect, for the Shadow has the mystical ability to disappear at will. As long as it's alive, it can disappear from sight and sound in an instant. Not only is it invisible and inaudible, it leaves no heat signature either, making it capable of open action even in an arcology. Most of the time the Shadow's first strike is from surprise.

Its tools as an assassin are manifold. The needles growing on its chin can be fired as poisoned darts. This organic poison is a powerful, short-term paralytic, meant to disable a target just long enough for the Shadow to gain advantage. Once it is up close, thorns sprout out of almost every striking surface, making it capable of tearing chunks out of vulnerable flesh. Its ability to Multiport strikes a target from up to six different sides nearly simultaneously. However, the Shadow is lightly armored and stand up fights can leave it badly hurt.

The Shadow is a deadly and careful symbiont. Those who are bound with one develop great patience and cool temper, combined with a controlled nature and a callous attitude towards killing.

Special: Paralytic Poison – The needles fired by the Shadow are coated with an organic paralytic poison. This poison requires that the needle do at least one point of Vitality damage to be administered. Anyone affected by the poison must succeed at a Hard Tenacity Feat Test to resist. If this Test is failed, the victim loses 2 Actions per turn for one to ten minutes (roll one die), which can effectively reduce a character's Actions to zero. Only one Test needs to be made per turn struck by the Shadow's needles and the effect of the needles is not cumulative. A target may again be affected on the turn following his recovery from the last dose.

Special: Stealth – The Shadow projects a mystical stealth field, which functions like a mecha stealth system except that all Degrees to spot it are increased one category. In addition to rapid, erratic movement, touching anything living (of dog-size or larger) will force the stealth to drop. This ability drains the Orgone of the Tager, at a rate of one point for every half hour invisible. The ability of a Shadow to use its stealth is not affected by this drain. A Shadow may even use this ability when its Orgone has been drained to zero, but Orgone will not regenerate while it is engaged.

Size: Medium (6 to 7 ft. tall)
Attribute Modifications:
   Agility +1/+3
   Perception +1/+3
   Strength -/+2
   Tenacity +1/+3
Weapons:
   Thorns (+1) – These thorns grow out of the hands, forearms, shoulders, lower legs, and feet.
   Needle Pods – Range 25/60/170, Damage +1 (+ Poison), Shots 2, Infinite Rounds
Limit Weapon:
   Multiport – This attack can target anything within a range of twice the Shadow's average jumping distance. By rapidly teleporting around his target, the Shadow can take double his normal Actions – though no movement – with no Multiple Action Penalty, for one single turn. These attacks occur simultaneously. This uses all Actions and can be the Tager's only Action that turn.
Armor: 1/1
Regeneration: 1/2
Fear Factor: 12
Senses: Nightvision, Scan
Movement & Speed: Climbing (Double), Jumping (Triple), Land (Normal)

Whisper

Type: Reconnaissance Tager

Whispers have senses and speed of which other Tagers only dream. Simply put, they see everything – even through walls – and they move twice as fast as other Tagers. As if that wasn't enough, they have a set of foldable wings (a strange fusion of bat and insect) upon which they flit about even faster, using a second set of small arms to carry things as they fly.

A Whisper's weapons are designed for harry and retreat. The whips that extend from its forearms can be used to entangle, disarm, or drag an opponent from the air. Gossamer Bombs, plasmic balls that drop out its chest, burst with a blinding flash of light, stunning and blinding those for thirty feet around. Combined with its speed, a Whisper can create an effective distraction. Moreover, its Razor Wing limit weapon is a perfect exit strategy, carving its way through any obstacles for a speedy getaway.

The Whisper is a delicate but feisty symbiont. Those who are bound with one develop great patience and a cool temper, along with a dogged determination and an amazing eye for detail. They are often voyeurs.

Size: Medium (6 to 7 ft. tall)
Attribute Modifications:
  Agility +1/+4
  Perception +2/+4
  Strength -/+1
  Tenacity -/+2
Weapons:
  Whips (+1) – These whips most often extend from the forearms of the Tager and can be used to entangle opponents.
  Gossamer Bombs (Blinding) – These radiant balls are dropped from the air. Wherever they land, they burst in a blinding light and everything with 15-foot radius must succeed at a Challenging Tenacity Feat Test or lose its next two Actions, which can reduce a character's Actions to zero for the turn. Only one gossamer bomb can be fired each turn, but each Whisper has an unlimited supply.
Limit Weapon:
  Razor Wing (+4) – The Tager's speed and armor doubles for the turn of this flying charge attack. This attack still requires the use of the Fighting skill and can be used to attack as many targets as are in a reasonably straight line, up to the Tager's maximum movement for that turn. This uses all Actions and can be the Tager's only Action that turn.
Armor: 1/1
Regeneration: 1/1
Fear Factor: 12
Senses: Broadband Audio, Long Range, Nightvision, Scan, Sonar, Thermal, X-ray
Movement & Speed: Climbing (Triple), Flight (Triple), Jumping (Double), Land (Double)

I stopped to check my fingernails before I rang the doorbell. I don't know why I always do that; it must be a nervous habit.

The guy who opened the door looked just like his ID: Human, medium height, early-30's, clean cut. He looked like the kind of guy you'd want handling your loan at the bank. I guess you never can tell.

"Donald White, I'm Agent Jada from the Office of Internal Security, Chicago, and this is Agent Sara Xiao. May we come in?"

He blanched the instant we showed our badges. He was scared – which was both good and bad. "Umm, I guess. What's this about?"

I smiled as I stepped over the threshold. White's place was very clean, especially for a bachelor. "We'd just like to ask you a few questions." I motioned for him to sit and he took the couch, while I sat in his leather recliner. As I leaned forward smiling politely, Sara continued on into the kitchen. White looked anxious and a little disoriented.

"Excuse me. What's she doing?" he said, as he started to get up.

"Mr. White, please sit down." The practiced menace in my voice made him think twice and he sat back down uneasily. "Have you ever been interested in the occult?"

"Yes. Why?"

Smart boy. He knows his purchases are being tracked. "To what extent?"

White shifted in his seat, distracted by Sara's move to his office. "I just like to read about it. What's this all about?"

I cleared my throat and he looked back at me. "Have you ever been interested in magic?"

He looked me square in the eye and said, "No. If I were, I would have already registered." As if I didn't know already, men really only look you straight in the eye like that when they're lying. "Okay, I've been helpful enough. Now can I see your warrant? This is ridiculous. I want my lawyer."

Instead of producing a warrant, I reached into my jacket, pulled out my cuffs, and put them on his glass coffee table. He sat sort of stunned as the glass made that little 'tink' it does when metal hits it. "Mr. White, are you aware of the severity of this situation?"

"I'm aware that I have rights," he said, trying to sound brave.

I smiled. "No, you don't." I let that hang in the air for a minute while Sara moved on to the bedroom.

"You see, Mr. White, we have it from a reliable source that you recently acquired a complete copy of the Book of Five Shadows. As you are no doubt aware, that book has been banned by the New Earth Government and possession of it is illegal. Now, what would a man such as yourself need a copy of this book for?"

He'd frozen, like so many of them do. I couldn't tell if he was going to try something or not. He wasn't the type, but in situations like this who can tell. He'd better not make any sudden moves or Dane and the rest of the steroid-juiced marines outside were going to take his head off. "I don't know what you're talking about. I want my lawyer."

"You aren't entitled to one," I replied. "The Book of Five Shadows contains a great deal of information about the summoning of extra-dimensional entities. This information is restricted and highly illegal for the protection and safety of the citizens of the NEG. We are forced to assume that any individual experimenting with information of this sort has been contaminated by these entities. Because of this, we are forced to question your very mortality."

"W-w-what?" he managed to stammer.

I sighed. "You have no Human rights, Mr. White, because we aren't sure if you're still Human."

Walking out of the bedroom, Sara held up a palmtop. "You have to be smart when you buy rituals off the black market. I can already tell at least one of these has been tampered with. Do you have any idea what can happen?"

White wasn't really home anymore. "I was just curious…"

Sara nodded to me and stepped up. "Donald White, you are charged with possession of illegal magical texts and with intent to summon extra-dimensional entities. You are also charged with operating as an unregistered sorcerer. Do you understand?"

He nodded blankly and Sara continued. "Your assets will be frozen and any and all contraband material will be seized by the Office of Internal Security. You will be taken to a detention facility where your physical and mental status will be determined. In the event that you are declared Human, your rights will be restored and you will stand trial for these crimes. Do you understand?"

I watched White carefully as he nodded that he understood. But I doubt he did – they never really do.

With the acceptance of arcanotechnology came the inevitable acceptance of magic. While carefully regulated, magic is not uncommon. Sorcerers help patients make speedy recoveries in hospitals, arcanotherapy is the cure for cancer, and corporate magicians hang wards to assure the privacy of company buildings.

This chapter will introduce you to the concepts surrounding magic, the mysterious arcane tomes that hold lost occult secrets, how eldritch magic works within *Framewerk,* and a list of ritualistic spells for use in your game.

MAGIC

Semantics

Like any industry or hobby, the subculture surrounding eldritch magic has a language of its own. The two most important differences are orgone vs. ruach and magic vs. magick.

Orgone is classified as the primal biological energy of the body and is the official term used by the New Earth Government for that invisible thing inside people that allows them to manipulate the cosmic forces of the universe (magic or para-psychic abilities). It was "discovered" by Dr. Wilhem Reich, a psychoanalyst who's experiments led him to believe there was a force that had not yet been described by classical physics. His theories of orgone biophysics created the basis for modern accepted occultism. However, occultists and sorcerers in the trade rarely use the term Orgone. To them, Orgone is just a fancy pseudo-science term used by the government to make magic seem less scary. The thing they believe allows them to play with cosmic forces is called Ruach, a Hebrew word for spirit. Since Jewish mysticism contributed significantly to the modern understanding of cosmic structure, the magical community fell into the practice of using this term.

Another difference, though more subtle, is in the spelling of the word magic. One can always identify a knowledgeable occultist or sorcerer in that he spells his magic with a –k at the end – magick. It is an anachronistic practice, but one that has maintained favor through the translation of old occult tomes.

Legality and Registering

Magic is controlled and regulated by the government. All possible ritual component and magic-related purchases are tracked by the Office of Internal Security. Those who have the knowledge and skill to be sorcerers are required to register. The OIS also polices the magic black market, also known as the arcane underground, which traffics in items the New Earth Government deems too dangerous to be in the public's hands.

The penalties for violating the laws regulating magic are severe, but not as severe as the "legal" process. Any person in violation of magical statutes loses their rights. It is assumed that by entering areas deemed dangerous by the NEG that a person has become compromised by the dark forces of the universe, and therefore can no longer be considered mortal. The Office of Internal Security has the authority to arrest, detain without charge, and confiscate any and all materials and contraband that they

deem necessary. Such individuals are then taken to a detention facility where they undergo an unpleasant battery of interrogations and tests to determine their state of mind and being. Those that succeed in establishing their sanity and mortality then go on to stand trial as normal. Those who do not find themselves locked away in specially guarded and warded OIS vaults, lost forever to the world.

Being a Sorcerer

There are three things that make a sorcerer: a great will, a capacity for cosmic energy (inherent in nearly all living things), and the drive to delve fearlessly into the occult. The first and the last are easily measured and are watched in upcoming youths in the New Earth Government school system.

All students undergo aptitude testing as part of their normal schooling. The NEG has added a section that tests those traits that mark a youth as a potential sorcerer. When such students are identified, the Office of Internal Security takes interest, watching the individual's continuing studies, their purchases, and checking on their lifestyles. This allows them to recruit gifted sorcerers into government service and also have an early warning system for any who decide to practice magic unregistered or who might fall under cult influence. This testing is one of the primary reasons that cults home-school their children.

The symbionts that make Tagers what they are require a regular infusion of Ruach in order to exist. This constant siphoning makes Tagers poor sorcerers, something they leave to other members of the Eldritch Society.

Becoming a Sorcerer

If a person meets the basic requirements for magical aptitude, it's pretty easy to find above-board training. Most reputable colleges have metaphysics programs that teach a young magician everything he needs to know. Graduates leave with a broad education in occult and magical theory, and more than likely an Enchantment, Protection, or Transmogrification (if a doctor) ritual or two under their belt. But there are still those who believe that the process is more intimate than that and feel that classroom education only sullies the study of "the Art". They choose to explore occult mysteries on their own and experiment in private. Some believe in a more traditional master/apprentice system. Regardless, those who want to study magic on the up and up have many options for training.

Service or Independence

There are two routes for registered New Earth Government sorcerers to go in life – either service to the government or working as an independent.

Working for the government certainly has its benefits. In addition to great health and retirement benefits, NEG sorcerers have access to illegal books and spells. After all, in order to unweave an illegal spell a sorcerer must know it. That doesn't mean that government magicians have unlimited access to the "black arts" – this sort of knowledge is still carefully guarded. Even if the chances are few and far between, New Earth Government sorcerers are the only ones allowed to skirt the legalities of their spells

and libraries. On the other hand, not all government jobs are interesting. There are sorcerers who's entire job is maintaining wards for the President. But there are sorcerers employed by the military and police organizations that lead more exciting lives and these are the ones depicted in movies.

Being independent simply means that a sorcerer doesn't work for the government. Many sorcerers are recruited fresh out of college by private institutions. Corporations employ many eldritch magicians and actively seek hot talent. These sorcerers may be bound by the rules, but they are well compensated. Other independents might just be people with an active interest in magic or those who simply seek to improve their own lives. Regardless, being an independent often means greater personal benefit, but it also means that being carefully watched by the Office of Internal Security.

Occult Languages
Besides the panoply of Human languages in which occult knowledge is recorded, there are a number of ancient and inhuman tongues in which such wisdom can be found.

· *Aklo* – The language of the ancient Valusians, Aklo is a tongue that modern mortals are capable of speaking with some difficul-ty. It existed in both a spoken and written form. There are few in the modern age who know anything of this long-dead language.
· *Enochian* – The supposed language of angels as recorded by Dr. John Dee and Edward Kelley, Enochian has become a language used in many rituals (first adopted by Aleister Crowley). It exists in both a written and spoken form and is very easy for mortals to learn and speak. Enochian, like Tsath-yo, is taught at most major universities. To this day, no one knows if Enochian is a genuine or invented language – a topic of some debate.
· *Pnakotic* – The language of either the Elder Race or the Great Race, or possibly shared by both, Pnakotic exists today in written form only. Scholars have been unable to determine what the language would sound like and Humans more than likely do not have the biology to replicate it. Ciphers preserved amongst ancient Antarctic ruins have contributed to the world's knowledge of Pnakotic today. While difficult to find, those who can translate Pnakotic do exist in the occult circles of the modern world.
· *R'lyehan* – A common occult language, if such thing can be called such a thing, R'lyehan has been preserved for millennia amongst the various cults of the world. It is supposedly the native tongue spoken by Cthulhu and his kind. Mortals are ill-equipped to speak the language, but phonetic recordings have been passed down through the ages and are still used in rituals. The true written form of the language is hieroglyphic.

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· *Tsath-yo* – An early Human language, Tsath-yo is a Pangean (some say Hyperborean) language of ancient man. While not acknowledged by the archeological community for generations, the language was preserved in both its spoken and written form by those occultists who believed that our forebears held wisdom that we have lost through the ages. It is not unusual to find occultists who are fluent in Tsath-yo – most major universities with a reputable metaphysics program teach it. The written form of Tsath-yo is hieroglyphic, like many ancient languages of man.

The Nature of the Universe

As sorcerers quickly discover, the dimensions we perceive in this mortal coil are only part of the greater universe. Together they are called the World of Elements in esoteric tomes. The first three are commonly known as the physical plane: height, weight, and depth. The fourth dimension is not so easy to quantify, and it is primarily known through its effects – this is the dimension of time and vitality. It is what channels the energy of the universe into life, as well as what locks it into the cycle of mortality. Side by side is the dimension of thoughts and emotions – the fifth – where all things exist for eternity. Wrapping around all of that is the Astral Plane, a place of pure essence, into which those who are gifted enough can travel in a disembodied state.

The higher dimensions are beyond mortal ken, but it is rumored that another, higher magic exists that draws its power from and affects these dimensions. The power this would grant would make the sorcerer who controls it potent and alien – and a demigod. Those beings who naturally exists in the higher dimensions are called Outsiders, as they exist outside the World of Elements, and those mortals that have been rumored to harness the powers of the higher dimensions give up their mortality to become one of them.

There are those mortals who gain an understanding of the greater nature of the universe – and great power along with it. Sorcerers or magicians are those who force their rational mind to comprehend the complex and alien nature of the universe and learn how to manipulate it in practiced ways. These practiced ways are called spells, and can, in theory, be developed to manipulate things in nearly every way conceivable. Those who have an intuitive understanding of this framework manifest para-psychic abilities, which are more set and restricted in their manifestation, but do not require the study and ritual that eldritch magic does. Someone so gifted is either a magician or a para-psychic – they are mutually exclusive.

Ancient Gods

While most major religions still try to force what people now know about the universe into their dogma, occultists have discovered stories that tell of darker, more ancient gods. They are inhuman, terrifying, and seem to have care little for Humanity. Very little is known about their purpose or desires. According to arcane works, there are three groups of these terrible deities. The Endless Ones are supposedly made of and control the primal energies of the universe, the Old Ones are alien gods who once ruled this planet, and the Forgotten Ones, thought by some to be responsible for the disappearance of the Old Ones, remain a mystery.

Of these, several are of importance to practitioners of eldritch magic. Yog-Sothoth, an Endless One, has been said to be a thing that exists in all worlds in all times and knows the passings in each. It is often entreated by those who wish to see the future or to manipulate the fabric of dimensions. Hypnos, possibly an avatar of the Forgotten One Morfean, is said to be the master of dreams and is beseeched by those who wish to travel into the land beyond sleep. Gurathnaka, an Old One, is a dark god of nightmares who has purportedly consumed the Dreamlands. Because of him most sorcerers light their homes and working spaces brightly, as it is said to see and influence the world through shadows. Perhaps the most significant is the Endless One called Nyarlathotep, who is rumored to have been involved with mortal affairs since the dawn of time and often takes special interest in visionary sorcerers.

There are two other gods that have become important to the Aeon War. Perhaps the greatest of the Old Ones, Cthulhu is the thing the Esoteric Order of Dagon seeks. This deity supposedly reigned hundreds of millions of years ago and will do so again if raised from his sleep of death. The Dead God, the Old One Hastur already walks the Earth and guides the effort of his cult, the Disciples of the Unnamable, from his palace in Central Asia. Few sorcerers dare use his name, as supposedly the mention will draw his unholy attention.

BELL, PDA & CANDLE

In days gone by, sorcerers jealously hoarded their knowledge in old and musty tomes. The information age changed all that. Nowadays, ancient eldritch books and magical rituals are found electronically. No longer is knowledge lost to decay. No longer are rituals the domain of the lucky or rich. It's all there, if you just know where to look for it.

Now that's not to say that all occult books are legal. Many occult books have been declared too dangerous for public consumption by the New Earth Government and owning them is a serious offense. Some books have been censored by the government and re-released in "less harmful" editions. The same goes for magical rituals. Some spells have been classified "safe" by the NEG and are readily available. Others require a permit, much like those required for guns, and still others are blacklisted. One can assume that if a book or ritual contains anything regarding extra-dimensional entities that it's been blacklisted.

To the New Earth Government's credit, the majority of the occult books and rituals that have been blacklisted are dangerous. The knowledge or power in them, even in responsible hands, might corrupt the user or unleash powerful forces that are easily outside of any mortal sorcerer's control. But it's not like that stops anyone.

If a book or ritual is legal, acquiring it is just a question of talking to the right dealer and ponying up the money. A copy-protected version will be downloaded to your PCPU and you're ready to go. Standard copy-protection gives a user one legal backup and five legal printouts before the file locks up. Even if it's legal, all magical purchases are tracked by the Office of Internal Security, so the government knows what you've been buying. If a book or

ritual is illegal, on the other hand, the steps to acquiring it are much more difficult and dangerous. The only place to go is what is known as the arcane underground, a magical black market hiding underneath the surface of NEG society. Here, if you are vouched for by the right people and can pay the exorbitant prices, you can find many things the OIS would prefer were forever purged from this world. Of course, that assumes that you don't get screwed or killed in the process.

Back in the day, magical rituals were part of any good occult book. Now there's a marketplace for such things and spells are sold individually. One would be hard-pressed to purchase an occult book with rituals still included. Such is the price of availability.

Arcane Tomes

Presented here is a list of occult works. This list is far from comprehensive, but details a few of the more notorious and more common occult books in the New Earth Government. Each listing looks like this:

Name	The "official" name of the book.
Cost	An approximate market value of the book, both in censored and black market versions.
Legality	Whether or not the NEG wants the public to have it.
Censored	If a book is illegal, it may exist in a censored version.
Language	The oldest known language of the book. English translations exist for all legal occult books, but purists often like to go back to the source – less chance of translation error.
Insanity Test	The Tenacity Feat Test required to withstand the mind-bending concepts within and the number of Insanity Points you gain if you fail.
Specializations	The Occult skill Specialization to which the text contributes. You still have to spend the appropriate Experience – the book provides the rationale.

Book of Dzyan

Cost (Censored): 110Tn
Cost (Black Market): 3500Tn
Legality: Illegal
Censored: Yes
Language: Chinese
Insanity Test: Challenging/1 IP (Easy/1 IP for the censored version)
Specializations: General Occult Lore, Occult History, Occult Symbology

First found in the despoiled grave of a Tibetan shaman, the Book of Dzyan contains a complete cycle of the world's secret history. It also contains a great deal of occult symbology. In many ways, this book is the rosetta stone of occultic knowledge. The censored version keeps the symbology intact, but "softens" the history lesson.

Book of Eibon

Cost (Censored): 80Tn
Cost (Black Market): 3500Tn
Legality: Illegal
Censored: Yes
Language: Tsath-yo
Insanity Test: Challenging/2 IP (none required for the censored version)
Specializations: Occult History, Ritual History

The Book of Eibon, also known as the Liber Ivonus, is an ancient book that describes sorcerers from bygone days. The New Earth Government cuts out the dark myths of the Endless Ones for the censored version.

Book of Five Shadows

Cost (Black Market): 7000Tn
Legality: Illegal
Censored: No
Language: Aklo
Insanity Test: Challenging/2 IP
Specializations: General Occult Lore, Otherworldly Creatures

The grimoire that has come to be known as the Book of Five Shadows is a definitive work on summoning extra-dimensional creatures. It discusses the different type of entities, advantages and disadvantages to summoning each, tips on how to best manage otherworldly servants, and how to make the best use of them.

The Breath of R'lyeh

Cost (Black Market): 7000Tn
Legality: Illegal
Censored: Yes
Language: R'lyehan or Tsath-yo
Insanity Test: Challenging/2 IP (Easy/1 IP for the censored version)
Specializations: Endless Ones, Old Ones, Occult History

The Breath of R'lyeh is functionally a fragment of the Necronomicon that is large and complete enough to be considered its own text. It details more of the secret history of the world, focusing on the Endless Ones and the Old Ones, especially the reign of Cthulhu and the city of R'lyeh. Like its parent text, few complete versions of the book exist and the oldest versions contain powerful rituals now known only to the Children of Chaos and the Eldritch Society. The censored version is heavily watered down and, like the Necronomicon, the New Earth Government circulates censored copies as the genuine article on the black market so that people will be less apt to go looking for the real thing.

Cultes des Goules

Cost (Black Market): 3500Tn
Legality: Illegal
Censored: No
Language: French
Insanity Test: Challenging/2 IP
Specializations: General Occult Lore, Minor Cults

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This book delves into European ghoul cults. It details the subterranean race of corpse-eaters and documents the transformation of mortal to ghoul. The exploits of the cults are a morbid read.

De Vermiis Mysteriis

Cost (Censored): 80Tn
Cost (Black Market): 3500Tn
Legality: Illegal
Censored: Yes
Language: Latin
Insanity Test: Challenging/1 IP (none for the censored version)
Specializations: General Occult Lore, Historical Secret Societies, Ritual History

De Vermiss Mysteriis, or the Mysteries of the Worm, is a pre-Islamic book detailing the author's travels to the East. It contains lore of efreets, djinn, and ghouls, and how to converse with each. It talks about radical orders, like the assassin, the dervish, and the thuggee. Chapters also discuss both magical and traditional methods of divination, as well as familiars, though rituals are removed. The censored version removes the chapters on familiars and all about conversing with anything.

The Mysteries Within

Cost (Censored): 110Tn
Cost (Black Market): 7000Tn
Legality: Illegal
Censored: Yes
Language: German
Insanity Test: Hard/2 IP (Challenging/1 IP for the censored version)
Specializations: General Occult Lore, and the Arcanotech Theory Specialization for the Arcanotech Engineering Specialization.

This book is directly responsible for the creation of arcanotechnology. Obscure in the extreme, it has become a bible to arcanotech theorists, detailing the power of dimensions and non-Euclidean geometry. The censored version tones back on some of the more extreme theory.

The Necronomicon

Cost (Black Market): 7000Tn
Legality: Illegal
Censored: Yes
Language: R'lyehan or Tsath-yo
Insanity Test: Challenging/2 IP (Easy/1 IP for the censored version)
Specializations: Old Ones, Occult History

The Necronomicon (or Book of Dead Names) is perhaps the most famous occult tome of them all. Few complete versions of the book exists – if someone claims to have read it, he's only seen a fragment. It details the secret history of the world, focusing on the Old Ones. The oldest versions of the Necronomicon contain powerful rituals known only to the Children of Chaos and the Eldritch Society. The censored version contains a watered down version of the text – something safe for public consumption. However, you won't see copies of the Necronomicon at your local magic shoppe. The New Earth Government circulates the censored versions as real copies in the Arcane Underground, so that people will be less likely to seek the real thing.

Pnakotic Manuscripts

Cost (Censored): 80Tn
Cost (Black Market): 3500Tn
Legality: Illegal
Censored: Yes
Language: Pnakotic
Insanity Test: Challenging/1 IP (none for the censored version)
Specializations: Old Ones, Occult History

A collection of disparate fragments, this manuscript (possibly created by the Elder Race) details an account of the Great Race, up to their destruction on this world. It also contains some reflection on the Elder Race. The censored version keeps things light.

Unausprechlichen Kulten

Cost (Black Market): 7000Tn
Legality: Illegal
Censored: No
Language: German
Insanity Test: Challenging/2 IP
Specializations: Children of Chaos, Disciples of the Unnamable, Esoteric Order of Dagon, Minor Cults, Mysticism

Unausprechlichen Kulten, or Nameless Cults, details a collection of secret societies. It traces their histories and patterns of worship and contains historical information on the three major cults threatening the world today – the Children of Chaos, the Disciples of the Unnamable, and the Esoteric Order of Dagon.

USING ELDRITCH MAGIC

Now that you have the background on which magic is built, it's time to teach you the rules that govern it. All eldritch magic in *CthulhuTech* is based on ritual and that means that calling upon the cosmic powers is an involved process not to be taken lightly.

Types of Magic

Most mortal sorcerers can only affect the World of Elements, which contains the first five dimensions – the physical world, the dimension of time and vitality, and the dimension of thoughts and emotions. There are five types of spells that affect the World of Elements and they are:

· *Enchantment Spells* – These are spells designed to capture cosmic power within a crafted item, so that its power can be called upon in times of need.
· *Protection Spells* – These are spells designed to ward a user, object, or location against a variety of possible harms.
· *Scrying Spells* – These are spells designed to allow a user to perceive in ways that go beyond his five senses.
· *Summoning Spells* – These are spells designed to call up unnatural creatures, either for communion or servitude. They can also force such creatures into bondage.
· *Transmogrification Spells* – These are spells designed to fundamentally alter or control another being.

Additionally, all spells are classified according to Order, which is a representation of their individual level of influence and power. There are three Orders in the World of Elements, with each Order being more powerful than the Orders below it. Third Order spells represent the greatest magical influence within a particular type of spell – they are very powerful rituals and typically laborious and dangerous to invoke.

CASTING SPELLS

Eldritch magic is not the magic of fantasy. Sorcerers do not simply summon the power of the universe at will for flashy parlor tricks. It is a complex art and science, requiring extensive preparation and ritual practice to harness.

Reading a Spell

Mechanically each spell lists a lot of information. The Spell Listings table below shows the different components of a spell.

RUACH

The cosmic energy of the universe pervades all things. This reservoir of power in living things is called Orgone by New Earth Government scientists, but true occultists know it as Ruach, or spirit. Ruach is a measure of a Character's connection with the universe. It is the conduit through which the power of the cosmos flows, focused through a sorcerer's will. In order for magic to be worked, ritual practitioners must draw on this reserve of power to make the desired changes to the universe.

Using Ruach

Spells require a constant infusion of Ruach through ritual. Each time the primary caster is required to make an Extended Test (see below), Ruach must also be spent. To determine how much, simply divide the Ruach Cost by the number of Extended Tests required. Some rituals are very long and sorcerers might recover Ruach while participating – these points may be spent to power the ritual.

Recovering Ruach

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

· 1 Ruach recovered for every hour spent resting.
· 2 Ruach recovered for every hour of restful sleep.
· 1 Ruach recovered for every four hours spent active.

Because the symbiont is in part nourished by the Ruach of the person it's bound with, Tagers recover Ruach more slowly than others – half as fast, to be exact.

RITUAL CASTING

Once all the ritual requirements are met to cast a spell, the sorcerer needs to make a series of Occult Extended Tests. The Degree and Difficulty for these Tests is determined by the individual spell, as is the time required. In order to determine how much

	Spell Listings
Name	The "official" name of the spell.
aka	Other names the spell might be known by or sold as.
Order	The Order of the spell, representing its level of power.
Type	If the spell is Enchantment, Protection, Scrying, Summoning, or Transmogrification.
Legality	Whether the NEG classifies the spell as legal or illegal, or if it requires a permit.
Learning Time	How long the spell requires to master, assuming a minimum of four hours study time every day.
Insanity Test	The Insanity Test required when learning the spell. If the Test fails, this also lists the number of Insanity Points acquired.
Occult Rating	
Required	This lists the minimum Occult skill level of expertise required to learn the spell.
Intellect Required	This lists the minimum Intellect rating required to learn the spell.
Tenacity Required	This lists the minimum Tenacity rating required to learn the spell.
Prep Time	This is the amount of time a sorcerer needs to spend preparing himself, the ritual space, and components to cast the spell.
Casting Time	This is the minimum amount of time required to cast the spell.
Difficulty	This is the Difficulty rating (Degree) for Occult Tests to cast the spell.
Extended Tests	
Required	This lists the number of successful Extended Occult Tests required to cast the spell.
Ruach Cost	This is the amount of Ruach (Orgone) that must be spent during the casting of the spell to make it successful.
Components & Requirements	This lists the components required by the ritual, as well as any other requirements that may be necessary.
Effects	This lists the effects of the spell.
(Black)Market Price	This is the amount of money it would cost, on average, to acquire the spell on either the regular or the black market.
Casting Fee	This is the amount of money you could expect to pay on average on either the regular or the black market to have the spell cast or the item made for you – or that you might be paid to do so. Does not include materials.
Component Cost	This is the amount of money on average that you could expect to pay to acquire all the components necessary to cast a particular spell.

time passes in between Tests, simply divide the Casting Time by the number of Extended Tests required. Once these Extended Tests are successful and the appropriate amount of Ruach is spent, the spell is cast.

Rituals are both physically and mentally taxing. A Character can participate in a ritual for a number of hours equal to four times his Tenacity. After that, Exhaustion Tests are required (see p. 124). If the primary magician loses consciousness while conducting a ritual, a Mishap automatically occurs.

Overpowering Spells

It is possible to make the success of a ritual more likely by investing more power into the spell than is normally necessary. By spending double the amount of Ruach required, a sorcerer can reduce the Degree of the spell by one and by quadrupling he can reduce it by two. The Degree of a spell can only be reduced two levels and then only to Average. However, the amount of Ruach required in either case may require the assistance of others – see below.

Assisting Rituals

The sorcerer who both knows and leads the ritual is referred to as the primary sorcerer, primary magician, or primary caster. Most rituals will require assistants, as most spells require more Ruach than one magician can personally contribute. Other sorcerers can assist the primary magician in a ritual – even if they don't know the spell or meet its requirements – using the standard rules for Teamwork found on p. 53. The difference is that even if additional successful Tests are made, the minimum amount of time for a complex ritual casting is set. Assisting sorcerers can help assure the ritual is successful earlier in the process, but can't speed it up.

Average people with no particular knowledge of the occult can also assist in rituals. In these cases, the sorcerer draws upon the willing assistants' Ruach for the ritual. Any willing person or being can assist in a ritual, contributing their Ruach for whatever purposes.

Unweaving Spells

Countering a spell, or "unweaving" as it is known among occultists, requires knowledge of the spell one wishes to unweave. Once a sorcerer knows a spell, he can unweave it by using the same ritual required to cast it – even if it was cast by another sorcerer.

Summoning

Summoning rituals are special – they usually call forth a sentient creature from across dimensional boundaries. Fortunately, the sacred space required for summoning rituals protects both the magician (or magicians) and the creature from interacting until certain arrangements are made. The creature remains bound within the space in a state of dimensional flux and unable to physically interact with this world until either the primary magician releases it or sends it back from where it came. There are two ways to gain the servitude of an extra-dimensional entity – by striking a deal or through mystical binding.

Striking a deal is exactly as it sounds – the sorcerer and the creature discuss the terms of their arrangement. Typically the creature is charged with a single task or a duty over a set period of time, at which point it is released from servitude. Extra-dimensional entities follow the letter of the deal and not the spirit – after all, you are making a deal with a "demon." Such creatures may not be entirely trustworthy, but they are usually not unhappy with their arrangements and serve willingly. Once freed, most choose to stay in this world – something even an ethical sorcerer might not think about – and normally does not maintain any ill feelings towards the sorcerer that summoned it.

Binding a creature mystically requires a second ritual which is cast immediately after the being is summoned. Binding spells have the exact same requirements as the ritual used to summon a creature, but they take half the time and are separate spells that must be acquired and learned in addition. The advantage to a bound creature is that it is forced to follow the letter and spirit of the master's instructions and cannot harm him or any under his protection. It is in essence a slave. The extra-dimensional entity may now be trustworthy, but it is normally resentful of the sorcerer and will seek to cause him harm if ever freed. Binding has no duration – once a creature is bound, it stays that way until freed or its master dies. The sorcerer who casts a binding spell can relieve it at any time with just a word. Since a binding spell must be cast immediately after a creature is summoned, it is usual to change out assistants as a fresh infusion of Ruach is required.

Some creatures are simply predisposed to the sorcerer and don't ever require binding to be truly trustworthy. For example, fetches and familiars will willingly serve the magician that summoned them without even word of a bargain. It is only the "higher" creatures such as Gaunts or Bakhi that might require binding.

Unweaving Summoning Spells
A dismissing spell is the unweaving of a summoning spell and can be cast by any magician who knows the appropriate summoning ritual. In order to do so, he must have something of the creature – hair, part of a claw, etc. When the ritual is complete, the being is sent back from whence it came. Dismissal only works to send away creatures summoned by magicians, not those who've arrived in this world through other means.

A releasing spell is the unweaving of a binding spell and can be cast by any magician who knows the appropriate binding ritual. Similar to a dismissing spell, something of the binding sorcerer must be acquired – hair, a fingernail clipping, etc. When the ritual is complete, the being is set free from its binding and unleashed upon the world.

Fear Tests
Many things that come when summoned are the kind of creatures that require Fear Tests by all ritual participants. Since the creature manifests at the end of the ritual, nothing changes if assistants suffer Fear Effects. However, things can get ugly if the primary magician falls prey to fear. Fear disrupts the sorcerers

control over the energies that keep the creature temporarily in dimensional flux – in short, it gets free before any bargaining or binding can occur. Odds are it's not going to be very happy either.

WARDS
Wards are the result of protection spells – a physical thing that holds the magic. There are two important things to note regarding protection spells: ward focus and decay. In order to protect, wards must be focused on a person, place, or thing. Wards that affect only an individual can either be focused on a person, who is typically tattooed with henna or marked in some other obvious way, or on a thing, the bearer of which gains the protection of the spell. Some wards affect a place and can be focused on either the physical location or again on a thing that protects the place it resides. The things upon which wards are focused can be no smaller than a ring (personal wards) or a vase (location wards).

Wards are obvious to anyone using the Eldritch Faculties spell and can be revealed by the Powder of Ibn Ghazi. In order to remove a ward from a person or place, the spell must be unweaved. Wards that are focused on a thing are easier – simply destroy the thing and the spell ends.

Wards also decay – that is, they lose strength over time. To simulate this treat wards as only having half their effects once they've passed half their duration. Wards are, however, fairly easy to reinforce. All protection spells can be re-powered to full using the same ritual that uses all the normal requirements, but takes half the time to both prepare and cast.

Occult Specializations
There are fifteen different specializations for the Occult skill that will assist in the use of eldritch magic. Each of the five different types of spells can be specialized in three different areas – Casting, Assisting, and Unweaving. So one magician might be a Focused Adept in Casting Enchantment Spells, while another might be Specialized Novice in Unweaving Protection Spells.

Magic Mishaps
The amazing cosmic power harnessed through magic is a dangerous force. One misstep while invoking it can cause backlash of terrible proportions. Normally a Critical Failure during an Extended Test simply means the loss of time and effort. This is not the case with ritual castings, in which horrible things more often occur.

Whenever a primary sorcerer rolls a Critical Failure while casting a spell, roll on the Magical Mishaps table to find out what happens to him and potentially any of those assisting him. Assisting sorcerers who roll Critical Failures only cause the standard loss of time associated with Extended Tests, as they are not primarily shaping the cosmic forces. Your Storyguide will help you determine these effects. Unless noted in the individual mishap, the spell is not cast and is entirely disrupted and any mishap effects are permanent – the changes cannot be reversed.

2 dice	Mishap
2	You completely and absolutely lose control of the dangerous forces in your grasp and the cosmos backlashes upon you with great fury. Perhaps your body lays dormant in a coma as your spirit becomes unstuck in time or perhaps your spirit stays as your body dies and you become an animate corpse. Perhaps you've created a rip in space and time, permanently sucking you and your fellows to some awful elsewhere, or perhaps you just burst into flames and die a simple screaming death.
3	Rips in the fabric of reality course through your mind – the eldritch energies force you to see beyond. Your mortal psyche is ill equipped to process much of what you see and you acquire four Insanity Points, along with the associated permanent disorders. Fortunately the things you see beyond don't see you.
4	As the spell reaches its climax, something brushes your soul and leaves something behind. You have been tainted by an Outsider and gain the Outsider Taint Drawback – though you don't get free skill points for it. You also still manifest a permanent physical change, within one to five days.
5	Though you are blissfully unaware for the moment, out of control cosmic forces have affected your memory. You may lose chunks of it or certain memories might be altered. Unless presented with contrary evidence, you'll never know which memories have been changed or how. You may lose access to some skills or spells, as proficiency disappears with their memory. On the other hand, the ritual is not disrupted.
6	Quietly and sneakily, an astral parasite latches onto you during the ritual. It is completely invisible and can only be identified through the Eldritch Faculties Scrying spell or the Powder of Ibn-Ghazi. As the parasite feeds, it will drain one point of Ruach every four hours and any of your personal Wards decay twice as fast. A Purify Form Transmogrification spell is necessary to destroy the astral parasite. On the other hand, the ritual is not disrupted.
7-8	Backlashing power rearranges a few things in your brain, shifting your personality. To represent this, your Virtue and Flaw change. Roll one die to find out how many weeks this personality shift lasts, but with a result of ten the effects become permanent.
9-10	The ritual fails and the spell fizzles as cosmic energy is redirected and loosed into the world around you. Perhaps it manifests as a power surge, a sudden temperature change, an arcane sound and light show, or static electricity coursing through the air. Or perhaps clocks run backwards in the neighborhood, water boils without heat, plants wither, or a dark storm sweeps in.
11-12	Multiple dimensions converge on your ritual. You may temporarily be able to see ghostly things, and they you, but nothing can affect anything else across the boundaries. Some physical things are lost to these alien places upon completion of the ritual. Small items will disappear randomly – maybe a coffee mug, a pen, someone's wallet, a shoe, or a book. On the other hand, the ritual is not disrupted.
13-14	Your commune with the powers of the universe has altered your perception. This disjunction is always troublesome. Perhaps you now see colors in opposite or your hearing is delayed. Or perhaps you now hear people a split second before they actually speak, you smell otherworldly smells seemingly at random, you see phantom movement out of your peripheral vision almost constantly, or perhaps you find yourself interacting with people who turn out not to be there. The effects may or may not be permanent. Your Storyguide will determine how this affects your Perception Attribute. On the other hand, the ritual is not disrupted.
15	The cosmic energies that ravage your body leave it unharmed, but changed. Perhaps you are now deformed or perhaps your genetic code is permanently altered. Perhaps you now smell like vanilla or perhaps you sing in perfect pitch. Perhaps your weight radically shifts, you lose all body hair, you become an albino, you lose feeling in your fingers, or your eye color changes .Your Storyguide will determine how this affects your Attributes, if at all.
16	You successfully complete the ritual and cast the spell, but its effects are felt outside of space and time. You have no idea where or when it went off. It most assuredly affects someplace, someone, or something that is metaphysically sympathetic – that is, attached to the sorcerer in some sort of physical or emotional way. Maybe the spell appears next week in a friend's apartment or maybe it already appeared and no one could figure out why strange things were happening. Or maybe it waits until the next time the magician is casting the spell or it appears the next time he is in danger. Wherever and whenever it appears, it is bound to be unnerving.
17	The ritual takes on a life of its own, as forces beyond your control take over. The spell is cast almost of its own volition and in half the time. No more Tests are required – the spell will succeed. Whatever stepped in has affected the effects and the spell is tainted in some way.
18	The forces summoned for the casting weaken the dimensional walls of the area, creating a dimensional shallowing. This shallowing may or may not be permanent, but it makes all summoning spells easier to cast under its shadow – reduce the Degree by one category. However, the weakening can also be noticed from outside and something might just leak through one day... On the other hand, the ritual is not disrupted.
19	The energies upon which you call spin ever so gently out of your control. When the spell is finally cast it will be successful, but it will be altered in some way. Perhaps it is marginally less effective or perhaps it affects a different target. Perhaps it is more effective or the effects are unpredictable.
20	As cosmic energies backlash through your body, you become more sensitive to the emanations of the universe – and to those beings powerful enough to be called gods. Your dreams are no longer quite your own as they are altered by things in higher dimensions. Nightmares become commonplace. Each month, you must now succeed at a Challenging Tenacity Feat Test or gain 1 Insanity Point.

World of Elements Spells

Enchantment Spells

Consecrate Arcane Space
First Order
aka: Create Sacred Space
Type: Enchantment
Legality: Legal
Learning Time: 2 Weeks
Insanity Test: None
Occult Rating Required: Novice
Intellect Required: 7
Tenacity Required: 7

Prep Time: 3 Days
Casting Time: 4 Hours
Difficulty: Average
Extended Tests Required: 2
Ruach Cost: 10

Components & Requirements: a minimum 100 square foot space, bell or wind chimes, candles, a paint and brushes or something similar with which to mark the space, various incense, various smudging herbs. Also, ritual participants must have fasted during the three days of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing. Primary caster must have the Artist skill at a Student level of expertise.

Effects: In order to perform enchantment or summoning rituals, a sorcerer must first mystically prepare and cleanse the dimensional fiber of a space. This spell allows a magician to consecrate a 250 square foot space, which endures until it is intentionally defiled. Arcane spaces are obvious – the ritual marks them plainly.

Market Price: 2100Tn
Casting Fee: 700Tn
Component Cost: 175Tn + space

Constitute Corporal Restorative
First Order
aka: Create Healing Balm
Type: Enchantment
Legality: Legal
Learning Time: 2 Weeks
Insanity Test: None
Occult Rating Required: Novice
Intellect Required: 7
Tenacity Required: 7

Prep Time: 1 Day
Casting Time: 4 Hours
Difficulty: Average
Extended Tests Required: 2
Ruach Cost: 10

Components & Requirements: a consecrated arcane space, a basic lab set, a clay or earthen jar, purified water, various herbs, various reptilian internal organs. The primary caster must have the Hobby (Cooking), Life Science, or Trivia (Herbalism) skill at a Novice level of expertise.

Effects: This spell enchants a salve that helps accelerate the body's natural healing process. One ritual creates enough Restorative for ten applications, but the number of applications required depends upon the severity of wounds. Flesh wounds require one, Light Wounds require two, Moderate Wounds require three, Serious Wounds require four, and Death's Door requires five. Once applied, the salve instantly stabilizes the recipient's health, prevents complications, and doubles the rate of healing until healed. The Restorative is only effective against trauma and does nothing against illness or disease. It ceases to function if further trauma is sustained after it is applied.

Market Price: 1400Tn
Casting Fee: 420Tn
Component Cost: 140Tn

Constitute Powder of Ibn Ghazi
First Order
aka: Mystic Powder of Materialization
Type: Enchantment
Legality: Legal
Learning Time: 1 Month
Insanity Test: Average/1 Insanity Point
Occult Rating Required: Adept
Intellect Required: 7
Tenacity Required: 7

Prep Time: 2 Days
Casting Time: 6 Hours
Difficulty: Challenging
Extended Tests Required: 4
Ruach Cost: 10

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To Spank or Not To Spank

Magical Mishaps can get really bad. If you're playing the type of game in which you use a lot of magic and Mishaps show up relatively often, your Storyguide may want to choose your Mishaps instead of having you roll for them. This way he can control when the Mishaps are mostly cosmetic and when they truly cause harm. Most Mishaps are also pretty loose, so your Storyguide should have a lot of room to interpret them. However, if you're playing the type of game where Drama Points are regularly blown to avoid Mishaps or they don't show up very often, your Storyguide should make sure that they hurt. As a Storyguide, you could invoke an optional rule: Drama Points cannot be used in magical rituals. Messing with the primal forces of the universe isn't pretty.

Components & Requirements: a consecrated arcane space, a basic lab set, the bones of a blind animal or animals, a metal or glass jar, various herbs. The primary caster must have the Hobby (Cooking), Life Science, or Trivia (Herbalism) skill at a Novice level of expertise.

Effects: This spell enchants a finely crafted powder meant to reveal the unseen. A pinch of the substance either dusted or blown will reveal all invisible or mystically hidden things in a 100 square foot area – including invisible creatures or writing. One ritual provides enough powder for three uses.

Market Price: 3500Tn
Casting Fee: 1050Tn
Component Cost: 420Tn

Craft Ring of Dreams
Second Order
aka: Craft Ring of Hypnos
Type: Enchantment
Legality: Illegal
Learning Time: 4 Months
Insanity Test: Challenging/1 Insanity Point
Occult Rating Required: Expert
Intellect Required: 8
Tenacity Required: 8

Prep Time: 2 Days
Casting Time: 1 Day
Difficulty: Hard
Extended Tests Required: 4
Ruach Cost: 20

Components & Requirements: a consecrated arcane space, dissociative or hallucinogenic herbs (such as salvia divinorum, psilocybin, or mescaline). The primary caster must have either made a finely crafted ring or have overseen its creation daily. The primary caster must also have not slept during the preparation time. Also, ritual participants must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: Once the finely crafted ring is complete, this ritual enchants it to allow the user to enter the dreams of another. Inside he can observe and interact with the dreamer in his dream, but can only affect things on a personal level. The user must be within 100 feet of the dreamer in order to properly attune to his dreams. This ritual is very rare – in fact, only a couple dozen Rings of Dreams are reported to exist. They last indefinitely and are immune to decay, but they are as easily destroyed as any other ring.

Black Market Price: 21,000Tn
Casting Fee: 3500Tn
Component Cost: 490Tn + ring

Craft Woeful Orb
Second Order
aka: Spheres of Agony
Type: Enchantment
Legality: Legal
Learning Time: 2 Months

Insanity Test: Average/1 Insanity Point
Occult Rating Required: Adept
Intellect Required: 8
Tenacity Required: 7

Prep Time: 2 Days
Casting Time: 1 Day
Difficulty: Challenging
Extended Tests Required: 3
Ruach Cost: 15

Components & Requirements: a consecrated arcane space, a lightning storm, piercing needles, the eventual owner's blood, various incense. The eventual owner must have either made or overseen daily the creation of an orb – this orb must be from one and a half to three inches in diameter, be perfectly spherical, and composed of one single material. They are most often rocks, gems, or metals. Also, ritual participants must have fasted during the two days of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: This spell enchants a small sphere to be a semi-autonomous, non-lethal weapon. Woeful Orbs are fully capable of flight and float around when activated – however, they must stay within ten feet of the owner. They will respond to threats on their own and are about as smart as dogs, but they will also obey the direct orders of the owner. They protect by firing bright electrical bolts with a range of five feet, which cause intense pain. An attack must do at least one point of Vitality damage to cause harm. Treat as if the Woeful Orb had a Damage of +0 when determining if its attack penetrates armor, though it does no real damage. Anyone affected by the Orb's blast must succeed at a Hard Tenacity Feat Test to resist this. If this Test is failed, the victim loses 2 Actions per turn for one to ten minutes (roll one die), which can effectively reduce a character's Actions to zero. Only one Test needs to be made per turn struck by the Orb's bolts and the effect of the stun is not cumulative. A target may again be affected on the turn following his recovery from the last shock. Woeful Orbs attack with an Adept Firearms skill, defend with an Adept Dodge skill, attacks against them suffer a Test Penalty of –2, and they can take five points of damage before destroyed.

Though they must be made from one single material, they may be decorated or colored in any way. A Woeful Orb may be bonded to someone besides the primary sorcerer of the ritual, but the person must participate. Woeful Orbs last for one season before they must be replenished by the use of this ritual again.

Market Price: 3500Tn
Casting Fee: 1050Tn
Component Cost: 210Tn + orbs

Craft Yog-Sothoth's Guard
Third Order
aka: Dimensional Shield
Type: Enchantment
Legality: Legal (Permit Required)
Learning Time: 6 Months
Insanity Test: Hard/2 Insanity Points
Occult Rating Required: Master

Intellect Required: 9
Tenacity Required: 9

Prep Time: 1 Week
Casting Time: 2 Days
Difficulty: Hard
Extended Tests Required: 8
Ruach Cost: 30

Components & Requirements: a consecrated arcane space, a clear starry night, piercing needles, the eventual owner's blood, various incense, various large harmonic crystals. The eventual owner must have either made or overseen daily the creation of a piece of finely crafted jewelry. Also, ritual participants must have fasted for two days prior to the ritual, must be freshly bathed without perfume or deodorant, and must perform the ritual naked.

Effects: By opening up tiny conjoining and alternating dimensional fractures, the Guard renders a user temporarily invulnerable to harm. Any sort of direct harm is simply reflected by the shield, including fire, corrosives, and the like – even plasma blasts from mecha. However, harm that is the cause of an environment, including suffocation, being crushed, drowning, and the like, is not protected against by the Guard. In cases where the harm is caused by a living creature, that harm is reflected back on the attacker. Calculate the attack and defense as usual, but apply the damage to the attacker instead of the target.

The Guard waits dormant in whatever form it was forged, sensing moments into the future. It activates when genuine harm is about to be caused to the wearer – bumps and bruises do not count. A shimmering field of dimensional fractures hovers just above the user's skin or clothes. He cannot be directly harmed, nor can he be restrained, and he is free to move about normally.

The Guard can be attuned to a user besides the primary caster, but that person must be present at the ritual and contribute Ruach. Only one of this item may be used at a time. If a wearer tries to use two or more Guards at the same time, they all activate at once. This results in every molecule in the user's body splitting apart and hurtling through a million separate dimensional cracks.

Once activated, the Guard disrupts electronic systems, rendering most machines, including mecha, unusable. Tagers likewise cannot use Yog-Sothoth's Guard as it interferes with the symbiont. The protective effects last for five minutes. The Guard is impossible to destroy – its protective effects will simply activate.

Market Price: 28,000Tn
Black Market Price: 56,000Tn
Casting Fee: 8400Tn
Black Market Casting Fee: 112,000Tn
Component Cost: 1050Tn + jewelry

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Protection Spells

Ward Against Sorcery
First Order
aka: Personal Anti-Magic Ward
Type: Protection
Legality: Legal
Learning Time: 1 Month
Insanity Test: None
Occult Rating Required: Novice
Intellect Required: 7
Tenacity Required: 7

Prep Time: 6 Hours
Casting Time: 6 Hours
Difficulty: Average
Extended Tests Required: 2
Ruach Cost: 15

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, various incense. Also, henna for tattoos (or something similar) to mark the recipient of the ward or a small personal item of some kind on which to anchor the ward. Primary caster must have the Artist skill at a Student level of expertise.

Effects: This ward protects the bearer against all types of spells, including those that affect his dreams. When targeted by spells that require a Contest to affect him, the bearer gains a Contest Modifier of +4. Those spells that do not call for a Contest become one Degree more difficult. These effects are not cumulative with any other ward, but they do also affect enchanted items. Unfortunately, this ward also resists the effects of beneficial spells. The Ward Against Sorcery lasts for one week.

Market Price: 1050Tn
Casting Fee: 175Tn (initial)/ 90Tn (maintenance)
Component Cost: 55Tn

Ward of Corporal Protection
First Order
aka: Protective Flesh Ward
Type: Protection
Legality: Legal
Learning Time: 1 Month
Insanity Test: None
Occult Rating Required: Novice
Intellect Required: 7
Tenacity Required: 7

Prep Time: 6 Hours
Casting Time: 6 Hours
Difficulty: Average
Extended Tests Required: 2
Ruach Cost: 15

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, various incense. Also, henna for tattoos (or something similar) to mark the recipient of the ward or a small personal item of some kind on which to anchor the ward. Primary caster must have the Artist skill at a Student level of expertise.

Effects: A bearer of this ward is protected against physical harm – it is essentially magical armor. It does not protect against many environmental effects such as falling, suffocation, etc. Even if completely naked, the bearer receives two dice of armor to use against any type of physical harm. If the bearer also chooses to wear armor the effects are interfered with and diminished and only provide one additional die to the armor's existing rating. Likewise, this ward doesn't work on shifted Tagers, but it does protect a Tager's unshifted form.

The Ward of Corporal Protection also interferes with spells that corrupt flesh. A bearer gains a +4 Contest Modifier to spells that require Contests and those that don't are one Degree more difficult. These affects are not cumulative with any other ward. This ward lasts for one week.

Market Price: 1050Tn
Casting Fee: 175Tn (initial)/ 90Tn (maintenance)
Component Cost: 70Tn

Ward of Solitude
First Order
aka: Personal Privacy Ward
Type: Protection
Legality: Legal (Permit Required)
Learning Time: 1 Month
Insanity Test: None
Occult Rating Required: Novice
Intellect Required: 7
Tenacity Required: 7

Prep Time: 6 Hours
Casting Time: 6 Hours
Difficulty: Average
Extended Tests Required: 2
Ruach Cost: 15

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, various incense. Also, henna for tattoos (or something similar) to mark the recipient of the ward or a small personal item of some kind on which to anchor the ward. Primary caster must have the Artist skill at a Student level of expertise.

Effects: This ward protects the bearer from any kind of surveillance or scrying – he is essentially only visible and audible to the naked senses. Nothing mechanical, electronic, or supernatural can detect him. This includes the superhuman senses of monsters, Dhohanoids, or shifted Tagers. However, an Eldritch Faculties spell or the Powder of Ibn Ghazi will still reveal the ward. The Ward of Solitude lasts for one week.

Market Price: 1050Tn
Black Market Price: 2500Tn

Casting Fee: 175Tn (initial)/ 90Tn (maintenance)
Black Market Casting Fee: 350 Tn (initial)/180 Tn (maintenance)
Component Cost: 70Tn

Ward Against the Unseen
Second Order
aka: Containment Ward
Type: Protection
Legality: Legal
Learning Time: 4 Months
Insanity Test: Challenging/1 Insanity Point
Occult Rating Required: Expert
Intellect Required: 8
Tenacity Required: 8

Prep Time: 1 Day
Casting Time: 1 Day
Difficulty: Challenging
Extended Tests Required: 4
Ruach Cost: 30

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, various incense, various small harmonic crystals. Also, paints and brush (or something similar) to mark the space or an object of some kind on which to anchor the ward. Primary caster must have the Artist skill at a Novice level of expertise.

Effects: The place guarded by this ward is protected against outside supernatural contact or influence. Nothing outside the ward can contact a person within, whether through direct mental communication or through dreams, and spells that influence the behavior of a person within the ward are nullified. It also dampens the potency of magic – treat spells as having half effects while within the ward. The Ward Against the Unseen lasts for one month and affects a 400 square foot area.

Market Price: 5250Tn
Casting Fee: 850Tn (initial)/ 450Tn (maintenance)
Component Cost: 175Tn

Ward of Seclusion
Second Order
aka: Privacy Ward
Type: Protection
Legality: Legal (Permit Required)
Learning Time: 4 Months
Insanity Test: Average/1 Insanity Point
Occult Rating Required: Adept
Intellect Required: 8
Tenacity Required: 7

Prep Time: 1 Day
Casting Time: 1 Day
Difficulty: Challenging
Extended Tests Required: 3
Ruach Cost: 25

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, various incense. Also, paints and brush (or something similar) to mark the space or an object of some kind on which to anchor the ward. Primary caster must have the Artist skill at a Novice level of expertise.

Effects: This ward guards a place the same way a Ward of Solitude guards a person. The place is protected from any kind of surveillance or scrying – it and anything within it is essentially only visible and audible to the naked senses. Nothing mechanical, electronic, or supernatural can see in, including the superhuman senses of shifted Tagers. However, an Eldritch Faculties spell or the Powder of Ibn Ghazi will still reveal the ward. The Ward of Seclusion lasts for one month and protects an 800 square foot area.

Market Price: 3500Tn
Casting Fee: 525Tn (initial)/ 275Tn (maintenance)
Component Cost: 225Tn

Ward Against the Unbidden
Third Order
aka: Outsider Ward
Type: Protection
Legality: Legal
Learning Time: 6 Months
Insanity Test: Hard/1 Insanity Point
Occult Rating Required: Master
Intellect Required: 9
Tenacity Required: 9

Prep Time: 2 Days
Casting Time: 2 Days
Difficulty: Hard
Extended Tests Required: 6
Ruach Cost: 45

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, various large harmonic crystals, various incense. Also, paints and brush (or something similar) to mark the space or an object of some kind on which to anchor the ward. Primary caster must have the Artist skill at an Adept level of expertise. Also, ritual participants must have fasted during the two days of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: The place protected by this ward guards against the intrusion of Outsiders. While it does not prevent them from entering, the pain and fear it causes an Outsider will certainly give one pause. Outsiders can detect the presence of this ward when they are within ten feet. If they choose to enter, they are required to immediately make a Hard Fear Test. Those who remain suffer debilitating pain and a –3 Test Penalty to all Tests – this is cumulative with Penalties from Wounds. Any creature that chooses to remain more than two minutes suffers one die of damage for each minute thereafter, which cannot be reduced in any way.

Any non-mortal creature in considered an Outsider – as such, this spell also affects Tagers. Those with Outsider Taint are also affected by this ward, though they suffer only half the effects as they are still part mortal. The Fear Test is only Average, the Test Penalty is –1, but they suffer half a die of damage every two minutes after remaining for five minutes.
The Ward Against the Unbidden lasts for two months and protects a 3600 square foot area.

Market Price: 17,500Tn
Casting Fee: 3500Tn (initial)/ 1750Tn (maintenance)
Component Cost: 1050Tn

Scrying Spells

Eldritch Faculties
First Order
aka: Astral Senses
Type: Scrying
Legality: Legal
Learning Time: 1 Month
Insanity Test: Average/1 Insanity Point
Occult Rating Required: Novice
Intellect Required: 5
Tenacity Required: 7

Prep Time: 6 Hours
Casting Time: 2 Hours
Difficulty: Average
Extended Tests Required: 2
Ruach Cost: 5

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, a clear unflavored alcohol (filtered vodka or the like) various large herbs, various incense.

Effects: A person under the influence of Eldritch Faculties can sense things normally beyond his means. Anything invisible or mystically hidden is instantly revealed to him. He can also see the auras of living things – which allows him to ascertain a being's health and wellness, its dominant emotional state or states, and if it is affected by or under the influence of magic or para-psychic powers. The user can turn the Eldritch Faculties on or off at will and may move around freely during the spells duration – when active, the user's eyes turn a lighter shade. Eldritch Faculties lasts for twenty-four hours and can be recharged using a ritual with the same requirements, but taking half the time (similar to wards).

Market Price: 1050Tn
Casting Fee: 175Tn
Component Cost: 70Tn

Perceive Etheric Resonance
First Order
aka: Object Reading
Type: Scrying
Legality: Legal

Learning Time: 1 Month
Insanity Test: Average/1 Insanity Point
Occult Rating Required: Novice
Intellect Required: 5
Tenacity Required: 7

Prep Time: 6 Hours
Casting Time: 2 Hours
Difficulty: Average
Extended Tests Required: 2
Ruach Cost: 5

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, various small harmonic crystals, various incense.

Effects: This ritual allows a person to feeling the resonance of the fifth dimension – the realm of thoughts and emotions – in physical objects he touches. In short, a person under the influence of this spell is capable of sensing the emotional "residues" left by owners or events on objects or places. These residues are emotional coatings of the most intense and most recent events to which that object has been witness. A phone might carry the terror of an emergency call. A feather might hold the passion of a night's love. A room might be coated in astonishment for the unbelievable news told there. Sometimes objects will carry the residue of several intense moments. The user can turn his etheric resonance perception on or off at will and may move around freely during the spells duration – when active, the user's irises become more transparent. Perceive Etheric Resonance lasts for twenty-four hours and can be recharged using a ritual with the same requirements, but taking half the time (similar to wards). The spell is blocked by Wards of Solitude or Seclusion, as usual.

Market Price: 1050Tn
Casting Fee: 175Tn
Component Cost: 90Tn

Phantom Vision
First Order
aka: Eagle's Eyes
Type: Scrying
Legality: Illegal
Learning Time: 1 Month
Insanity Test: None
Occult Rating Required: Novice
Intellect Required: 6
Tenacity Required: 7

Prep Time: 6 Hours
Casting Time: 2 Hours
Difficulty: Challenging
Extended Tests Required: 2
Ruach Cost: 10

Components & Requirements: various herbs, incense, candles, a bell or wind chimes, working space, several small harmonic crystals.

> ### THE HOUNDS
>
> Somewhere outside of time exists strange creatures known only as Hounds. It seems these alien beings, which mortals perceive as roughly hound-shaped, are attracted to any mortal presence that traverses time, whether in body, mind, or spirit, pursuing them back across space and time. Once a Hound has caught a person's trail, it is only a matter of time before it is feasting on that mortal's bones and any else that gets in its way. Reliable reports about the Hounds are few and far between – most who have seen them have ultimately met their demise.

Effects: Tracing connections through the Astral Plane, Phantom Vision allows a person to see through space to any place he's been before, regardless of distance. An executive in Beijing can see his boardroom in Chicago and can spy on his wife at home. A thief can check out every inch of a building he's cased. Undercover cops can stage a raid when the perps are defenseless. Phantom Vision is often used by New Earth Government police and armed forces. This spell is bound only to vision – there is no sound, smell, or touch associates with it. The user can turn their Phantom Vision on or off at will and may move around freely during the spells duration – however, when active, the user's pupils shrink to pinpoints. This spell lasts for one hour. The spell is blocked by Wards of Solitude or Seclusion, as usual.

Black Market Price: 2500Tn
Casting Fee: 400Tn
Component Cost: 90Tn

Contact Those Who Dwell Beyond
Second Order
aka: Contact Outsider, Commerce with the Outside Ones, Commune with Those Outside
Type: Scrying
Legality: Illegal
Learning Time: 4 Months
Insanity Test: Hard/1 Insanity Point
Occult Rating Required: Expert
Intellect Required: 6
Tenacity Required: 8

Prep Time: 3 Days
Casting Time: 1 Day
Difficulty: Challenging
Extended Tests Required: 3
Ruach Cost: 15

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, dissociative or hallucinogenic herbs (such as salvia divinorum, psilocybin, or mescaline), various large harmonic crystals, various incense. The primary caster must also provide a blood sacrifice of some kind – it may be animal. Also, ritual participants must have fasted for at least two days prior to the ritual, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: This is a ritual for those daring enough to attempt direct contact with otherworldly entities. It does not, however, connect with one of the "gods" of the universe – instead, it puts out a call through the dimensions to be answered by anything that's listening. Inexperienced sorcerers believe that they can contact specific entities by incorporating certain elements into their rituals, but the truth is that it's all totally random. Because of that, even if successfully performed sometimes Contact Those Who Dwell Beyond doesn't work because nobody's listening – but the reward is what makes people try. Once contact is established, things can be gotten from the entities on the other end – information, knowledge, and sometimes power. Those who dwell beyond are alien creatures to mortal senses and what they demand as payment is as unpredictable as what they will talk about. Some demand nothing and will speak in riddles for hours. Some demand a deed to be done, forcing another ritual. Some demand sacrifice – and will show up to collect. The flip side of this ritual is that the entity now knows how to get to a user. If it has a mind to, it can find him. But the price may be worth it...

Being involved in this ritual requires a Challenging Insanity Test – those who fail gain one Insanity Point. It lasts as long as the entity wishes to speak, which is usually no more than a couple of hours.

Black Market Price: 32,000Tn
Casting Fee: 6400Tn
Component Cost: 1050Tn

Wisdom of Yog-Sothoth
Second Order
aka: See in Time, Clairvoyance
Type: Scrying
Legality: Legal
Learning Time: 4 Months
Insanity Test: Challenging/1 Insanity Point
Occult Rating Required: Adept
Intellect Required: 7
Tenacity Required: 8

Prep Time: 2 Days
Casting Time: 1 Day
Difficulty: Challenging
Extended Tests Required: 2
Ruach Cost: 15

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, dissociative or hallucinogenic herbs (such as salvia divinorum, psilocybin, or mescaline), a scrying pool, divination cards, runes (or something similar), various large harmonic crystals, various incense. Also, ritual participants must have fasted for the two days of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: This ritual allows a user to see beyond time at the dreamy possible futures of things. The user chooses a person or object as his focus. The visions that follow are ethereal and

symbolic and are difficult to decipher, but are most often true. However, these possibilities are guides, as the future is not yet set in stone. The visions granted by the Wisdom of Yog-Sothoth may be brief or last for hours. Seeing through this ritual can be a scarring experience – a user must succeed at a Challenging Insanity Test or gain one Insanity Point. Also, close contact with the Endless Ones is debilitating and the primary caster suffers one die of damage from the searing pain when the spell is cast. Furthermore, there is the danger of attracting the attention of things outside of time...

Market Price: 5500Tn
Casting Fee: 1050Tn
Component Cost: 1050Tn

Beyond the Wall
Third Order
aka: Dream Travel
Type: Scrying
Legality: Illegal
Learning Time: 6 Months
Insanity Test: Hard/1 Insanity Point
Occult Rating Required: Master
Intellect Required: 8
Tenacity Required: 9

Prep Time: 2 Days
Casting Time: 1 Day
Difficulty: Hard
Extended Tests Required: 4
Ruach Cost: 30

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, dissociative or hallucinogenic herbs (such as salvia divinorum, psilocybin, or mescaline), various large harmonic crystals, various incense. Also, ritual participants must have fasted for the two days of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: Seeing beyond the wall (of sleep) allows a sorcerer to see the dreams of others played out in their eyes. Each time a sorcerer under the influence of this spell makes eye contact with another, he sees one dream from dozens of the last week – these visions come to him in a quick flash and may not, like many dreams, make a whole lot of sense. However, dreams are a direct pipeline to a person's subconscious mind and access to them may provide needed insight or new avenues for manipulation.

> ### Managing Creatures
> Summoning is often an addiction. Few sorcerers skilled in these arts are satisfied commanding just one kind of otherworldly servant. The problem is in managing all of them. If they aren't bound, they'll require constant and careful attention. Even if they are all bound, they still demand attention. Be reasonable with summoning – administrating supernatural subordinates shouldn't be all a sorcerer does.

The effects of this ritual allow a sorcerer to glean a maximum of three dreams from an individual per extended conversation or one per quick conversation. A mortal's mind can't handle more. The user can turn his dream sight on or off at will and may move around freely during the spell's duration – when active, the user's eye color slowly shifts. Beyond the Wall lasts for twenty-four hours. This spell is blocked by Wards of Solitude or Seclusion, as usual.

Black Market Price: 40,000Tn
Casting Fee: 7000Tn
Component Cost: 1050Tn

Summoning Spells

Beckon the Mystical Unborn
First Order
aka: Beckon Fetal Outsider
Type: Summoning
Legality: Illegal
Learning Time: 1 Month
Insanity Test: Average/1 Point
Occult Rating Required: Novice
Intellect Required: 6
Tenacity Required: 7

Prep Time: 2 Days
Casting Time: 6 Hours
Difficulty: Challenging
Extended Tests Required: 2
Ruach Cost: 10

Components & Requirements: a consecrated arcane space, an aborted fetus or stillborn baby, a set of chimes, candles, piercing needles, blood from the person to which the Unborn will be attuned, various small harmonic crystals, various incense. Also, ritual participants must have fasted for the two days of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: The Mystical Unborn are horrible, ephemeral, corrupted fetus-things. They are the resonant remains of stillborn or aborted Outsider-tainted babies. Sorcerers summon these foul

> ### Mystical Unborn
> The Mystical Unborn are intangible and able to float through any physical object or barrier. They can also become invisible to all but supernatural senses at will. A Mystical Unborn cannot stray further than 100 yards from its summoner.
>
> **Typical Mystical Unborn**
> *Attributes:* Intellect 8, Perception 6, Presence 5
> *Secondary Attributes:* Actions 1, Reflex 6
> *General Skills:* Education: Expert (4), Languages (half-dozen, including R'lyehan and Tsath-yo): Adept (3), Occult: Adept (3), Observation: Novice (2)
> *Fear Factor:* 16
> *Senses:* Nightvision, No Smell or Touch, Scan, Thermal
> *Movement & Speed:* Flight [23 mph (57/13 ypt)]

creatures as counsel – and as spies. Mystical Unborn are caught between dimensions in an intangible state, hovering and floating. They cannot affect the material plane and nothing on the material plane can affect them. They can become invisible at will, detectable only by supernatural senses. However, Mystical Unborn are bound to the Ruach of the summoner and cannot stray more than 100 yards from him.

Mystical Unborn are strangely well-educated and intelligent, though they will only share universal secrets if it suits their alien desires. They are capable of communicating telepathically with their summoner. However, Mystical Unborn are alien creatures, so communication is not always as clear as it could be. Mystical Unborn cannot assist in rituals or contribute their Ruach – their cosmic energy is bound up in their transdimensional states.

There is no need to further bind a Mystical Unborn – it finds the magician and is already predisposed to him. It will be his friend and companion until dismissed, though it has a strange idea of right and wrong. A sorcerer may only have one Mystical Unborn at any given time.

Black Market Price: 1400Tn
Casting Fee: 350Tn
Component Cost: 70Tn

Summon Familiar
First Order
Type: Summoning
Legality: Illegal
Learning Time: 1 Week
Insanity Test: None
Occult Rating Required: Novice
Intellect Required: 5
Tenacity Required: 6

Prep Time: 6 Hours
Casting Time: 2 Hours
Difficulty: Average
Extended Tests Required: 1
Ruach Cost: 5

Components & Requirements: a consecrated arcane space, an animal sacrifice, a set of chimes, candles, piercing needles, blood from the person to which the familiar will be attuned, various small harmonic crystals, various incense. Also, ritual participants must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: A familiar is a mystical animal meant to serve and assist a sorcerer. Though they might appear to be normal pets on first glance, their otherworldly nature does not escape careful examination. Familiars are all tainted by the Outsiders and manifest it in their appearance. A rat might have a particularly human face or a dog might have an extra set of legs. However, familiars are sentient and understand every word said to them. They also are reservoirs of substantial cosmic energy and capable of providing Ruach to their masters' rituals.

Familiars

When designing a familiar, please be careful. You should choose a familiar that is odd, but reasonably passable in everyday life. A sorcerer that lives in an arcology wouldn't get far with a bear familiar. A winged snake might likewise be a problem. A domestic cat with a forked tongue or a dog with a tentacular tail might be better. Leave alien for the fetches.

Here are a couple sample familiars. Each is considered Outsider Tainted and gets double the normal amount of Ruach:

Typical Domestic Cat Familiar
Attributes: Agility 9, Intellect 6, Perception 9, Presence 5, Strength 1, Tenacity 4
Secondary Attributes: Actions 3, Orgone 20, Reflex 7
General Skills: Athletics: Adept (3), Observation: Adept (3), Survival: Adept (3)
Combat Skills: Dodge: Novice (2), Fighting: Student (1)
Weapons: Claws (-1), Bite (-1)
Damage Bonus: -1
Vitality: 3
Senses: Acute Hearing, Acute Smell & Taste, Nightvision
Movement & Speed: Land [9 mph (22/5 ypt)]

Typical Raven Familiar
Attributes: Agility 7, Intellect 7, Perception 5, Presence 5, Strength 1, Tenacity 4
Secondary Attributes: Actions 1, Orgone 20, Reflex 6
General Skills: Athletics: Adept (3), Observation: Adept (3), Survival: Expert (4)
Combat Skills: Dodge: Novice (2), Fighting: Student (1)
Weapons: Beak (-1), Talons (-1)
Damage Bonus: -1
Vitality: 3
Senses: Acute Vision, Nightvision
Movement & Speed: Land [7 mph (17/4 ypt)], Flight [15 mph (37/9 ypt)]

Typical Snake (Venemous) Familiar
Attributes: Agility 8, Intellect 6, Perception 7, Presence 5, Strength 1, Tenacity 4
Secondary Attributes: Actions 2, Orgone 20, Reflex 6
General Skills: Athletics: Adept (3), Observation: Adept (3), Survival: Expert (4)
Combat Skills: Dodge: Novice (2), Fighting: Novice (2)
Weapons: Bite (-1), plus Poison (+3)
Damage Bonus: -1
Vitality: 2
Senses: Acute Smell & Taste, Nightvision, Thermal
Movement & Speed: Land [7 mph (17/4 ypt)]

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While at one time people might have excused the peculiarity of a familiar, today people keep an eye out for such things. A sorcerer had best keep his familiar disguised if he doesn't wish a visit from the Office of Internal Security.

There is no need to bind a familiar – it finds the magician and is already predisposed to him. It will be his lifelong friend and companion, though it may have a warped idea of right and wrong. A sorcerer may only have one familiar at any given time.

Black Market Price: 1050Tn
Casting Fee: 280Tn
Component Cost: 35Tn

Fetches are unnatural creatures. Feel free to make them as weird as you want, as long as they are bipedal, smart, and agile. Though a fetch is an Outsider, he manifests his Ruach instead of storing it like a familiar, so he's less of a cosmic battery. Here are a few sample fetches:

Typical Flying Imp Fetch
Attributes: Agility 9, Intellect 6, Perception 6, Presence 5, Strength 3, Tenacity 5
Secondary Attributes: Actions 2, Orgone 10, Reflex 7
General Skills: Athletics: Adept (3), Education: Student (1), Languages (half-dozen, including R'lyehan and Tsath-yo): Adept (3), Occult: Novice (2), Observation: Novice (2), Research: Student (1), Survival: Novice (2)
Combat Skills: Dodge: Novice (2), Fighting: Novice (2)
Weapons: Claws (-1), Bite (0)
Damage Bonus: -1
Vitality: 5
Fear Factor: 12
Senses: Acute Vision, Nightvision
Movement & Speed: Land [11 mph (27/6 ypt)], Flight [23 mph (57/13 ypt)]

Typical Fanged Dwarf Fetch
Attributes: Agility 7, Intellect 6, Perception 5, Presence 5, Strength 5, Tenacity 6
Secondary Attributes: Actions 1, Orgone 11, Reflex 6
General Skills: Athletics: Adept (3), Education: Student (1), Languages (half-dozen, including R'lyehan and Tsath-yo): Adept (3), Occult: Novice (2), Observation: Novice (2), Research: Student (1), Survival: Novice (2)
Combat Skills: Dodge: Novice (2), Fighting: Novice (2)
Weapons: Claws (-1), Bite (0)
Damage Bonus: 0
Vitality: 7
Fear Factor: 12
Senses: Nightvision, Thermal
Movement & Speed: Land [11 mph (27/6 ypt)]

Typical Carnivorous Amphibian Fetch
Attributes: Agility 8, Intellect 6, Perception 6, Presence 5, Strength 3, Tenacity 6
Secondary Attributes: Actions 2, Orgone 11, Reflex 6
General Skills: Athletics: Adept (3), Education: Student (1), Languages (half-dozen, including R'lyehan and Tsath-yo): Adept (3), Occult: Novice (2), Observation: Novice (2), Research: Student (1), Survival: Novice (2)
Combat Skills: Dodge: Novice (2), *Fighting:* Novice (2)
Weapons: Claws (-1), Bite (0)
Damage Bonus: -1
Vitality: 5
Fear Factor: 12
Senses: Acute Vision, Nightvision
Movement & Speed: Land [11 mph (27/6 ypt)], Swimming [23 mph (57/13 ypt)]

Summon Fetch

First Order
Type: Summoning
Legality: Illegal
Learning Time: 1 Month
Insanity Test: Average/1 Insanity Point
Occult Rating Required: Novice
Intellect Required: 5
Tenacity Required: 7

Prep Time: 1 Day
Casting Time: 6 Hours
Difficulty: Challenging
Extended Tests Required: 2
Ruach Cost: 10

Components & Requirements: a consecrated arcane space, an animal sacrifice, a set of chimes, candles, piercing needles, blood from the person to which the fetch will be attuned, various small harmonic crystals, various incense. Also, ritual participants must have fasted for the one day of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: While a familiar is a companion and sorcerous tool, a fetch is monstrous little lab assistant. They are small bipedal Outsiders – malicious and otherworldly. Fully sentient and able to communicate, the fetch speaks the sorcerer's primary language along with half a dozen others. They are agile, clever, and sneaky, though cowardly. Like familiars, fetches can contribute Ruach to a master's ritual, but more than that they can actually assist.

Fetches are alien – they will not pass as anything natural to any sane person. A sorcerer best keep his fetch hidden away or the authorities are on their way.

There is no need to bind a fetch – it finds the magician and is already predisposed to him. Fetches are loyal, but will test the boundaries of the relationship unless properly dominated. A fetch will be his lifelong friend and companion, though it definitely has a warped idea of right and wrong. A sorcerer may have as many fetches as he can handle at one time – usually no more than three. Improperly managed fetches will get into trouble.

Black Market Price: 2450Tn
Casting Fee: 700Tn
Component Cost: 140Tn

Beckon Shade Corpus

Second Order
aka: Craft Zombie
Type: Summoning
Legality: Illegal
Learning Time: 2 Months
Insanity Test: Challenging/1 Insanity Point
Occult Rating Required: Adept
Intellect Required: 6
Tenacity Required: 7
Prep Time: 2 Days
Casting Time: 12 Hours
Difficulty: Challenging
Extended Tests Required: 2
Ruach Cost: 10

Components & Requirements: a consecrated arcane space, a set of chimes, candles, a mortal corpse, piercing needles, fresh mortal blood, various small harmonic crystals, various incense. Also, ritual participants must have fasted for the two days of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Shade Corpus

Most of the physical characteristics of a Shade Corpus are determined by the cadaver that the intelligence inhabits. As it has no access to the corpse's memories or personality, the Shade Corpus has its own set of skills.

Typical Shade Corpus
Attributes: as host cadaver, with –1 Presence
Secondary Attributes: as host cadaver
General Skills: Athletics: Novice (2), Education: Novice (2), Languages (half-dozen) Adept (3), Occult: Novice (2), Observation: Novice (2), Research: Student (2), Survival: Novice (2)
Combat Skills: Armed Fighting: Novice (2), Dodge: Novice (2), Fighting: Novice (2), Marksman: Student (1)
Damage Bonus: as host cadaver
Vitality: as host cadaver
Fear Factor: 12 (depends on state of decay)
Senses: as host cadaver
Movement & Speed: as host cadaver

Effects: A Shade Corpus is a dead body animated by something dark. An alien intelligence crawls inside the corpse of a sentient creature and arrests its decay. Since it is functionally a zombie, a fresh and unadulterated cadaver is usually preferable. The inhabiting being has no access to the body's memories or personalities, though it is intelligent and very capable of acting alive. It is clever and capable of outwitting cruel masters. A fresh Shade Corpus is only given away by its deathly pallor, cold skin, and lack of vital signs – damaged or rotten ones will be more obvious. The inhabiting being is able to heal the corpse normally, but only to the state at which it was possessed.

A Shade Corpus will be content to work with the sorcerer – for a time. Unless bound, a Shade Corpus will eventually leave the summoner. Shade Corpi can remain as long as they'd like, unless they are forced out of this world by destroying their bodies.

Black Market Price: 6300Tn
Casting Fee: 1820Tn
Component Cost: 140Tn + corpse

Call Forth Gaunt
Second Order
aka: Summon Minor Demon
Type: Summoning
Legality: Illegal
Learning Time: 3 Months
Insanity Test: Challenging/1 Insanity Point
Occult Rating Required: Adept
Intellect Required: 6
Tenacity Required: 7

Prep Time: 2 Days
Casting Time: 1 Day
Difficulty: Challenging
Extended Tests Required: 2
Ruach Cost: 15

Components & Requirements: a consecrated arcane space, a blood sacrifice (something large dog-sized or bigger), a set of chimes, candles, piercing needles, fresh mortal blood, various large harmonic crystals, various incense. Also, ritual participants must have fasted for the two days of preparation, must

be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: This ritual summons a Gaunt from across space and time – for a description of the creature see p. 207. Gaunts are monstrous servants, often called as spies or assassins. Since they are about as intelligent as clever wolves, it is often easiest to bind them. Managing a free-willed Gaunt is akin to managing a wolf who's going to challenge your superiority. Gaunts remain in this world indefinitely once called.

Gaunts are capable of contributing Ruach to rituals.

Black Market Price: 10,500Tn (21,000 with Binding)
Casting Fee: 2800Tn (5600Tn with Binding)
Component Cost: 560Tn (1120Tn with Binding)

Call Forth Bakhi
Third Order
aka: Summon Greater Demon, Summon Fiend
Type: Summoning
Legality: Illegal
Learning Time: 6 Months
Insanity Test: Hard/1 Insanity Point
Occult Rating Required: Expert
Intellect Required: 7
Tenacity Required: 8

Prep Time: 4 Days
Casting Time: 2 Days
Difficulty: Hard
Extended Tests Required: 2
Ruach Cost: 20

Components & Requirements: a consecrated arcane space, a set of chimes, candles, piercing needles, various small harmonic crystals, various incense. A mortal sacrifice is required – age is not a factor. Also, ritual participants must have fasted for at least two days prior to the ritual, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: Similar to Call Forth Gaunt, this ritual instead summons a Bakhi from across space and time – for a description of the creature see p. 205. Bakhi can be exceptional servants, if the right deal is made. They are very intelligent and equally devious. Bound Bakhi try to cleverly twist the wishes of their "masters" to darker purposes. A Bakhi remains in this world indefinitely once called.

Bakhi are capable of contributing Ruach to and assisting in rituals.

Black Market Price: 35,000Tn (70,000Tn with Binding)
Casting Fee: 10,500Tn (21,000Tn with Binding)
Component Cost: 1050Tn (2100Tn with Binding)

Transmogrification Spells

Degeneration
First Order
aka: Curse
Type: Transmogrification
Legality: Illegal
Learning Time: 1 Month
Insanity Test: Average/1 Insanity Point
Occult Rating Required: Novice
Intellect Required: 5
Tenacity Required: 7

Prep Time: 1 Day
Casting Time: 4 Hours
Difficulty: Challenging
Extended Tests Required: 3
Ruach Cost: 10

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, piercing needles, blood from the primary caster, at least one pound of putrefying flesh, something from the victim's body (hair, fingernails, blood, etc.), various herbs, various incense. Also, ritual participants must have fasted for the one day of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: Degeneration curses a victim with a mystical wasting disease. This disease takes over the victim's system quickly, and symptoms onset immediately. At first, it appears to be a cold, with sinus troubles, headaches, and a cough. The disease moves to flu-like symptoms within a day, complete with fever, vomiting, and diarrhea. Within fours days, the victim begins to lose weight and his hair starts to fall out. By the end of the week, the victim is a wheezing, emaciated thing that's barely strong enough to whisper and crawl. Degeneration cannot kill a person but, unless cared for mystically, is permanent.

Fortunately, the application of a Purify Form spell instantly cures Degeneration, as does a simple unweaving. It does no permanent damage. If unweaved, it takes one month for the body to right itself, putting on weight and regrowing hair as quickly as it can. If mystically purified, this process takes only a week.

Once successfully cast, this spell requires a Contest to affect a victim, using the caster's Occult skill versus the victim's Tenacity Feat skill. The caster receives a +2 Contest Modifier.

Black Market Price: 2450Tn
Casting Fee: 700Tn
Component Cost: 120 Tn

Mend Flesh
FirstOrder
Type: Transmogrification
Legality: Legal
Insanity Test: None
Occult Rating Required: Novice
Intellect Required: 7
Tenacity Required: 7
Prep Time: 6 Hours
Casting Time: 2 Hours
Difficulty: Challenging
Extended Tests Required: 3
Ruach Cost: 10

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, a hurt being, various herbs, various incense, various small harmonic crystals. Also, ritual participants must be freshly bathed without perfume or deodorant and wearing clean natural clothing.

Effects: This spell greatly accelerates the natural healing process in a stable patient. The key is that the patient must be stabilized, either through the use of traditional medical techniques or the use of a Corporal Restorative. Once cast, the spell quadruples the rate of healing until healed, prevents complications, leaves no scars, and revives a patient from a coma. Mend Flesh is only effective against trauma and does nothing against illness or disease. It does not cease to function if further trauma is sustained. The effects of a Corporal Restorative are not cumulative – Mend Flesh supercedes it. Also, this spell does not work on beings with natural regeneration.

Market Price: 1050Tn
Casting Fee: 250Tn
Component Cost: 140Tn

Thieve Visage
First Order
aka: Steal Face
Type: Transmogrification
Legality: Illegal
Learning Time: 1 Month
Insanity Test: Challenging/1 Insanity Point
Occult Rating Required: Adept
Intellect Required: 6
Tenacity Required: 7

Prep Time: 1 Day
Casting Time: 6 Hours
Difficulty: Challenging
Extended Tests Required: 3
Ruach Cost: 10

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, piercing needles, blood from the person ultimately stealing the visage, something from the victim's body (hair, fingernails, blood, etc.), two effigies (dolls, pictures, etc.), various herbs, various incense. Also, ritual participants must have fasted for the one day of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: This spell enables a sorcerer to exchange the visage of another person with either himself or a willing ritual participant. The recipient gains the facial features, hair, and voice of the victim, and the victim gains his. However, other important characteristics do not change such as gender, height, weight, fingerprints, or DNA. If the imposter isn't an actor who has studied the person he's swapped faces with, he won't pass careful examination. These effects last for a week and can be recharged using a ritual with the same requirements, but taking half the time (similar to wards).

Once successfully cast, this spell requires a Contest to affect a victim, using the caster's Occult skill versus the victim's Tenacity Feat skill. The caster receives a +2 Contest Modifier.

Black Market Price: 5600Tn
Casting Fee: 1750Tn
Component Cost: 140Tn

Manipulate Passion
Second Order
aka: Influence Emotion
Type: Transmogrification
Legality: Illegal
Learning Time: 3 Months
Insanity Test: Average/1 Insanity Point
Occult Rating Required: Adept
Intellect Required: 4
Tenacity Required: 7

Prep Time: 1 Day
Casting Time: 6 Hours
Difficulty: Challenging
Extended Tests Required: 3
Ruach Cost: 15

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, piercing needles, blood from the primary caster, something from the victim's body (hair, fingernails, blood, etc.), something representative of the desired passion (poetry for love, weapons for anger, pornography for lust, etc.), various herbs, various incense. Also, ritual participants must have indulged in activities representative of the passion they are trying to invoke.

Effects: The classic love spell, Manipulate Passion allows the caster to influence the emotions of another person. It does not create an emotion, however – something close to the effect the caster wishes must already exist in the victim. That emotion is then magnified or dulled an order of magnitude. Annoyance becomes anger. Anger becomes rage. Affection becomes lust. Lust becomes love. Dedication becomes obsession. Interest becomes disinterest. If the suspected emotion is not present, the spell simply has no effect. The effects of Manipulate Passion last for one month, during which time the emotional shift might become permanent on its own if properly reinforced.

Once successfully cast, this spell requires a Contest to affect a victim, using the caster's Occult skill versus the victim's Tenacity Feat skill. The caster receives a +2 Contest Modifier.

Black Market Price: 5600Tn
Casting Fee: 1750Tn
Component Cost: 140Tn

Purify Form
Second Order
aka: Cleanse Flesh
Type: Transmogrification
Legality: Legal
Learning Time: 3 Months
Insanity Test: Challenging/1 Insanity Point
Occult Rating Required: Expert
Intellect Required: 8
Tenacity Required: 8

Prep Time: 2 Days
Casting Time: 1 Day
Difficulty: Challenging
Extended Tests Required: 4
Ruach Cost: 20

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, a being in need of purification, piercing needles, blood from the primary caster, henna for tattoos (or something similar) to mark the recipient, purified water, various herbs, various incense, various small harmonic crystals. Also, ritual participants must have fasted for the two days of preparation, must be freshly bathed without perfume or deodorant, and wearing clean natural clothing.

Effects: Arcanotherapy is a field pioneered by the Ashcroft Clinic, combining traditional medical treatment with eldritch magic. Perhaps the magic most responsible for revolutionizing the medical industry, Purify Form restores a being to its unadulterated and natural genetic state. It cures the body of all forms of illness and disease and flushes it of any poisons, toxins, or drugs. This spell is even capable of eradicating major illnesses such as cancer or HIV. The purification is permanent. On the other hand, it does not accelerate healing of trauma in any way. Though capable of removing Outsider Taint from those who've been cursed with it, Purify Form cannot remove it from those in whom it is hereditary (or those who've acquired it through magical mishap).

Market Price: 8400Tn
Casting Fee: 2800Tn
Component Cost: 350Tn

Curse of the Outsiders
Third Order
aka: Instill Taint
Type: Transmogrification
Legality: Illegal

Learning Time: 6 Months
Insanity Test: Hard/2 Insanity Points
Occult Rating Required: Master
Intellect Required: 6
Tenacity Required: 9

Prep Time: 1 Week
Casting Time: 3 Days
Difficulty: Hard
Extended Tests Required: 8
Ruach Cost: 30

Components & Requirements: at least a 100 square foot reasonably undisturbed working space, a bell or wind chimes, candles, piercing needles, blood from the primary caster, something from the victim's body (hair, fingernails, blood, etc.), something from an Outsider creature's body, various herbs, various incense, various large harmonic crystals. Also, ritual participants must have debased and defiled their own bodies for at least two of the days preceding the ritual.

Effects: This spell reaches out into the cosmos and forces the heritage of the Outsiders onto the genetic code of a victim. In essence, it curses him with the Outsider Taint Drawback (for which he does not receive the benefit of additional skill points). The effects of the Taint manifest immediately upon a successful completion of the ritual, but the alien features typical of Taint slowly develop over the course of the following one to five days (roll half a die). This spell is ineffective against Tagers, who are immune to its effects.

This change is typically permanent. However, unlike true hereditary Taint, the victim can be restored to normal. An unweaving of this spell will do this, as will undergoing a Purify Form spell. However, the New Earth Government is likely to arrest anyone displaying Taint first, even if that person is showing up at a clinic to be cleansed. The Office of Internal Security typically carts off and examines the Tainted, just to be safe. If the victim is on the up and up, he will be purified after a battery of unpleasant tests and a short period of incarceration. He will also be flagged in OIS databases and tracked for some time to come.

Once successfully cast, this spell requires a Contest to affect a victim, using the caster's Occult skill versus the victim's Tenacity Feat skill. The caster receives a +4 Contest Modifier.

Black Market Price: 56,000Tn
Casting Fee: 16,800Tn
Component Cost: 1050Tn

List of Spells by Order

First Order

Consecrate Arcane Space (Enchantment)
Constitute Corporal Restorative (Enchantment)
Constitute Powder of Ibn Ghazi (Enchantment)
Ward Against Sorcery (Protection)
Ward of Corporal Protection (Protection)
Ward of Solitude (Protection)
Eldritch Faculties (Scrying)
Perceive Etheric Resonance (Scrying)
Phantom Vision (Scrying)
Beckon the Mystical Unborn (Summoning)
Summon Familiar (Summoning)
Summon Fetch (Summoning)
Degeneration (Transmogrification)
Mend Flesh (Transmogrification)
Thieve Visage (Transmogrification)

Second Order

Craft Ring of Dreams (Enchantment)
Craft Woeful Orb (Enchantment)
Ward Against the Unseen (Protection)
Ward of Seclusion (Protection)
Contact Those Who Dwell Beyond (Scrying)
Wisdom of Yog-Sothoth (Scrying)
Beckon Shade Corpus (Summoning)
Call Forth Gaunt (Summoning)
Manipulate Passion (Transmogrification)
Purify Form (Transmogrification)

Third Order

Craft Yog-Sothoth's Guard (Enchantment)
Ward Against the Unbidden (Protection)
Beyond the Wall (Scrying)
Call Forth Bakhi (Summoning)
Curse of the Outsiders (Transmogrification)

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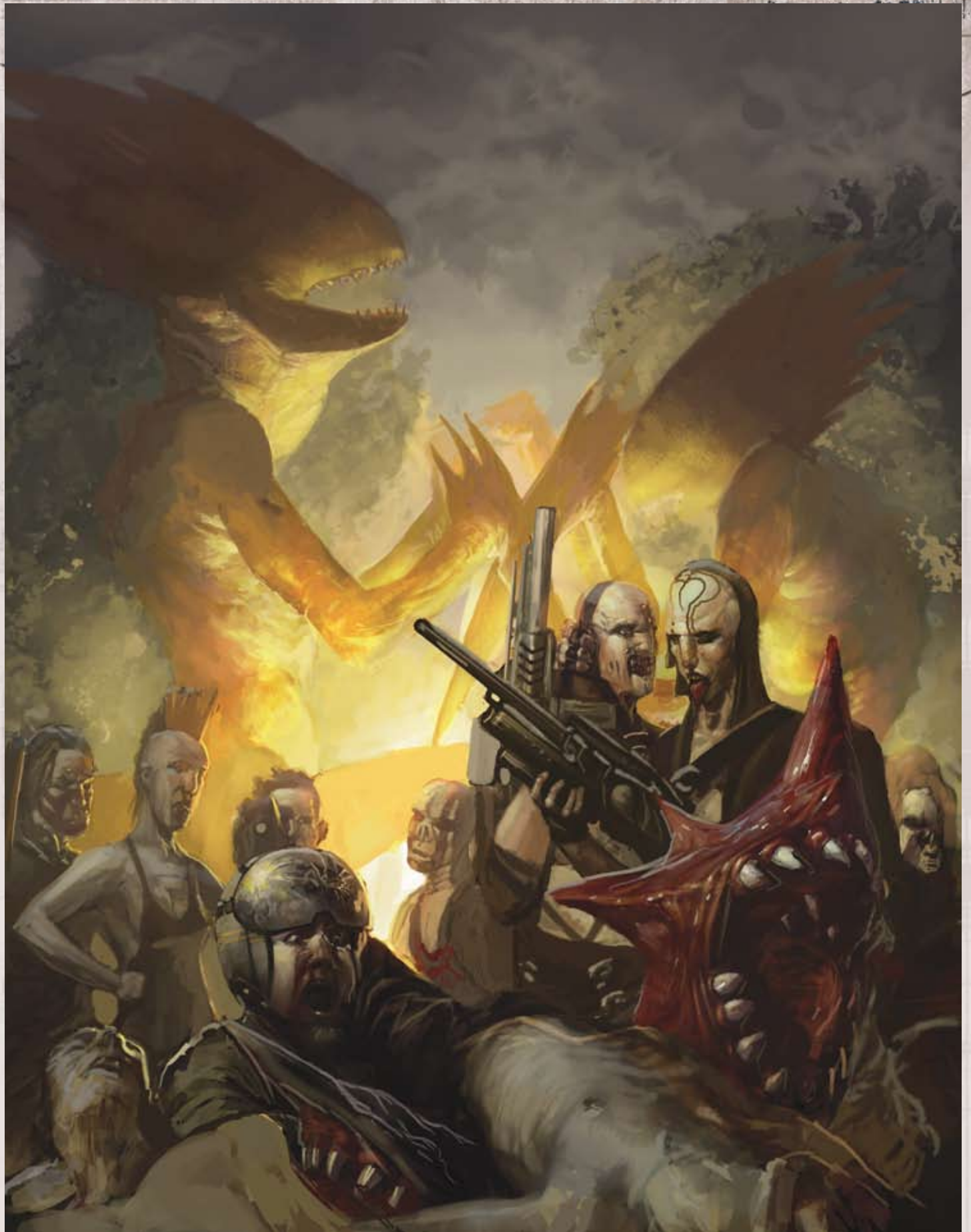
The as usual gigantic bonfire made it easy to find my way back, fueled by the remains of some Southeast Asian village whose name I never even knew. The wicked savage men who called me brother were chucking the corpses onto the pile before I'd even stopped the ATV. The trailer was full of freshly dead and nearly dead bodies — probably two or three dozen of them. These were the lucky ones. Their corpses weren't going to be cannibalized or violated or desecrated. They were just going to get eaten by bugs.

Right. Because the pack of twenty foot tall alien insects crawling out of the forest were just bugs. Scything arms and a wicked stinger skittering around on four legs. I've never been able to tell if these packs had a queen or an alpha or whatever. They always just seemed to *know*. But these weren't the ones doing the eating. One or two of them was just mommy coming to check on her babies.

A couple of my maniacal comrades tittered at the arrival of the Grave Things. Our kind doesn't usually get to hunt with them — they might get a wild hair and decide to eat us instead. Okay, they'd more than likely get a wild hair and eat us instead. Or worse yet, they'd do to us what they did to this pile of dead bodies in front of me.

The mound of death and decay swelled in places where things underneath it squirmed. The eggs hatched yesterday and we've already had to add more food. I saw a larva once. They're pus yellow with these barbed hairs and a mouth that splits open the front third of their body. It takes about a week for the larvae to get enough in them that they start killing each other off. The most excitement we get is when one of them tears into someone that isn't quite dead — we usually try to leave a couple just alive enough for it to be funny. The strongest couple of worms finish gorging themselves on their weaker siblings and spin a cocoon. Which is why we're here — to protect the nest until the little ones crawl back out.

Aside from suicidally throwing ourselves into genocidal furies, Humans aren't allowed to do much besides the lowest work. The Disciples of the Rapine Storm view the mortal races as a plague. The Cult is an army of unspeakable horrors, most worse than the things in front of me. The only way a Human can be accepted is to be a monster himself — on the inside.

They said that with the right training and the right disguise that the Rapine Storm would accept me. They told me that there would be horrifying things that I would be asked to do, but that if I was careful I would be able to avoid many of them. The ones I still had to do were just the sacrifices that I would have to make in service to my country. Everything I did was going to be for a better world, as long as I remembered that.

They didn't tell me about the rest of it, but they had to know. The boys in intel in the New Earth Government aren't idiots. But if they'd have told me everything, I never would have volunteered. Tattoos or some rite of passage I expected. Extreme piercing and scarification are something else entirely. My teeth are all filed sharp. I don't know how long it's been since I saw a mirror, but I'm sure I don't look very Human anymore. Not that I feel it anyways after the things I've had to do. I've helped exterminate entire villages and brutally tortured and murdered innocent people. I've eaten the flesh of my own kind — repeatedly and regularly. I've raped women to death. I've done worse to children after they were already dead.

There's no way that anyone who hasn't been here could possibly understand. What they show on the news has been sanitized for everyone's "protection." When I came out here, I never realized this was a one-way street. But the thing that keeps me awake at night, the thing that terrifies me more than the cannibalism, the bloodshed, the violation, and the absolute and systematic eradication of anything that used to be Human in me, is that deep down inside I'm starting to like it.

There have always been stories of things that go bump in the night. However, those stories rarely showed up in evening news footage. The terrible creatures that once lurked only in the deepest shadows and darkest places have now come out into the light. Gaunts serve ambitious sorcerers in arcology back alleys. Dhohanoids hide in plain sight, the secret arm of the Chrysalis Corporation. Gibbering Horrors insanely babble leading Rapine Storm invasions. There are many unspeakable horrors in the world and this chapter introduces you to some of them.

These horrible beings come in four main varieties: metaterrestrials, cultists, Dhohanoids, and beasts. Metaterrestrials are predominately intelligent creatures that are of similar size to mortals. Cultists are mortals who have let their souls be stained through worship of dark gods. Dhohanoids are the true children of the Chrysalis Corporation – mortals who have undergone the terrible Rite of Transfiguration. Beasts are large gruesome creatures, typically large in size and many times lower in intellect. They are also Integrity-scale.

Presented here are many unspeakable horrors. Each entry looks like Monster Listing table below.

Coming Into The World
With the sheer profusion of monsters that have re-emerged into the world, one might ask the question, "Where have they been all this time?" This is a topic of debate for many learned occultists and it is a topic that will continue to be debated as the truth is unlikely to surface.

Some existed in the dark corners and recesses of the planet. Clever Ghasts hid down in the earth and in dark forests, a secret part of the "natural" life cycle. Shabus Morgoes lumbered their way through places little else would dare go. Down at the bottom of the ocean, in places light has never seen, the Deep Ones build their cities, breeding an army, while the malicious Spawn cycled in and out of sleep.

Some come from alien worlds, some not too far away. The Migou were on this planet before we were a twinkle in evolution's eye and make their home only a few planets away. But most others come from worlds of which we cannot comprehend, including such giant and vicious beasts as the terrifying Bholes, the spidery Chiranae, the dark Gugs, the hideous Grave Things, and the dangerous Shantaks.

There are also those that have been called to this world from places *outside*. The devious Bakhi and the mysterious Gaunts are such creatures, often consorts of those who command mystical power.

Most unfortunate, however, are those that are the creations of man. The insidious Dhohanoids wouldn't even exist if it weren't for the Chrysalis Corporation's unearthing of the Rite of Transfiguration, and the Gibbering Horror is an unfortunate magical creation of mortals that has found a life cycle of its own.

Regardless, the ancient and terrible Powers that have come into play in this time and place have most assuredly brought their favorite servants in greater numbers than have ever been seen before. The Earth is now the playground of hideous things.

Monster Listing

Name	Entries begin with the name and description of the creature. It's also here that you'll find any special rules governing it.
Average Type:	This heading begins the game statistic entry for an average creature.
Allegiance:	This shows where the creature's loyalties typically lie.
Scale:	Whether the creature is Vitality or Integrity scale.
Size:	This tells you how big the creature is, approximately.
Attributes:	The creature's Attributes are presented here. For Dhohanoids, the bonuses their transfigured form bestows upon them are listed in parenthesis, in case you want to create individual monsters. These bonuses are already figured into the statistics presented.
Secondary Attributes:	The creature's Actions, Orgone, and Reflex are presented here.
Skills:	The most common Skills and levels of expertise for the creature.
Combat Statistics:	The creature's weapons, most often natural, are listed by type and damage, along with its Damage Bonus for close quarters attacks, its Vitality, and its Armor. Some weapons say that they require both Actions, which means that the creature may only declare one Action on the turn in which it wishes to use that weapon.
Fear Factor:	Most creatures inspire fear in mortals – characters must make a Fear Test in their presence. A creature's Fear Factor represents the Degree of Difficulty for this Test.
Temperament:	This presents a couple of words to describe the creature's nature or personality.
Senses:	This shows if the creature has any special senses. Use the guidelines for Qualities on p. 93 or mecha sensors on p. 144 for their uses.
Movement & Speed:	This shows how and how fast a creature can move. The speed ratings are the same as those for characters – in miles per hour, and yards per turn top speed/cautious speed.

METATERRESTRIALS

Bakhi

The alien children of some other part of the universe, the Bakhi are one of the "demons" summoned by ancient magicians. And like those ancient demons, they are very dangerous with which to make deals. They are dreadfully intelligent and know many things man was not meant to know.

Bakhi are devious. Though often more than happy to serve a mortal sorcerer, they will corrupt him in any way they can. Commands are twisted to their darkest purpose. Unholy urges are fostered and encouraged. Those who traffic with these creatures had best keep their wits about them, for the Bakhi are most likely far smarter than they – many are sorcerers in their own right.

An emaciated hybrid not quite bird, not quite insect, not quite hellish monster, their freakish winged form is disturbing to behold. They move fluidly and deliberately, in ways entirely unnatural to the mortal eye. Bakhi speak in a raspy whisper and often can converse in more languages than the mortal sorcerer that summoned them. And these creatures look at whomever they serve with a malice that lets them know that they will only stay as long as they are interested...

Average Bakhi

Allegiance: Children of Chaos, Disciples of the Unnamable
Scale: Vitality
Size: Medium (4 to 6 ft. tall)
Attributes: Agility 8, Intellect 11, Perception 9, Presence 7, Strength 6, Tenacity 9
Secondary Attributes: Actions 2, Orgone 11, Reflex 9
General Skills: Athletics: Adept (3), Education: Expert (4) Languages (3 or 4 mortal): Adept (3), Languages (R'lyehan): Adept (3), Languages (Tsath-yo): Adept (3), Observation: Novice (2), Misdirect: Adept (3), Occult: Master (5), Research: Adept (3)
Combat Skills: Armed Fighting: Adept (3), Dodge: Adept (3), Fighting: Adept (3), Marksman: Novice (2)
Weapons: Talons (0), or as mortal weapon
Damage Bonus: 0
Vitality: 11
Armor: 1/1
Regeneration: 1 Point
Fear Factor: 12
Temperament: Devious & Dedicated
Senses: Acute Vision, Nightvision, Scan
Movement & Speed: Land [13 mph (32/8 ypt)], Flight [27 mph (67/15 ypt)]

Blanks

To deal with the "Human problem," the Migou created a process known only as Assimilation. This process utilizes a unique combination of invasive neuro-manipulation, drug therapy, and advanced brainwashing techniques to create the perfect slave. Blanks are those mortals who have been forced to undergo Assimilation. Blanks are unquestioningly loyal to the Migou. They retain their memories and the majority of their own personalities and are undetectable unless subjected to brainscans. Unfortunately, the New Earth Government has found this process to be quite irreversible thus far.

Acting as spies, soldiers, and slave labor for the Migou, Blanks will fanatically fight against any threat to the bugs' superiority. Assimilated military personal command new armies for the invaders. Assimilated sorcerers use their powerful abilities to weaken the New Earth Government. Most NEG soldiers find it difficult to kill their own – especially when their own had no other choice – but that doesn't stop them from doing so.

Special Rules: Blanks are as widely varied as the people from who they are victimized. Go ahead and use typical statistics for any appropriate profession – those given here are for an experienced spy. Like the professional templates, the first group of statistics is for Humans and the second is for Nazzadi.

Average Blank Spy (Experienced)

Allegiance: Migou
Scale: Vitality
Size: Medium (5 to 6 ft. tall)
Attributes: Agility 6/7, Intellect 7/7 Perception 8/8, Presence 7/7, Strength 5/5, Tenacity 7/6
Secondary Attributes: Actions 1/1, Orgone 12/11, Reflex 7/7
General Skills: Bureaucracy: Adept (3), Criminal: Adept (3), Education: Adept (3), Intimidate: Novice (2), Larceny: Adept (3), Misdirect: Adept (3), Observation: Adept (3), Persuade: Adept (3), Performance: Adept (3), Research: Adept (3), Savoir-Faire: Adept (3), Streetwise: Adept (3)
Combat Skills: Dodge: Novice (2), Fighting: Student (1), Marksman: Novice (2)
Weapons: As mortal weapon
Damage Bonus: 0
Vitality: 11/10
Armor: As mortal armor
Fear Factor: None
Temperament: As mortal
Senses: Normal
Movement & Speed: Land [11 mph (27/6 ypt)]

Deep Ones

The true children of Dagon, the Deep Ones are awful things from the depths of the oceans. They have long remained hidden from the eyes of men, quietly dominating sleepy fishing villages to serve as breeding stock. It seems that while the creatures are more than capable of propagation among themselves, the offspring of a union with a mortal creates a Hybrid that matures far faster – decades if not centuries so. They have been breeding an army.

The religion the Deep Ones once created to worship them now is a world power. The creatures are fiendishly intelligent and they have not shied away from the adoption of technology. Hybrids pilot mecha war machines and Deep Ones tear across the land and water in specially designed powered armor. Though their poor eyesight is better suited for close quarters combat, their terrifying ferocity more than compensates. And many Deep Ones are capable of wielding the power of magic to make matters worse.

Because of their amphibious nature and magical skill, no one knows how many Deep Ones there are. It has been said that they live for centuries or even millennia if not cut short by violence. Their cities are impossible to find by conventional means. But one thing is for certain in today's age – the seas belong to them.

Average Deep One

Allegiance: Esoteric Order of Dagon
Scale: Vitality
Size: Medium (5 to 7 ft. tall)
Attributes: Agility 7, Intellect 8, Perception 7, Presence 6, Strength 11, Tenacity 9
Secondary Attributes: Actions 2, Orgone 13, Reflex 7
General Skills: Athletics: Expert (4), Education: Novice (2), Language (R'lyehan): Expert (4), Observation: Student (1), Occult: Adept (3), Stealth: Adept (3), Survival: Expert (4)
Combat Skills: Armed Fighting: Adept (3), Dodge: Novice (2), Fighting: Adept (3), Marksman: Novice (2), Thrown *Weapons:* Adept (3)
Weapons: Claws (0), Teeth (0), Deep One Weapons (see Chapter Eight)
Damage Bonus: +2
Vitality: 15
Armor: 1/0
Regeneration: 1 Point
Fear Factor: 12
Temperament: Cold & Calculating
Senses: Acute Hearing, Impaired Vision, Sonar, Thermal
Movement & Speed: Land [17 mph (42/10 ypt)], Jumping (Double), Swim [17 mph (42/10 ypt)]

Gaunts

Creatures of blackest night, Gaunts are deadly and mysterious. While not necessarily intelligent, they are very, very clever. Some scholars liken them to the most dangerous of dogs though the comparison hardly does this demonic creature justice. They are the winged spies of the Rapine Storm, the silent assassins of the Death Shadows, the loyal pets of the Children of Chaos, and the summoned servants of dark sorcerers.

Though their face is a smooth, expressionless mask, Gaunts are far from blind. They see and hear better than most and seem to communicate through body language alone. Though they may not be capable of speaking, they understand anything said to them in any language – it's as if they know the spirit even if they don't comprehend the words.

Gaunts are like horrific birds of prey and are most at home in the open sky. They are uncomfortable if forced to spend too much time in enclosed spaces, but are patient sentinels capable of remaining silent and still for hours at a time. Though their horns are deadly weapons, Gaunts prefer to tear chunks out of prey with their prehensile, wickedly barbed tails.

Average Gaunt

Allegiance: Disciples of the Unnamable, Children of Chaos
Scale: Vitality
Size: Medium (6 to 8 ft. tall)
Attributes: Agility 11, Intellect 3, Perception 7, Presence 5, Strength 8, Tenacity 10
Secondary Attributes: Actions 2, Orgone 11, Reflex 7
General Skills: Athletics: Expert (4), Observation: Adept (3), Stealth: Expert (4), Survival: Expert (4)
Combat Skills: Dodge: Adept (3), Fighting: Adept (3)
Weapons: Horns (+1), Barbed Tail (+2)
Damage Bonus: +1
Vitality: 14
Armor: 1/1
Regeneration: 1 Point
Fear Factor: 12
Temperament: Mysterious & Unpredictable
Senses: Acute Touch, Nightvision, Sonar
Movement & Speed: Land [15 mph (37/9 ypt)], Flying [60 mph (148/36 ypt)]

Ghasts

Gruesome creatures from the deepest holes and darkest parts of primordial forests, Ghasts are savage, nocturnal predators. Before the Aeon War, Ghasts were hard to come by, casually devouring those unlucky enough to find their hiding places. Now they've come out into the world in numbers undreamed of – they are the foot soldiers of the Rapine Storm. It's unknown if they existed in such numbers all along or if they reproduce quickly now that prey is plentiful.

Ghasts are nocturnal pack hunters by nature, hunting in groups of three to five and communicating in a guttural language of their own. They are crafty creatures – like many pack hunters, it's not the ones you see that you should worry about. Rarely out in daylight, Ghasts are blinded by the sun even though they are unaffected by bright spotlights or flares. Some say they have an allergy while other believe this to be entirely psychological.

Little stands in the way of Ghasts. They are agile and capable of leaping over and through the most difficult ground with their kangaroo-like legs. Capable tool-users, the Rapine Storm has trained many to use firearms – a more than disquieting fact faced by NEG soldiers. However, perhaps the most disquieting part of Ghasts are their faces, which many regard as eerily Human.

Average Ghast

Allegiance: Disciples of the Unnamable (Rapine Storm)
Scale: Vitality
Size: Medium (5 to 7 ft. tall)
Attributes: Agility 9, Intellect 4, Perception 8, Presence 5, Strength 8, Tenacity 8
Secondary Attributes: Actions 2, Orgone 11, Reflex 7
General Skills: Occult: Novice (2), Observation: Adept (3), Stealth: Adept (3), Survival: Adept (3)
Combat Skills: Armed Fighting: Novice (2), Dodge: Adept (3), Fighting: Adept (3), Marksman: Adept (3)
Weapons: Fangs (0), Claws (0), Leaping Kick (+1, requires both Actions), or as mortal weapon
Damage Bonus: +1
Vitality: 13
Armor: 1/1
Fear Factor: 12
Temperament: Clever & Malicious
Senses: Acute Hearing
Movement & Speed: Land/Hopping [30 mph (74/18 ypt)], Jumping (Double)

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Hybrids

Hybrids are unholy creatures, born of a union between a mortal and a Deep One. Most often raised in mortal society or within the mortal ranks of the Esoteric Order of Dagon, Hybrid offspring are undetectable as anything out of the ordinary. However, they begin to hear the call of the ocean as they mature. Their alien natures begin to surface and their features slowly transform. Their eyes become large, glassy saucers and their lips thin and stretch. Though these changes may be subtle at first, gills soon follow and it becomes more and more difficult to hide their true nature. They will fully become Deep Ones within a decade. Regardless of sentiment beforehand, Hybrids become willing and sympathetic servants to their "true family" during and after the change.

Today, most Hybrids are aware of their nature from birth. They are trained to act as spies and scouts within mortal society, studying and stealing technology and intelligence from the New Earth Government. Since Deep Ones are only comfortable in smaller suits of powered armor, Hybrids make up the bulk of the Esoteric Order's mecha army. Furthermore, like both sides of their family tree, some can and do master magic.

Average Hybrid (Experienced)

Allegiance: Esoteric Order of Dagon
Scale: Vitality
Size: Medium (5 to 6 ft. tall)
Attributes: Agility 6, Intellect 6, Perception 7, Presence 5, Strength 8, Tenacity 8
Secondary Attributes: Actions 1, Orgone 12, Reflex 6
General Skills: Bureaucracy: Novice (2), Criminal: Adept (3), Education: Novice (2), Intimidate: Novice (2), Larceny: Novice (2), Misdirect: Novice (2), Occult: Novice (2), Observation: Adept (3), Performance: Adept (3), Pilot: Novice (2), Research: Novice (2), Savoir-Faire: Novice (2), Streetwise: Adept (3)
Combat Skills: Dodge: Adept (3), Fighting: Novice (2), Marksman: Adept (3), Support *Weapons:* Novice (2)
Weapons: As mortal weapons
Damage Bonus: +1
Vitality: 13
Armor: As mortal armor
Fear Factor: 8 (Only if recognized or revealed as a Hybrid)
Temperament: Cold & Calculating
Senses: Normal, though eye-sight begins to fade as they change.
Movement & Speed: Land [13 mph (32/8 ypt)], Swim [7 mph (17/4 ypt)]

Migou

Most often known by the derogatory term "bugs" by citizens of the New Earth Government, the Migou (the Tibetan name for the yeti or abominable snowman) are a race of highly-intelligent beings from the planet we know as Pluto. An outpost of these creatures lived on this planet long before the earliest precursors of the Human race. After the rise of mortals they hid themselves in the lost places of our world, quietly enslaving mortals to do their bidding. The bugs used their slaves both as labor and as unwilling laboratory rats for their cruel experiments. They have always regarded mortals as lesser beings caught several million evolutionary years behind – the primary reason they believe arcanotech is nothing that should be in the hands of "primates."

In the normal course of things, Migou would be considered incapable of any emotion mortals could understand. They have always carried out their plans in a passionless, surgically precise fashion. However, something in the recent development of Humanity sparked what appears to be genocidal hatred in the bugs.

Strange, alien creatures, Migou are a disturbing mix of what can only be described as insectoid, crustacean, and fungoid traits. Their bizarre, fungoid head is tipped in hundreds of cilia – the Migou "language" combines these with body language and buzzing wings. These cilia also seem to double as sensory organs. They can also speak terrestrial languages by simulating a voice-box through the buzzing of their giant wings. Surprisingly, they are capable of very fine manipulation using any number of their claw-tipped limbs.

Average Migou

Allegiance: Migou
Scale: Vitality
Size: Medium (4 to 5 ft. tall)
Attributes: Agility 11, Intellect 10, Perception 6, Presence 5, Strength 6, Tenacity 7
Secondary Attributes: Actions 3, Orgone 13, Reflex 9
General Skills: Athletics: Adept (3), Computers: Adept (3), Education: Expert (4), Language (Nazzadi): Expert (4), Language (R'lyehan): Expert (4), Language (half dozen mortal): Adept (3), Observation: Novice (2), Occult: Adept (3), Piloting: Adept (3), Stealth: Expert (4), Survival: Adept (3)
Combat Skills: Dodge: Adept (3), Fighting: Novice (2), Marksman: Adept (3), Support *Weapons:* Novice (2)
Weapons: Claws (0), Migou Weapons (see Chapter Eight)
Damage Bonus: 0
Vitality: 11
Armor: Migou Battle Armor (3/3)
Fear Factor: 12
Temperament: Emotionless & Precise
Senses: Normal
Movement & Speed: Land [30 mph (74/18 ypt)], Flying [7 mph (17/4 ypt)]

N'ATHM

So few of the darker beings are able to mingle in mortal society. N'athm, born of the things all men fear, are such creatures. Wherever N'athm go, madness follows in their wake. Proximity is enough for the sanity-eroding influence of a N'athm to take effect. Those who dwell closest to these nightmare creatures begin to feel uneasy after the first few weeks. This general unease leads to difficulty sleeping and eventually to insomnia. Sleep deprivation, over the course of weeks, leads to irritability and an inability to focus – and eventually madness.

However, it is those on whom they concentrate their attentions that suffer the most. All they require is a piece of the victim's body – hair from a brush, a stray fingernail clipping, a recently used tissue – and a safe place within 100 yards of where the victim sleeps. These victims are afflicted with terrifying, alien nightmares. Within days these bleed over into waking hallucinations, which soon lead to outright insanity.

Neither male nor female, a N'athm's natural form is a horrendous shape – barely humanoid, tattered, and ruined – but they have the mystical capability to appear as mortals. They are virtually indistinguishable from their prey and are capable of fooling any technical tests that might detect abnormalities. Only magical faculties will reveal them for what they truly are. Of course, the chaos that follows them might also give their presence away.

Special Rules: Anyone living in close proximity (approximately next door) to a N'athm must succeed at an Average Insanity Test every week or gain one Insanity Point. Anyone who is the victim of a N'athm must succeed at a Challenging Insanity Test every day or gain one Insanity Point.

Average N'athm

Allegiance: Disciples of the Unnamable
Scale: Vitality
Size: Medium (4 to 6 ft. tall)
Attributes: Agility 5, Intellect 7, Perception 7, Presence 9, Strength 7, Tenacity 8
Secondary Attributes: Actions 1, Orgone 12, Reflex 6
General Skills: Criminal: Adept (3), Education: Novice (2), Languages (2 or 3 mortal): Expert (4), Observation: Adept (3), Occult: Adept (3), Performance: Expert (4), Research: Novice (2), Savoir-Faire: Expert (4), Surveillance: Adept (3), Stealth: Novice (2), Survival: Novice (2)
Combat Skills: Dodge: Novice (2), Fighting: Adept (3), Marksman: Novice (2)
Weapons: Claws (0) or mortal weapon
Damage Bonus: 0
Vitality: 12
Armor: 0/0
Regeneration: 1 Point
Fear Factor: 16
Temperament: Cunning & Cruel
Senses: Nightvision, Scan
Movement & Speed: Land [11 mph (27/6 ypt)]

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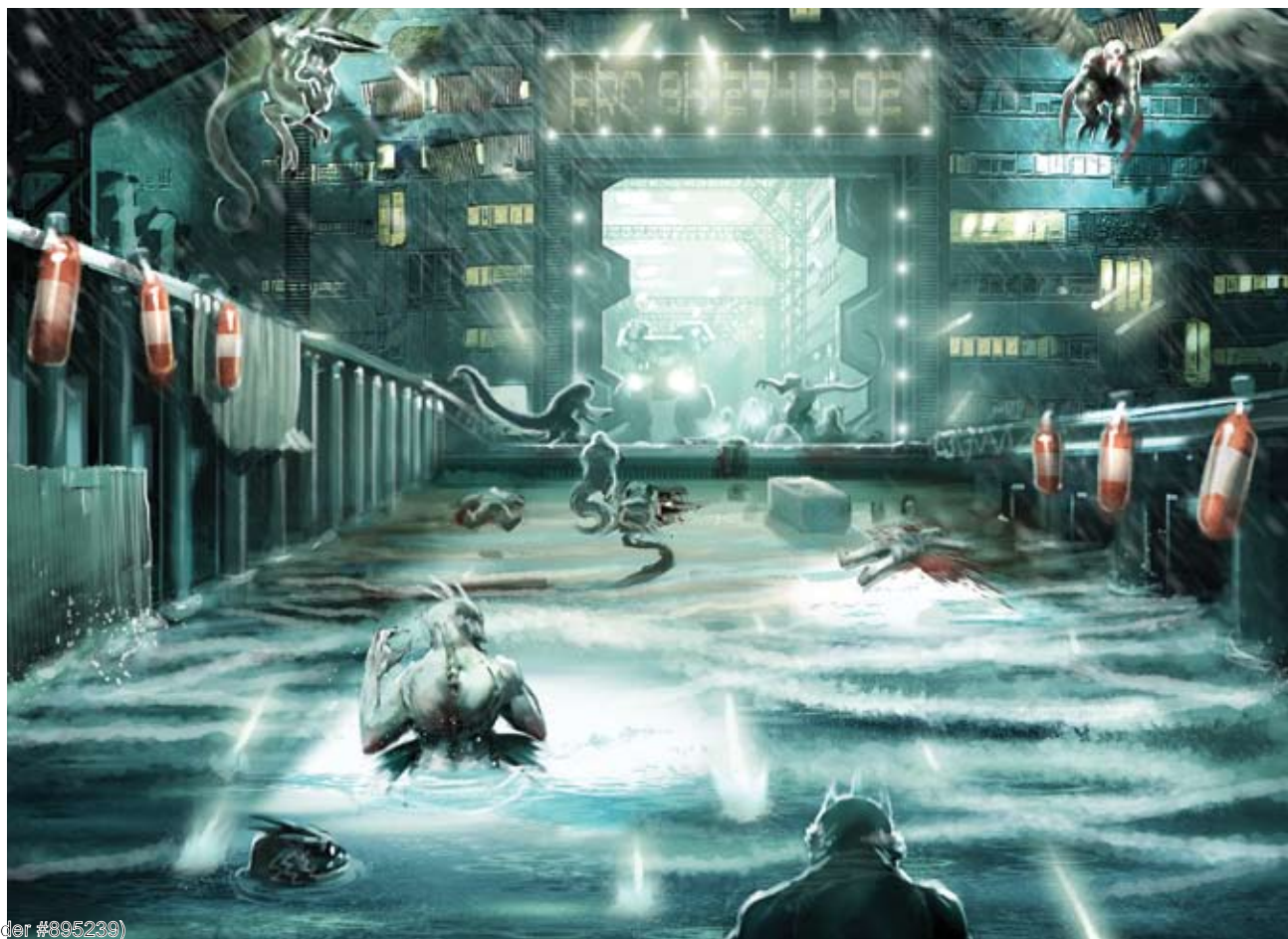
CULTISTS

A cultist is any mortal who has chosen to serve a dark power. While cultists come in all flavors, most are part of the major cults – the Children of Chaos, the Esoteric Order of Dagon, and the Disciples of the Unnamable.

The Children of Chaos worship Nyarlathotep and labor tirelessly to unlock the secrets of the universe to one day set free the Old Ones. They hide within NEG society as part of the Chrysalis Corporation. Most Children hope one day to undergo the Rite of Transfiguration and be reborn as Dhohanoids.

Servants of the most malign of the Old Ones, Dagonites revere the children of the sea. They are sometimes spies and mecha pilots for the Esoteric Order of Dagon, but most aspire to holier states – being chosen to breed with the monstrous Deep Ones.

The Disciples of Death's Shadow, or the Death Shadows, are one half of the Dead God's cult. Malicious and devious foes, they corrupt and degrade society from within. The Shadows lust for the day when mortals are little more than beasts, satiating one base urge after another.

The Disciples of the Rapine Storm, or the Rapine Storm, are insane, genocidal cannibals who've joined forces with unholy creatures to cleanse the world of mortals. Most believe that their faithful service will get them the ultimate reward – a blessed transformation by the Dead God himself. For now, they are content to be mortal monsters.

Cultists are as widely varied as the people from which they are drawn. This entry gives statistics for the stereotypical cultists from the major cults – feel free to use the typical statistics for any other profession. If two measures exist, the first describes Humans and the second Nazzadi.

Average Child of Chaos (Experienced)

Allegiance: Children of Chaos
Scale: Vitality
Size: Medium (5 to 6 ft.)
Attributes: Agility 5/6, Intellect 8/8, Perception 8/8, Presence 9/9, Strength 5/5, Tenacity 6/5
Secondary Attributes: Actions 1/2, Orgone 12/11, Reflex 7/7
General Skills: Business: Adept (3), Bureaucracy: Adept (3), Computers: Novice (2), Education: Adept (3), Intimidate: Adept (3), Larceny: Adept (3), Misdirect: Adept (3), Observation: Novice (2), Persuade: Adept (3), Savoir-Faire: Adept (3), Security: Novice (2), Seduction: Adept (3), Streetwise: Adept (3)
Combat Skills: Dodge: Novice (2), Marksman: Novice (2)
Weapons: As mortal weapon
Damage Bonus: 0
Vitality: 10
Armor: As mortal armor
Fear Factor: 0
Temperament: Charming & Devious
Senses: As mortal
Movement & Speed: Land [9 mph (22/5 ypt)]

Average Dagonite (Experienced)

Allegiance: Esoteric Order of Dagon
Scale: Vitality
Size: Medium (5 to 6 ft.)
Attributes: Agility 6/7, Intellect 7/7, Perception 8/8, Presence 8/8, Strength 6/5, Tenacity 6/6
Secondary Attributes: Actions 2/2, Orgone 11/11, Reflex 7/7
General Skills: Athletics: Adept (3), Bureaucracy: Adept (3), Criminal: Novice (2), Language (R'lyehan): Adept (3), Medicine: Student (1), Misdirect: Adept (3), Observation: Novice (2), Occult: Adept (3), Performance: Adept (3), Persuade: Adept (3), Streetwise: Adept (3), Stealth: Novice (2), Surveillance: Adept (3)
Combat Skills: Dodge: Novice (2), Fighting: Novice (2), Marks-

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The Cults use magic to their advantage and many Cultists are magically-capable. Traditionally, they have access to a few tricks only the initiated would know. Here are a few of those tricks, along with a few other magically-oriented tools.

CHILDREN OF CHAOS

· They are the sole masters of the Rite of Transfiguration, which transforms mortals into Dhohanoids.
· Sorcerers in the Children of Chaos have mastered a secret ritual that bestows true shape-changing ability, something unusual in ritual magic.

DAGONITES

· Dagonite sorcerers have a ritual that attunes a person to the harmonic frequencies of the planet. They feel at one with the world and most often feel the eternal majesty of the oceans. Dagonites combine this ritual with hallucinogens to brainwash new followers or to soothe breeding stock.
· They have a pacification ritual that creates stillness in a village or neighborhood, keeping the people placid. It keeps hysteria to a minimum when Deep Ones or hybrids are slowly infiltrating and taking over a place.

DEATH SHADOWS

· They manufacture a special enchanted form of the drug Bliss (a next generation Ecstasy), which turns touch into an orgasmic sensation. It blows users' minds and is highly addictive but normally indistinguishable from the regular form of the drug.
· They use the Shade Corpus ritual to create perfectly preserved escorts to fill even the most sick or jaded tastes. Of course, they make the corpses themselves.

DISCIPLES

· Sorcerers in the Storm keep a ritual that allows them to influence the weather. This is why they often attack during storms or fog.
· They have mastered the art of summoning circles – large groups of sorcerers and assistants who functionally are able to summon creatures assembly line-style. They tag in and out of both preparation and summoning to keep the Ruach flowing and the participants refreshed.

man: Novice (2)
Weapons: As mortal weapon
Damage Bonus: 0
Vitality: 11/10
Armor: As mortal armor
Fear Factor: 0
Temperament: Cold & Scheming
Senses: As mortal
Movement & Speed: Land [11 mph (27/6 ypt)]

Average Death Shadow (Experienced)
Allegiance: Disciples of the Unnamable (Disciples of Death's Shadow)
Scale: Vitality
Size: Medium (5 to 6 ft.)
Attributes: Agility 5/6, Intellect 7/7, Perception 8/8, Presence 10/9, Strength 5/5, Tenacity 6/6
Secondary Attributes: Actions 1/2, Orgone 11/11, Reflex 6/7
General Skills: Business: Adept (3), Bureaucracy: Adept (3), Education: Adept (3), Intimidate: Adept (3), Larceny: Adept (3), Misdirect: Adept (3), Observation: Adept (3), Persuade: Adept (3), Performance: Adept (3), Savoir-Faire: Adept (3), Seduction: Adept (3), Streetwise: Adept (3)
Combat Skills: Dodge: Novice (2), Marksman: Novice (2)
Weapons: As mortal weapon
Damage Bonus: 0
Vitality: 10
Armor: As mortal armor
Fear Factor: 0

Temperament: Captivating & Enabling
Senses: As mortal
Movement & Speed: Land [9 mph (22/5 ypt)]

Average Disciple (Experienced)
Allegiance: Disciples of the Unnamable (Disciples of the Rapine Storm)
Scale: Vitality
Size: Medium (5 to 6 ft.)
Attributes: Agility 9/9, Intellect 5/6, Perception 9/9, Presence 5/5, Strength 6/6, Tenacity 7/6
Secondary Attributes: Actions 3/3, Orgone 11/11, Reflex 7/8
General Skills: Armorer: Adept (3), Athletics: Novice (2), Communications: Novice (2), Demolitions: Novice (2), Intimidate: Adept (3), Language (R'lyehan): Adept (3), Medicine: Student (1), Occult: Novice (2), Observation: Novice (2), Piloting: Novice (2), Stealth: Adept (3), Survival: Adept (3)
Combat Skills: Dodge: Adept (3), Armed Fighting: Novice (2), Fighting: Adept (3), Marksman: Adept (3), Support *Weapons:* Adept (3)
Weapons: As mortal weapon
Damage Bonus: 0
Vitality: 11
Armor: As mortal armor
Fear Factor: 0
Temperament: Hateful & Sadistic
Senses: As mortal
Movement & Speed: Land [13 mph (32/8 ypt)]

death shadows   disciples   dagonites   children of chaos

DHOHANOIDS

Dua-Sanaras

One of the most common Dhohanoids, the Dua-Sanari are amphibious humanoids of a cephalopod vein. Masses of tentacles topped with giant unblinking saucer eyes and serrated beak-mouths, these hideous creatures are rubbery, smooth, and hairless. Their sinewy bodies are as agile in the water as they are on land and Dua-Sanari are capable of diving to incredible depths. They are economical beings, moving only when and how is required.

Coldly malicious, they delight in the pain and suffering of others. They never miss a chance to bring darkness to another's life, even under the eye of the Chrysalis Corporation. Dua-Sanari are evil for evil's sake and they love it.

The very nature of a mortal is changed when he becomes a Dhohanoid. Even when he appears to be mortal there are things about him that give away his now otherworldly nature. Dua-Sanari are incredibly flexible to the point of being freakishly double-jointed. They also have little or no body-hair and men have difficulty growing facial hair.

Average Dua-Sanaras (Experienced)
Allegiance: Children of Chaos
Scale: Vitality
Size: Medium (6 to 7 ft. tall)
Attributes: Agility 9 (+2), Intellect 6 (+0), Perception 7 (+0), Presence 6 (+0), Strength 9 (+2), Tenacity 9 (+2)
Secondary Attributes: Actions 2, Orgone 12, Reflex 7
General Skills: Athletics: Adept (3), Bureaucracy: Novice (2), Computers: Novice (2), Criminal: Adept (3), Education: Novice (2), Intimidate: Novice (2), Misdirect: Novice (2), Occult: Novice (2), Observation: Adept (3), Savoir-Faire: Novice (2), Security: Novice (2), Stealth: Adept (3), Surveillance: Novice (2), Survival: Novice (2)
Combat Skills: Dodge: Adept (3), Fighting: Adept (3), Marksman: Novice (2)
Weapons: Beak (+1), Tentacles (0 + entangle)
Damage Bonus: +1
Vitality: 14
Armor: 1/1
Regeneration: 1 Point
Fear Factor: 16
Temperament: Unfeeling & Malicious
Senses: Nightvision, Sonar
Movement & Speed: Land [17 mph (42/10 ypt)], Swim [34 mph (84/20 ypt)]

Elib

Some sort of wicked cross of carnivorous amphibian and humanoid, Elib are fierce urban predators. Their smooth black bodies boast an impressive arsenal. Powerful legs propel them over and into victims with brutal force. Sharp, retractable talons and a fleshy sweeping tail lash out with amazing force. But perhaps most frightening are their fanged oversized mouths that could easily swallow a child.

Elib are bloodthirsty and murderous – they know no greater joy than the destruction of life. Situations involving Elib usually end with a high body count. They are unruly and difficult to control, flying into nearly shark-like killing frenzies when given the chance.

In mortal form, Elib have powerful legs and a mouth that might seem a little too large – and a grin that could only be described as predatory. Like Dua-Sanari, their bodies are virtually or completely hairless and males have difficulty cultivating facial hair.

Special Rules: An Elib is capable of swallowing a target whole. If he beats an opponent by more than fifteen points when biting, he has swallowed the unfortunate soul – but only creatures under four feet in size or length. Swallowed victims suffer 4 dice of damage each turn that only supernatural forms of armor can counter, as a powerful digestive system tries to grind him up and reduce him to paste. The only way to save a swallowed victim is to kill the Elib or induce him to vomit – something easier said than done.

Average Elib (Experienced)

Allegiance: Children of Chaos
Scale: Vitality
Size: Medium (7 to 8 ft. tall)
Attributes: Agility 10 (+3), Intellect 5 (+0), Perception 7 (+1), Presence 7 (+0), Strength 11 (+3), Tenacity 10 (+3)
Secondary Attributes: Actions 2, Orgone 12, Reflex 7
General Skills: Athletics: Expert (4), Bureaucracy: Novice (2), Computers: Novice (2), Criminal: Adept (3), Education: Novice (2), Intimidate: Adept (3), Misdirect: Novice (2), Occult: Novice (2), Observation: Expert (4), Savoir-Faire: Novice (2), Stealth: Adept (3), Survival: Novice (2)
Combat Skills: Dodge: Adept (3), Fighting: Expert (4), Marksman: Novice (2)
Weapons: Talons (+1), Mouth (+2, requires both Actions), Leaping Strike (+2, requires both Actions), Swallow, Tail Swipe (+1)
Damage Bonus: +2
Vitality: 15
Armor: 2/2
Regeneration: 2 Points
Fear Factor: 16
Temperament: Brutal & Murderous
Senses: Acute Smell & Taste, Nightvision
Movement & Speed: Land [19 mph (47/11 ypt)], Leaping (Double)

Gelgore

Monstrous reptilians, Gelgore are lithe, fast, and lethal. Their resemblance to snakes bears less in common with constrictors and more with cobras – they're venomous. The poison these creatures secrete is a powerful organic paralytic and bite is not the only way they deliver it. Fed by bulbous pods rising out of their backs, Gelgore "spit" poisonous needles. If fact, they can spit them so fast that they are walking machineguns. Legless, Gelgore slither on a long, ophidian tail up and over all but the slickest of obstacles. Their fanged jaws unhinge, allowing them to bite even the thickest opponents. To accommodate their needle spitting, Gelgore necks are unusually flexible – they can nearly turn their head all the way around. This combined with their snake-like speed allows them to make nearly anyone a target.

Gelgore are precise. They think and act quickly, moving and striking with surgical accuracy. As cold-blooded as they look, Gelgore leave their emotions out of their job. They are dispassionately efficient and waste no precious time.

In their mortal form, Gelgore are thin and graceful, though in a deadly kind of way. No matter what their natural eye color may be, there is always just a hint of red in them – enough to unnerve most people on an unconscious level.

Special Rules: A Gelgore's Needle Pod contains an infinite supply of ammunition, as their body creates needles as quickly as they are spent. However, for every turn a Gelgore fires at an automatic rate of fire he must spend one turn firing only single-shot – up to a maximum of four turns in a row automatic followed by four turns in a row single-shot.

Furthermore, the needles fired by the Gelgore are coated with an organic paralytic poison. This poison requires that the needle do at least one point of Vitality damage to be administered. Anyone affected by the poison must succeed at a Challenging Tenacity Feat Test to resist. If this Test is failed, the victim loses 2 Actions per turn for one to ten minutes (roll one die) – which can effectively reduce a character's Actions to zero. Only one Test needs to be made per turn struck by the Gelgore's needles and the effect of the needles is not cumulative. A target may again be affected following his recovery from the last dose.

Average Gelgore (Experienced)

Allegiance: Children of Chaos
Scale: Vitality
Size: Medium (5 to 6 ft. tall)
Attributes: Agility 10 (+2), Intellect 7 (+0), Perception 12 (+4), Presence 6 (+0), Strength 5 (+0), Tenacity 8 (+2)
Secondary Attributes: Actions 3, Orgone 12, Reflex 9
General Skills: Athletics: Expert (4), Bureaucracy: Novice (2), Computers: Novice (2), Criminal: Adept (3), Education: Novice (2), Intimidate: Novice (2), Misdirect: Novice (2), Occult: Novice (2), Observation: Adept (3), Savoir-Faire: Novice (2), Stealth: Adept (3), Survival: Novice (2)
Combat Skills: Dodge: Expert (4), Fighting: Adept (3), Marksman: Expert (4)
Weapons: Claws (0), Bite (0 + Poison)
Needle Pods   Range 25/60/170   Damage +2 + Poison
Shots 3 or 4/1-5
Damage Bonus: 0
Vitality: 11
Armor: 0/0
Regeneration: 1 Point
Fear Factor: 16
Temperament: Efficient & Collected
Senses: Acute Smell & Taste, Nightvision, Thermal
Movement & Speed: Climbing [26 mph (64/16 ypt)], Land [45 mph (111/27 ypt)]

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Thog-Manna

The strangest of the Dhohanoids, Thog-Manna are quite literally formless. Their infinitely flexible "bodies" can slip through the smallest cracks, cling to the sheerest of surfaces, and creep silently through terrain. They are a giant black shifting mass – nothing recognizable flows in their form, not even eyes. However, they can shift this mass into familiar forms to the point where they can mimic many other forms of life.

They are malevolent egomaniacs, believing their mutable alien form to be a sign of their superiority to other Dhohanoids – and other life-forms in general. However, Thog-Manna don't actually experience anything that could be considered to be mortal emotions. They are supernatural evil and they play their roles to the fullest.

In their mortal form Thog-Manna are freakishly double-jointed, almost as if they had no bones. When they move, it is better said that they flow from place to place rather than walk. Anyone with any level of empathy can also quickly ascertain that a dead zone exists where Thog-Manna are concerned – recognizable emotions simply do not exist within them.

Special Rules: Thog-Manna have no solid internal structure; therefore it is nearly impossible to crush them and they can flatten to slip through all but the tiniest of cracks. Furthermore, they maintain a body temperature equal to their surroundings, so they do not register on thermal sensors. This formlessness also allows them to smother opponents. Treat smothering like entangling, except the victim suffers an additional two dice of damage every turn from suffocation (once their last breath runs out).

Even in their mortal form, Thog-Manna are shape-shifters and can change their appearance at will. They can appear as just about any living thing from half to twice their size, though their Performance skill dictates how convincing the mimicry will be. However, while they do gain the natural weapons of any creature they impersonate, they do not gain any special abilities. They can also imitate specific individuals, but again their Performance skill is the thing that shows whether or not they pull it off.

Average Thog-Manna (Experienced)
Allegiance: Children of Chaos
Scale: Vitality
Size: Medium (6 to 7 ft. across)
Attributes: Agility 12 (+4), Intellect 7 (+0), Perception 10 (+3), Presence 7 (+1), Strength 7 (+1), Tenacity 8 (+2)
Secondary Attributes: Actions 3, Orgone 12, Reflex 9
General Skills: Athletics: Adept (3), Computers: Novice (2), Criminal: Adept (3), Education: Novice (2), Intimidate: Adept (3), Occult: Novice (2), Observation: Adept (3), Performance: Adept (3), Savoir-Faire: Adept (3), Stealth: Master (5), Surveillance: Novice (2)
Combat Skills: Dodge: Adept (3) Fighting: Expert (4), Marksman: Novice (2)
Weapons: Pseudopod (+1), Smother (0) (requires two Actions)
Damage Bonus: 0
Vitality: 12
Armor: 1/1
Regeneration: 2 Points
Fear Factor: 16
Temperament: Malicious & Emotionless
Senses: Nightvision, Scan, X-ray
Movement & Speed: Climbing (can cling to sheer surfaces) [17 mph (42/10 ypt)], Land [34 mph (84/20 ypt)]

Vrykol

One of the only winged Dhohanoids, Vrykols occupy a special place within the Chrysalis Corporation. They appear to be some sort of alien insect, complete with membranous black wings. Their black and red chitinous frame moves quickly and frenetically. Rows of antennae combine with eight segmented eyes to give Vrykols massive sensory input. Serrated slashing blades and double mandibles surrounding a voracious mouth make them more than capable of defending themselves if need be.

Vrykols can only be described as distracted. While it might seem to the casual observer that they suffer from some sort of severe attention deficit disorder, Vrykols simply absorb every detail of their surroundings. They constantly assess their environment and their supernatural brains are capable of true multi-tasking. Strangely, the assault of sensory information makes it difficult for Vrykols to assess their own emotions – they seem to act in an instinctual cause-and-effect kind of way.

Even in their mortal form, Vrykol move rapidly, erratically, and frenetically. Their eyes are always roving and it appears as if they can't pay attention to any one thing for more than a few moments at a time.

Special Rules: Vrykols can truly multi-task. They can, with no multiple Action penalty, take one physical and one mental Action at the same time.

Average Vrykol (Experienced)
Allegiance: Children of Chaos
Scale: Vitality
Size: Medium (5 to 6 ft. tall)
Attributes: Agility 12 (+4), Intellect 7 (+0), Perception 12 (+4), Presence 6 (+0), Strength 5 (+0), Tenacity 8 (+2)
Secondary Attributes: Actions 3, Orgone 12, Reflex 10
General Skills: Athletics: Expert (4), Computers: Novice (2), Criminal: Adept (3), Education: Novice (2), Occult: Novice (2), Observation: Master (5), Research: Adept (3), Savoir-Faire: Novice (2), Security: Novice (2), Stealth: Adept (3), Surveillance: Novice (2), Survival: Novice (2)
Combat Skills: Dodge: Expert (4), Fighting: Adept (3), Marksman: Novice (2)
Weapons: Forearm Blades (+1), Mandibles (+1)
Damage Bonus: 0
Vitality: 11
Armor: 1/1
Regeneration: 1 Point
Fear Factor: 16
Temperament: Frenetic & Perceptive
Senses: Acute Hearing, Acute Smell & Taste, Acute Touch, Broadband Audio, Nightvision, Thermal
Movement & Speed: Climbing (can cling to sheer surfaces) [15 mph (37/9 ypt)], Land [15 mph (37/9 ypt)], Flying [60 mph (148/36 ypt)]

Zabuth

To put it plainly, Zabuth are walking abattoirs. They are one of the most feared Dhohanoids and for good reason. The smallest Zabuth stands hulking at over nine feet tall and can throw most cars without even trying. But their size is only a part of the equation. Thick barbed claws tip their fingers tearing chunks of flesh out of anything unfortunate to end up in front of them. A long tail juts out behind them, tipped with sharp spikes. Their massive grinding jaws hold three rows of ragged teeth – like a shark, the jaws are loose and the teeth an assembly line. However, it's the enormous unblinking alien eye that is the most terrifying. It fires blasts of arcane power that can punch through solid concrete walls.

Zabuth are, to put it mildly, arrogant. Because there is little that can stand up to them, there is little for them to fear. They obey their masters within the Chrysalis Corporation and that's it. Anything that they consider weaker than them, which is most everything, they treat cruelly – however, anything that shows it's strength and worth gains a grudging respect.

In their mortal forms, Zabuth develop tapered, almost pointed ears. While hair on other parts of the body remains unaffected, they have thick, lustrous heads of hair and men can grow bushy, luxurious facial hair.

Average Zabuth (Experienced)

Allegiance: Children of Chaos
Scale: Vitality
Size: Large (9 to 12 ft. tall)
Attributes: Agility 9 (+3), Intellect 5 (+0), Perception 8 (+2), Presence 7 (+1), Strength 14 (+4), Tenacity 11 (+4)
Secondary Attributes: Actions 2, Orgone 13, Reflex 7
General Skills: Athletics: Adept (3), Bureaucracy: Novice (2), Computers: Novice (2), Criminal: Adept (3), Education: Novice (2), Intimidate: Expert (4), Occult: Novice (2), Observation: Adept (3), Savoir-Faire: Novice (2), Stealth: Adept (3), Survival: Novice (2)
Combat Skills: Dodge: Adept (3), Fighting: Master (5), Marksman: Expert (4)
Weapons: Maw (+3, requires both Actions), Barbed Claws (+2), Spiked Tail (+2),
Ocular Blast   Range 25/60/170   Damage +4   Shots 1
Damage Bonus: +4
Vitality: 17
Armor: 2/2
Regeneration: 3 Points
Fear Factor: 16
Temperament: Cunning & Cruel
Senses: Acute Hearing, Nightvision, Sonar, Thermal
Movement & Speed: Land [23 mph (57/13 ypt)]

Bhole

Burrowing under the earth are perhaps the largest creatures on the planet, measuring up to 150 feet in length and 35 feet in diameter. These gigantic worms are known only as Bholes. They sense vibrations and attack anything of significant size – their nearly 30 foot maw can swallow most mecha whole. Fortunately rare, these barely intelligent beings leave a swathe of destruction in their wake.

One would think that a ravenous worm of monstrous proportions would have had difficulty escaping detection and extermination. Occult scholars suspect that Bholes have not always existed on Earth, and postulate that the Dead God himself brought them here from across time or space or both.

Bholes are easily detected by seismic monitors, but they are clever enough to lay quietly in wait. If they manage to make their way into cities, their strength and size is as such that they can topple buildings. But what truly makes them terrifying are the corrosive secretions that cover their bodies. Anything touching a Bhole will fry.

Special Rules: Anything touching the corrosive skin of a Bhole immediately suffers four dice of Integrity damage. This damage may be reduced by armor – use the trauma rating.

Also, a Bhole is capable of swallowing a target whole. If a Bhole beats an opponent by more than fifteen points in when attacking, it has swallowed him – and it would take a miracle for him to survive. Treat swallowed targets as dead within two or three turns.

Average Bhole
Allegiance: Disciples of the Unnamable (Rapine Storm)
Scale: Integrity
Size: Gigantic (150 ft. long)
Attributes: Agility 6, Intellect 1, Perception 7, Presence 8, Strength 35, Tenacity 10
Secondary Attributes: Actions 1, Orgone 10, Reflex 4
General Skills: Observation: Adept (3), Survival: Expert (4)
Combat Skills: Dodge: Novice (2), Fighting: Adept (3)
Weapons: Smash (+6), Swallow
Damage Bonus: +10
Integrity: 100
Armor: 2/2
Fear Factor: 22
Temperament: Dull, but Ravenous
Senses: Blind, Acute Hearing, Acute Smell & Taste, Acute Touch, Blind, Broadband Audio, Long Range
Movement & Speed: Burrowing [19 mph (47/11 ypt)], Crawling [27 mph (67/15 ypt)]

Chiranae

Hidden deep within the primordial forests of the world await the Chiranae. Though they may simply look like gigantic spiders at first, it quickly becomes obvious that they are something else. Perhaps it's because they have too many legs each with too many segments. Or perhaps it's because of the fine manipulating arms on either side of their bodies or yet perhaps it's their heads covered with uncountable eyes and a maw of sharp fangs.

Instead of prowling for prey or spinning webs, Chiranae lure and confuse victims with illusions. These monsters can cast realistic audio-visual illusions of up to twenty feet in size. Stories tell of some Chiranae so skilled that they could mimic specific individuals or natural phenomena like fires. Once prey is within their grasp they make short work of it, shoving it in their giant mouths headfirst and slowly digesting it alive.

Drawn out of their natural habitat by the Aeon War, Chiranae are often found hunting in the service of the Disciples of the Unnamable. Some Chiranae are so daring as to hide and hunt within NEG cities and some even find their way into arcologies to prey on the unwary.

Special Rules: Seeing through a Chiranae illusion requires an Observation Contest against the creature's Performance skill. Most often some sort of clue is necessary to make a person doubt the illusion, including lack of physical ability to manipulate, thermal qualities, or scent.

Average Chiranae

Allegiance: Disciples of the Unnamable
Scale: Integrity
Size: Medium (20 to 25 ft. long)
Attributes: Agility 11, Intellect 8, Perception 8, Presence 6, Strength 5, Tenacity 6
Secondary Attributes: Actions 3, Orgone 12, Reflex 9
General Skills: Athletics: Expert (4), Observation: Novice (2), Performance: Expert (4), Stealth: Adept (3), Survival: Expert (4)
Combat Skills: Dodge: Novice (2), Fighting: Adept (3)
Weapons: Leg Talons (+1)
Damage Bonus: 0
Integrity: 10
Armor: 1/1
Fear Factor: 16
Temperament: Devious & Patient
Senses: Normal
Movement & Speed: Climbing (can cling to sheer surfaces) [9 mph (22/5 ypt)], Land [15 mph (37/9 ypt)]

Gibbering Horror

A bastard thing of sorcerous origin, Gibbering Horrors are things made of nightmares. A horrid mass of eyes, mouths, and teeth – sometimes entire faces – it is unthinkable to know that these creatures were once in some way mortal. Occult scholars speak of a long lost ritual that magically combined the bodies and minds of a few dozen tormented souls. These unfortunate people would be ceremonially tortured to death during a days long magical ritual, and out of their ruined minds and forms would a Gibbering Horror be born.

Like so many things reaching into the unknown, plans went awry. The sorcerers who created Horrors were often killed by their creations who then escaped into the world. As their numbers have increased since the supposed disappearance of the rituals required to form them, it appears as if the Gibbering Horrors can now procreate on their own.

Gibbering Horrors are the hounds of the Rapine Storm. They are gifted with an astounding ability to track prey, though they are difficult to control once they've picked up a scent. The smell of prey excites them and they begin to gibber loudly and madly – hence their name. This cacophony is one of the most terrifying sounds on Earth, capable of terrifying even the most hardened.

Average Gibbering Horror

Allegiance: The Disciples of the Unnamable
Scale: Integrity
Size: Small (10 to 15 ft.)
Attributes: Agility 7, Intellect 3, Perception 11, Presence 7, Strength 6, Tenacity 10
Secondary Attributes: Actions 3, Orgone 11, Reflex 7
General Skills: Observation: Master (5), Stealth: Adept (3), Survival: Master (5)
Combat Skills: Dodge: Adept (3), Fighting: Adept (3)
Weapons: Bite (+2) (requires two Actions), Stab (+1)
Damage Bonus: 0
Integrity: 13
Armor: 1/1
Regeneration: 1 Point
Fear Factor: 16 (22 when gibbering)
Temperament: Maniacal & Murderous
Senses: Acute Hearing, Acute Smell & Taste, Acute Vision, Sonar
Movement & Speed: Land [23 mph (57/13 ypt)]

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Grave Thing

Beasts brought into this world by the insane mortal sorcerers of the Rapine Storm, Grave Things are yet another thing that should not exist. They are a sick alien insect that eats anything it can get its claws into. Unlike many of the larger monsters in the Aeon War, Grave Things are quite cunning and hunt in packs of up to a dozen individuals.

They way Grave Things reproduce is repulsive. Canvassing war-torn fields and graveyards, they assemble piles of corpses and inject eggs. The squirming foot-long larvae grow inside the decaying cadavers, feasting on dead flesh, eventually bursting through and fighting with their siblings. They devour each other until only the strongest few survive. Those lucky few cocoon and metamorphose into adult Grave Things within a few weeks.

Fortunately, Grave Things are entirely nocturnal. Something in their extra-dimensional nature causes them to rot in the light of the sun, leaving a desiccated husk within minutes. However, the rate at which they breed and their natural skill as predators leaves this as cold comfort.

Average Grave Thing
Allegiance: Disciples of the Unnamable (Rapine Storm)
Scale: Integrity
Size: Small (15 to 20 ft. tall)
Attributes: Agility 9, Intellect 5, Perception 7, Presence 6, Strength 9, Tenacity 9
Secondary Attributes: Actions 2, Orgone 12, Reflex 7
General Skills: Athletics: Expert (4), Education: Novice (2), Occult: Novice (2), Observation: Expert (4), Stealth: Expert (4), Survival: Adept (3)
Combat Skills: Dodge: Adept (3), Fighting: Adept (3)
Weapons: Slashing Claws (+1), Stinger (+2) (requires both Actions)
Damage Bonus: +1
Integrity: 14
Armor: 1/1
Fear Factor: 16
Temperament: Hateful & Impulsive
Senses: Acute Hearing, Acute Touch, Blind, Sonar
Movement & Speed: Climbing (can cling to sheer surfaces) [34 mph (84/20 ypt)], Land [34 mph (84/20 ypt)], Jumping (Double)

Gug

Gugs are hideous monsters once only spoken of in legend. Deep occult lore hints that these creatures were once exiled to dimensions beyond our own for their atrocities in the mortal realm. What their atrocities may have been is unclear, but exiled they are no more. Some force in the Aeon War has unleashed them upon the planet to once again defile and despoil as they will.

The appearance of a Gug is enough to frighten even the most stalwart warrior. Their heavily muscled "arms" end in enormous clawed paws. Their head is split in half by their massive vertical mouth, filled with hundreds of sharp teeth. Lumbering like an alien cross between gorilla and a grizzly bear, one might never suspect the savage intelligence hiding within.

Gugs are by no means stupid. They have a language and society of their own, though no mortal knows much about either. Their intelligence, however, is dedicated to eternal darkness, caring only for death, destruction, and a blasted world remade for alien gods.

Average Gug
Allegiance: Disciples of the Unnamable (Rapine Storm)
Scale: Integrity
Size: Medium (20 to 25 ft. tall)
Attributes: Agility 7, Intellect 6, Perception 6, Presence 7, Strength 8, Tenacity 8
Secondary Attributes: Actions 1, Orgone 11, Reflex 6
General Skills: Athletics: Novice (2), Education: Adept (3), Language (R'lyehan): Adept (3), Language (Tsath-yo): Adept (3), Occult: Expert (4), Observation: Novice (2), Survival: Adept (3)
Combat Skills: Dodge: Adept (3), Fighting: Adept (3)
Weapons: Paw (+2), Bite (+1)
Damage Bonus: +1
Integrity: 18
Armor: 1/0
Fear Factor: 16
Temperament: Savage & Destructive
Senses: Normal
Movement & Speed: Land [13 mph (32/8 ypt)]

SHABUS MORGO

The ghastly creature known as the Shabus Morgo is a thing once relegated to the disused areas of man. Their alien physiology allows them to survive in nearly any environment, including the frozen tundra or the deepest desert. Shabus Morgoes can survive for months without food or water, though they prefer to gorge themselves on fresh flesh as often as possible.

Much like sharks, Shabus Morgoes are big, strong, dumb, and motivated by little other than the need to survive and procreate. Many are "tamed" and used as shock troops by the Rapine Storm – unfortunately for the New Earth Government they are plentiful and reproduce quickly. Those left to their own devices simply wander through the countryside, devouring anything that has the misfortune to cross their paths.

Since few Shabus Morgoes have been reported throughout history, occult scholars suspect that they either existed in some state of hibernation from bygone eras or that they are a thing brought recently to this planet. While the mortal world may never know for sure, these creatures remain a regular and dangerous threat in the Aeon War.

Average Shabus Morgo

Allegiance: Disciples of the Unnamable (Rapine Storm)
Scale: Integrity
Size: Small (15 to 20 ft. tall)
Attributes: Agility 7, Intellect 3, Perception 6, Presence 5, Strength 10, Tenacity 12
Secondary Attributes: Actions 1, Orgone 12, Reflex 5
General Skills: Observation: Novice (2), Survival: Expert (4)
Combat Skills: Dodge: Adept (3), Fighting: Adept (3)
Weapons: Bite (+1), Paw (+1)
Damage Bonus: +2
Integrity: 16
Armor: 2/2
Regeneration: 1 Point
Fear Factor: 16
Temperament: Dumb & Nasty
Senses: Acute Smell, Nightvision
Movement & Speed: Land [15 mph (37/9 ypt)], Jumping (Double)

SHANTAK

Foul screeching beasts from the lost places in central Asia, Shantaks are large reptilian birds covered in shiny, scintillating scales. They fly on giant bat-like wings, swooping down to snatch prey in their vicious talons – or bite them in half with their wickedly sharp teeth. Though they are normally solitary predators, the forces of the Dead God have taught them to be the aerial contingent of their genocidal war.

Shantaks, left to their own devices, roost in mountain caves or densely wooded areas. They are capable of surviving in any climate (even the vacuum of space), though they require their body weight in fresh meat every day. Not particularly intelligent, these creatures lure unsuspecting prey with their ability to mimic other animals – much like the talents of the myna bird. But Shantaks are anything but patient, attacking ferociously if their potential prey takes too long.

As the forces of the Rapine Storm spread, so do Shantaks. They are creatures of destruction, living for violence and the kill – something that endears them to the Storm.

Special Rules: Sensing a Shantak's mimicry requires an Observation Contest against the creature's Performance skill.

Average Shantak

Allegiance: Disciples of the Unnamable (Rapine Storm)
Scale: Integrity
Size: Medium (25 ft. long)
Attributes: Agility 8, Intellect 2, Perception 6, Presence 7, Strength 11, Tenacity 10
Secondary Attributes: Actions 2, Orgone 11, Reflex 5
General Skills: Athletics: Expert (4), Observation: Novice (2), Performance: Adept (3), Stealth: Novice (2), Survival: Adept (3)
Combat Skills: Dodge: Adept (3), Fighting: Adept (3)
Weapons: Talons (0), Maw (+1) (requires both Actions)
Damage Bonus: +2
Integrity: 15
Armor: 2/2
Fear Factor: 16
Temperament: Mean & Aggressive
Senses: Acute Vision, Broadband Audio, Nightvision
Movement & Speed: Land [9 mph (22/5 ypt)], Flight [60 mph (148/36 ypt)]

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Spawn

The true children of R'lyeh, Spawn are alien creatures terrifying to behold. What few Spawn existed in our world before hid under the ocean within lost black cities deep in the trenches. Though they have searched for their lost city of R'lyeh for eons, their efforts have been scattered as their race floated in and out of the sleep of ages. They have waited for their time to come and it seems that it finally has.

Spawn are frightfully intelligent and are perhaps the most malicious and malign of any thing that has shown its face on this Earth in millennia. They are alien evil personified. While they currently quest to find R'lyeh and awaken their sleeping god, no one is sure what terrible plans lay in store for the rest of the world once their attention turns to it. With the might of the Esoteric Order at their disposal, genocide cannot be far behind.

They are the most singularly dangerous beings in this world. Equally at home on the land, under the sea or in the air, Spawn can even fly unaided through the void of space. They are clever foes, rarely picking a fight they cannot win, never hesitating to abandon a futile effort. But what is perhaps the worst is that they are among the most skilled sorcerers on Earth and are rarely without the enhancement of protective wards or mystically enchanted items.

Average Spawn

Allegiance: Esoteric Order of Dagon
Scale: Integrity
Size: Medium (20 to 30 ft. tall)
Attributes: Agility 10, Intellect 10, Perception 9, Presence 11, Strength 11, Tenacity 10
Secondary Attributes: Actions 3, Orgone 15, Reflex 9
General Skills: Athletics: Adept (3), Education: Master (5), Language (Aklo): Expert (3), Language (R'lyehan): Expert (4), Language (Tsath-yo): Expert (4), Language (half dozen mortal): Adept (3), Observation: Adept (3), Occult: Master (5), Stealth: Adept (3), Survival: Adept (3)
Combat Skills: Armed Fighting: Adept (3), Dodge: Expert (4), Fighting: Expert (4), Thrown *Weapons:* Adept (3)
Weapons: Claws (+1), Tentacles (+1 plus entangle)
Damage Bonus: +2
Integrity: 20
Armor: 3/3
Regeneration: 2 Points
Fear Factor: 22
Temperament: Cunning & Malicious
Senses: Acute Hearing, Acute Touch, Nightvision, Sonar
Movement & Speed: Land [19 mph (47/11 ypt)], Flying [60 mph (148/36 ypt)], Swimming [45 mph (111/27 ypt)]

THE ALLEGIANCES OF HORRIBLE THINGS

Here is a list of which cults or factions the different monsters presented in this chapter serve.

The Children of Chaos
· Bakhi
· Dua-Sanaras
· Gaunt
· Elib
· Gelgore
· Thog-Manna
· Vrykol
· Zabuth

The Disciples of Death's Shadow
· Bakhi
· Chiranae
· Gaunt
· Gibbering Horror
· N'athm

The Disciples of the Rapine Storm
· Bakhi
· Bhole
· Chiranae
· Gaunt
· Ghast
· Gibbering Horror
· Grave Thing
· Gug
· N'athm
· Shabus Morgo
· Shantak

The Esoteric Order of Dagon
· Deep One
· Hybrid
· Spawn

The Migou
· Blank
· Migou

FOR STORYGUIDES

Unnatural creatures are an integral part of almost any kind of *CthulhuTech* story. Because they are a regular part of the setting, they can become commonplace in terms of flavor if one is not careful.

Appearance
Only use monsters when they are necessary and when they would enhance the flavor and terror of a scene. If there are monsters lurking around every corner, your players will come to expect them and encounters with such creatures will become exercises in tactics rather than the frightening events they are meant to be.

It can be effective to present your players with evidence of monsters rather than their actual presence. Perhaps they come across footprints or claw marks or mutilated bodies other kinds of handiwork that let your players know that something horrifying was there – and maybe not that far away.

Mood
Another key to keeping such creatures frightening is the use of description. Instead of simply announcing the presence of a monster, set the scene and describe the creature in detail. For example, instead of simply saying, "You step into the alley and a Dua-Sanaras comes at you," you could describe the scene so:

"Your foot splashes in a puddle. Pools of orange industrial bulbs light the otherwise dark and still alley. You can see outlines of dumpsters and it smells like something died.

Something splashes behind you. You whip around, but it's only a rat searching for it's next meal. But the wet, smacking sound from behind you could never be a rat. Slowly you turn to see the outline of a man. He starts to walk toward you. Walking through the first pool of light, his eyes turn black and grow in his skull. He picks up speed as the shadows of his arms grow long and rubbery. The next pool of light washes over him and little man is left. The thing's green-gray hairless flesh glistens and it no longer moves so much as flows. A gurgling shriek erupts out of the snapping thing that lives where its mouth used to be..."

You get the idea. If you keep your scenes creepy, there's less chance creepy things will get old.

Game Mechanics
Encountering unnatural things requires Fear Tests. Unless your players get great Test Results and encounter the same creatures often, odds are they are still going to need to make these Tests. Fear Effects help reinforce that such beings are terrifying, especially when your Dramatic Characters fall apart in the face of severe danger.

Another tool you can use is simple. Modify the game statistics of your monsters to keep them varied and even individual. Mix them up so that they are unpredictable. See Chapter Fifteen for more.

You can even go further than that. Give a monster an uncharacteristic ability or power from time to time. By doing so, your players will be cautious every time they encounter unspeakable horrors because they never know what they're going to get.

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SEATTLE DRIVERS

???
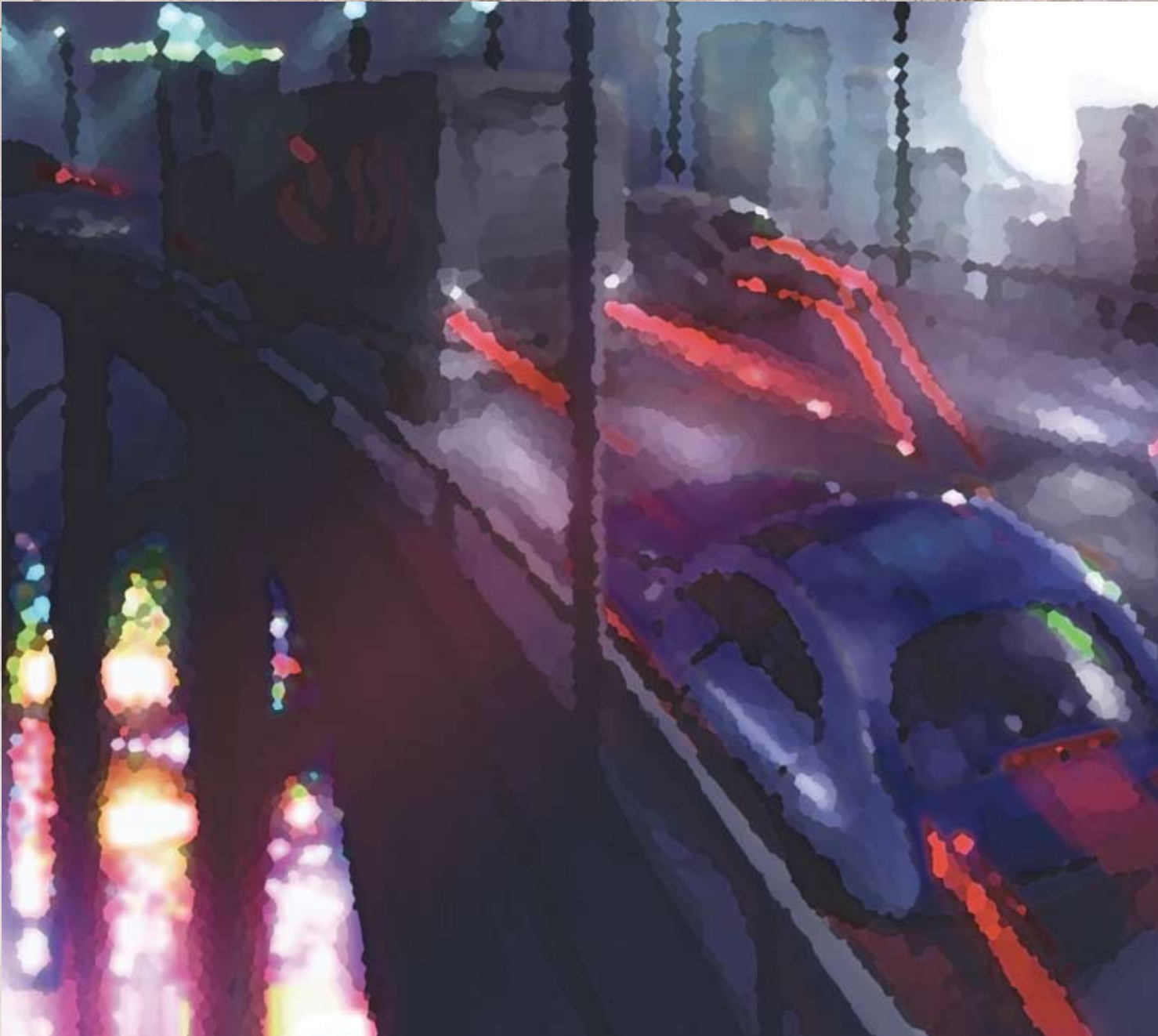
My grandpa told me that if there was one thing true about Seattle drivers, it's that they'd rather run you off the road than let you merge into traffic.

I'm being a Seattle driver. Fortunately, I'm trying to run someone off the road.

The guy in the Pioneer snarls at me as his tire hits the rumble strip. He slams on the brakes to drop behind me and guns it again to slam over four lanes to the left. Beside him, his skinny buddy slams his head into the side window. I swear and punch it.

So far traffic's moving out of our way, but I know that luck's not going to hold. Even at midnight, I-5 gets congested the closer you get to the Seattle Arcology. The giant gothic city-structure looms larger every minute, so I estimate I've got about two miles. If these jokers make it to the arco, I can pretty much kiss their asses goodbye.

Dodging a shipping truck, I manage to catch back up to the Pioneer. If I hadn't already ripped his bumper off somewhere about five miles back, it sure would have come off now. They jerk forward, but the ugly guy stays in control. He's good.

I'm not even sure how, but he jets in front of the truck, behind some family truckster, and over a few lanes, putting distance and obstacles between me and him. Well that certainly won't do, so I lay on the horn, speed up, and start changing lanes after him.

It's a good thing that people move out of the way of crazy drivers.

He's got this great look on his face as I slam right into him from the driver's side – like someone dropped a wet rock down the back of his pants. The SUV jerks right and this time the driver smacks his head on the door's glass. Lucky for me, some jackass in a street racer comes zooming up on the shoulder. You'd think he'd have noticed all the jumpy drivers around him, but no. He hits the skidding Land Rover at about 95 mph. Suck to be him.

The racer launches into the ditch while the Pioneer skids back across traffic into one of those new Minis. The Mini stops – the SUV regains control. I can't even see what the guys' faces look like, because now their windows are all spider-webbed from the impacts. Even after all this, they gun it and keep going.

This is getting ridiculous.

Dodging the arcing wreck of the Mini, I punch it and cut them off. They smack into the back driver's side corner. I must have already taken a few hits there, because my tire blows. Great. Plus I look up to see a wicked river of tail lights about a mile ahead of me – midnight arco traffic. Sure, I can still control the car, but I'm in trouble if I don't do something fast.

The seat belt snaps as it retracts back into the frame. I jam the seat back and reach way back into my head. I know it takes less than a second, but it always feels longer. The warm, wet towel feeling as it slides over my skin. The disorientation as my senses shift. The rush of power… coupled with the distinct desire to make something bleed.

The road comes back into focus. The first blast blows out the better part of my passenger door. The second blows out their front driver's side tire and I slam into them. Just for good measure, I fire another blast into their engine block. They crash.

Before the Pioneer has a chance to skid to a complete stop, I jerk my car off the road behind them. I leap out, roll once, and jump up on top of the SUV. As I punch straight down into the passenger's compartment, the blade slides out of my forearm. I love the sound of tearing metal, especially when there's a chewy center inside. I bring the other arm blade down, crossing the first, and then I tear upward. Judging by the amount of blood, I don't have to worry about the skinny guy anymore.

I don't expect to get yanked off the car, but that doesn't mean it doesn't happen. Flat on my ass, I stare up at the tentacled monstrosity that has my legs. One of its giant, saucer-shaped eyes is all swelled up and half its head is a hamburger mess – it looked like the crash hadn't been kind. But it's still strong and it sure looks like it wants to rip my head off with that serrated beak-mouth thing it has. It wraps another couple tentacles around my legs and pulls.

Step back. Let me show you how it's done.

There's this splitting pain that shoots through my brain as I reach somewhere deep in the back of my head. My chest moves and pulses, like it's a hungry thing that wants to come out and play. The beastie must know what's coming, because it tries to drop me and run. It takes one step, if you can say that a thing like this "steps," and then it happens. My chest erupts into a whipping, whirling mass of sharp, black tentacles. The thing disappears from sight as they get to work flaying it. But I know it's hardly over – I can feel the hunger. Groping and grabbing, the mass draws it back to me. Somewhere underneath it all, I can hear the thing shrieking as my symbiont sucks it in and devours it alive.

The last of the tentacles drawing back into my chest, I get back up and notice that traffic is coming to a grinding halt as one rubber-necker runs into another. Figuring that the cops are going to be here any minute, and since I'm not in the mood to answer any questions, I rip open the SUV to see what the guys had. There's one of those slick metal briefcases on the floor under the seat. I pull it out and tear it open. Inside, there's a delicate, ebony box surrounded by eggshell foam. I take it out, very gently, and open it up to find a small, ornate headpiece carved out of what looks to be very hard wood. I can hear the honking getting louder behind me, and the sirens in the distance, but something about this thing looks familiar. I give it one last look before I bolt and it hits me. I know what it is.

It's part of the Circlet of Gabbhaz. This is not good.

chapter thirteen

Vehicular Homicide

It would be difficult for anyone in the modern era to imagine transportation that didn't utilize arcanotechnology. In fact, the idea of using messy internal combustion engines that require gasoline "tank-ups" every few hundred miles would seem barbaric. Using A-Pods to provide horizontal thrust is a far more elegant and practical solution than the fossil fuel burning smog machines of the previous century. Charge the A-Pod by pressing the accelerator and feel the smooth and quiet rush of the vehicle's forward motion. Simply reverse the polarity of the A-Pod and now you can travel in an equally smooth reverse motion. Those vehicles that cannot use A-Pods instead utilize modern D-Cell charged electric engines that outperform their mechanical forebears and are pollutant-free.

This chapter will introduce you some of vehicles found throughout New Earth Government society, including cars, motorcycles, and utility and transport machines. It will also expose you to some of the weapons of war used by the NEG military and the Migou invaders. Tanks, troop transports, tactical fighters, capital ships, and other military vehicles still play a useful role on battlefields dominated by the power of giant mecha.

Below are a few technical specifications you should know before you begin. For any specifications such as sensors, armor and weapons, etc., see Chapters Eight and Ten.

Now that you know what you're looking for, let's show you what's available.

PERSONAL VEHICLES

Gemini

The Gemini is a classic example of a standard four-door sedan and is typical of vehicles produced by the Detroit-based Tri-Motors Corporation. As is standard with most passenger cars, the Gemini's thrust is provided by a single rear mounted A-Pod unit supported by a D-Cell power plant – primary storage space for luggage, tool kits, or emergency equipment is located under the front hood. Though equipped with all the standard features to suit the average family, the Gemini is also available in a two-door Sport GT model for those looking to drive something a little sexier.

Type: Passenger Car (0.1 AP)
Manufacturer: Tri Motors
Size: Small (15 ft.)
Passengers: 4
Cargo: 15.8 cubic feet/322 lbs.
Cost: 21,000Tn

ATTRIBUTES
Control Response *(Agility)* -1
Sensors *(Perception)* -1
Frame *(Strength)* 1
Multi-Task Systems *(Actions)* -1
Warning Systems *(Reflex)* -2

MOVEMENT
Ground Speed: 90 mph (222/54)
Acceleration Code: C (2/2)

STRUCTURE
Integrity 2

Ventura LX

This four-door luxury passenger car features stylized lines, a state of the art universal chassis control suspension system, and attractive 18-inch alloy wheels. Like other Tri-Motors designs, the Ventura LX includes a single rear mounted A-Pod thruster and D-Cell storage compartment. State of the art environmental controls, soundproof cabin, and attractive leather interior are just some of the creature comforts that make the Ventura a plush ride for the more image conscious driver.

Type: Luxury Passenger Car (1 AP)
Manufacturer: Tri Motors
Size: Small (18 ft.)
Passengers: 5
Cargo: 21.2 cubic feet/430 lbs.
Cost: 35,000Tn

ATTRIBUTES
Control Response *(Agility)* -1
Sensors *(Perception)* -1
Frame *(Strength)* 1
Multi-Task Systems *(Actions)* -1
Warning Systems *(Reflex)* -2

MOVEMENT
Ground Speed: 90 mph (222/54 ypt)
Acceleration Code: C (2/2)

STRUCTURE
Integrity 2

Tetra GTSi

The Matsumi Motors Tetra is a sleek and aerodynamic two-seater sports car that redefines the industry standard for high performance. The Tetra features twin rear mounted high output A-Pod thrusters and a sport universal chassis control system, providing the ultimate in smooth handling and mind-blowing acceleration. With its smooth profile, twin lift doors, and convertible hardtop design, the Tetra is ideal for those people who desire the ultimate in driving experiences.

Type: Sports Car (1 AP)
Manufacturer: Matsumi
Size: Small (12 ft.)
Passengers: 2
Cargo: 9.7 cubic feet/197 lbs.
Cost: 53,000Tn

ATTRIBUTES
Control Response *(Agility)* +1
Sensors *(Perception)* -1
Frame *(Strength)* 2
Multi-Task Systems *(Actions)* -1
Warning Systems *(Reflex)* 0

MOVEMENT
Ground Speed: 180 mph (444/108 ypt)
Acceleration Code: A (1/1)

STRUCTURE
Integrity 2

Zephyr Coupe & Enforcer 2000

This state of the art vehicle is the latest in European skycar design. Featuring twin rear swivel mounted A-Pod thrusters, two forward undercarriage A-Pod lifters, and folding retractable wheels, the Zephyr performs equally well as both a ground and air passenger car. The Zephyr's rear swivel thrusters provide an impressive level of stability during VTOL take-off and can easily transition to forward thrust. Two power doors swivel up and forward, allowing easy entry into the main compartment. Sliding powered bucket seats allow access to a small back seat in the rear. A modified high performance model of the Zephyr, known as the Enforcer 2000, has become common among the law enforcement community.

Type: Private Skycar (1 AP, 4 AP for Enforcer)
Manufacturer: Euro Wagon
Size: Small (20 ft.)
Passengers: 4
Cargo: 13.5 cubic feet/272 lbs.
Cost: 42,000Tn (65,000Tn for Enforcer)

ATTRIBUTES
Control Response *(Agility)* 0 (+1 for Enforcer)
Sensors *(Perception)* 0
Frame *(Strength)* 2
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* –1 (+1 for Enforcer)

SENSOR SYSTEMS
Long Range
Radar/IFF

SUPPORT SYSTEMS
Sealed System

MOVEMENT
Air Speed: 120 mph (296/72 ypt)
[180 mph (444/108 ypt) for Enforcer]
Ground Speed: 120 mph (296/72 ypt)
Acceleration Code: C (2/2) [A (1/1) for Enforcer]
A-Pods

STRUCTURE
Integrity 3
Armor (0/1 for Enforcer)

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Akira ZX

The Akira ZX is considered by many to be the fastest thing on two wheels. Its sleek low rider unibody design gives the bike a sense of motion, even when standing still. Both wheels revolve around a spherical hub with the front wheel being significantly smaller than the rear. This, combined with a state of the art dual steering system, allows the Akira ZX to elegantly float its front wheel out of a high-speed corner. Its low, laid back pilot position allows for clear visibility of built in side mirrors and console display controls. A small, yet high torque, electric motor and D-Cell assembly mounts below and behind the driver in a sealed compartment. Once you've pulled the trigger on an Akira ZX, you'd best hang on.

Type: Motorcycle (Sport) (1 AP)
Manufacturer: Matsumi
Size: Tiny (9 ft.)
Passengers: 1
Cargo: 1.6 cubic feet/32 lbs.
Cost: 8400Tn

ATTRIBUTES
Control Response *(Agility)* +2
Sensors *(Perception)* 0
Frame *(Strength)* 1
Multi-Task Systems *(Actions)* -1
Warning Systems *(Reflex)* +1

MOVEMENT
Ground Speed: 180 mph (444/108 ypt)
Acceleration Code: A (1/1)

STRUCTURE
Integrity 0.5

Pioneer

The Pioneer is designed to challenge almost any ground terrain. Sixteen inches of clearance allows this rugged vehicle to overcome most obstacles. Its four large wheels are easily powered by the Siemens GM2200 high torque electric motor. The large enclosed D-Cell storage rack in the rear guarantees plenty of on-road and off-road time. Both middle and rear rows of seats can be folded down for extra storage room. A rugged composite polymer body built over a hardened aluminum frame guarantees that the Pioneer will take any beating that nature could give it. Of course, the Pioneer's interior comes equipped with all the comforts of a stylish ride.

Type: Sport Utility Vehicle (0.1 AP)
Manufacturer: EuroWagon
Size: Small (18 ft.)
Passengers: 7
Cargo: 105 cubic feet/2112 lbs.
Cost: 28,000Tn

ATTRIBUTES
Control Response *(Agility)* -1
Sensors *(Perception)* -1
Frame *(Strength)* 2
Multi-Task Systems *(Actions)* -1
Warning Systems *(Reflex)* -1

MOVEMENT
Ground Speed: 90 mph (222/54 ypt)
Acceleration Code: C (2/2)

STRUCTURE
Integrity 2
Armor 1/0

COMMERCIAL VEHICLES

Alpha Series Commercial A-200, A-500, & Military C-10 Transport

The most technically advanced passenger aircraft to date is Arcanoline's Alpha series commercial transport. One can hardly notice the array of A-Pod lifters contained within its streamlined, almond shaped hull. Horizontal thrusters fit snuggly below its pivotal delta shaped wings, providing the ideal configuration for VTOL take-off. Twin D-Engines supply enough redundant power to propel the aircraft and to provide on-board services. The passenger cabins are divided into individual compartments that can be jettisoned in an emergency. Each compartment holds up to twelve passengers and will gently float to the ground utilizing airdroppable jump pods. The Alpha series comes in an A-200 and A-500 model; each model designation indicates the aircrafts maximum passenger capacity. The NEG military uses a modified version of the A-500 for their transport needs, known as the C-10 Griffon.

Type: Commercial Air Transport (4 AP for A-200 or A-500/5 AP for C-10)
Manufacturer: Arcanoline, Inc.
Size: Behemoth (100 ft. for A-200/200 ft. for A-500)
Passengers: 200 or 500
Cargo: 4100 cubic feet/72,800 lbs. (A-200); 5755 cubic feet/116,950 lbs. (A-500)
Cost: 35 million Tn (A-200) or 52 million Tn (A-500) or 60 million Tn

ATTRIBUTES
Control Response *(Agility)* -1
Sensors *(Perception)* 0
Frame *(Strength)* 10
Multi-Task Systems *(Actions)* -1
Warning Systems *(Reflex)* 0

SENSOR SYSTEMS
Long Range
Radar/IFF

SUPPORT SYSTEMS
Sealed System

MOVEMENT
Air Speed: 600 mph (1480/360 ypt)
Acceleration Code: E (3/3)/D (3/2) for C-10
A-Pods

STRUCTURE
Integrity 5 for A-200/7 for A-500/10 for C-10)
Armor 1/1 for C-10

Guardian X50

Law enforcement security outside of arcology city limits during wartime has become a major dilemma. One answer has been the development of lightly armed police corsairs that can patrol major metropolitan areas and intercity traffic lanes, the finest of which is the Guardian X50. Equipped with twin side mounted laser cannon turrets, electronic counter measures, and the latest in surveillance technology, this fifty foot patrol craft has proven to be a potent instrument of law enforcement. A single D-Engine powers the Guardian X50's array of A-Pod lifters and thrusters. Its sleek, tapered design gives it a singularly lethal look.

Type: Police Corsair (7 AP)
Manufacturer: Arcanoline, Inc.
Size: Behemoth (50 ft.)
Passengers: 6
Cargo: 652 cubic feet/13,870 lbs.
Cost: 5 million Tn

ATTRIBUTES
Control Response *(Agility)* 0
Sensors *(Perception)* 0
Frame *(Strength)* 2
Multi-Task Systems *(Actions)* -1
Warning Systems *(Reflex)* 0

SENSOR SYSTEMS
Long Range
Nightvision
Radar/IFF
Targeting (+1)

SUPPORT SYSTEMS
ECM
Sealed System

MOVEMENT
Air Speed: 120 mph (296/72 ypt)
Acceleration Code: A (1/1)
A-Pods

STRUCTURE
Integrity 10
Armor 2/2

WEAPONS SYSTEMS
2 x Laser Cannon (Large)

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NEG MILITARY VEHICLES

F-1 SPITFIRE

The F-1 is a sleek and deadly advanced tactical and air superiority fighter. Built-in undercarriage A-Pods provide rapid vertical lift during VTOL take off and primary horizontal thrust. However, two potent Tia-Tech Industries F-200 electric turbofan engines supply the F-1's impressive afterburner thrust rated at 35,000 lbs. each. The F1's on-board Class B D-Engine powers both the A-Pods and the turbines. The aircraft utilizes a modular approach through a single piece wing and over-fuselage **Structure** design. The top speed of the F1 is mach 1.65 super cruise and mach 1.84 with afterburners. Armaments include two 20 mm cannons and two missile racks that can be deployed from internal bays.

Special Rules: Treat the Spitfire's 20 mm cannons as RMG-10M rail guns with a 1500 round capacity each.

Type: Tactical Fighter (10 AP)
Manufacturer: BAE Systems
Size: Large (35 ft.)
Passengers: 1
Cargo: 2.5 cubic feet/50 lbs.
Cost: 21 million Tn

ATTRIBUTES
Control Response *(Agility)* 0
Sensors *(Perception)* 0
Frame *(Strength)* 3
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* 0

SENSOR SYSTEMS
Long Range
Nightvision
Radar/IFF
Targeting +1

SUPPORT SYSTEMS
Ejector System
Sealed System

MOVEMENT
Air Speed: 1400 mph (3495/850 ypt)
Acceleration Code: E (3/3)
A-Pods

STRUCTURE
Integrity 10
Armor 1/1

WEAPONS SYSTEMS
2 x RMG-10M Rail Gun
2 x Missile Rack (Large)

F-109 KOMET

The F-109 is the first military aircraft to be produced by the newly formed Deutche-Benz-Messerschmitt (DBM) Aerospace Corporation. Named after the experimental combat aircraft of the 1940's, the Komet can hold its own in air-to-air engagements as well as provide air-to-ground support. One forward mounted undercarriage A-Pod and two rear mounted swivel A-Pods provide the Komet's VTOL take off capability and primary forward thrust. Afterburner thrust is achieved by a single electric turbofan, the reliable Eurodine Systems F-160 rated at 24,000 lbs. – the Komet's top speed has been clocked at 1200 mph. This dynamic mid-wing two-seater is armed with a single 20 mm cannon on the nose and enough under-wing rack space to carry up to 17,000 lbs of bombs or missiles.

Special Rules: Treat the Komet's 20 mm cannon as a RMG-10M rail gun with a 1500 round capacity.

Type: Police Fighter/Bomber (10 AP/11 AP for all Missile Rack configuration)
Manufacturer: DBM Aerospace
Size: Large (32 ft.)
Passengers: 2
Cargo: 3.5 cubic feet/71 lbs.
Cost: 18 million Tn

ATTRIBUTES
Control Response *(Agility)* 0
Sensors *(Perception)* 0
Frame *(Strength)* 3
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* 0

SENSOR SYSTEMS
Long Range
Nightvision
Radar/IFF
Targeting +1

SUPPORT SYSTEMS
Ejector System
Sealed System

MOVEMENT
Air Speed: 1200 mph (2960/720 ypt)
Acceleration Code: E (3/3)
A-Pods

STRUCTURE
Integrity 10
Armor 1/1

WEAPONS SYSTEMS
RMG-10M Rail Gun
2 Rocket Pods (Large)
2 Missile Racks (Large)
-or-
Laser Cannon (Large)
4 Missile Racks or 4 Rocket Pods (Large)

E-9 Sentinel (TACAWS)

The E-9 Sentinel is a Tactical Air Command and Warning System (TACAWS) aircraft that provides all weather surveillance, command, control, and communications for New Earth Government combat forces. It carries a rotating radar dome 30 feet in diameter that permits surveillance anywhere between the Earth's surface and the stratosphere, over land or water. The radar has a range of more than 300 miles for low-flying targets and farther for aircraft flying at medium to high altitudes. This radar combines with an "identify friend or foe" subsystem to detect, identify and track enemy and friendly aircraft. The Sentinel is also equipped with remote control submersible drones that can be dropped and piloted from high altitudes. These drones are used to transmit underwater sonar images over a radio link to an E-9 pilot station, providing an effective weapon against potential undersea threats.

Special Rules: The drones have 10 Integrity with 1/1 Armor. They travel at 30 mph (174/18 ypt) with an Acceleration Code of C (2/2). They are piloted remotely and have both long range nightvision and sonar systems.

Type: TACAWS Aircraft (7 AP)
Manufacturer: Arcanoline, Inc.
Size: Behemoth (60 ft.)
Passengers: 2
Cargo: 5493 cubic feet/109,860 lbs.
Cost: 60 million Tn

ATTRIBUTES
Control Response *(Agility)* -1
Sensors *(Perception)* +1
Frame *(Strength)* 5
Multi-Task Systems *(Actions)* -1
Warning Systems *(Reflex)* +1

SENSOR SYSTEMS
Extremely Long Range Radar (300 mile radius)
Long Range
Nightvision
Radar/IFF
Sonar

SUPPORT SYSTEMS
Drones (2)
Ejector System
Sealed System

MOVEMENT
Air Speed: 600 mph (1480/360 ypt)
Acceleration Code: E (3/3)
A-Pods
Structure
Integrity 10
Armor 1/1

WEAPONS SYSTEMS
Laser Cannon (Large)

UCH-70 Werewolf

The Universal Combat Hovercraft fills the battlefield role of multipurpose helicopters of the previous age. The UCH-70 Werewolf has proven to be the most reliable workhorse among the UCH class. Port and starboard A-Pod lifters mounted on swivel actuators allow the Werewolf to hover and turn on a dime, while a single center A-Pod lifter keeps the craft airborne. The Werewolf comes with enough internal cargo capacity to carry twelve combat troops, six powered armor units, or a fully equipped medical evac unit. A pair of linked RMG-10M rail guns, twin rocket pods, and a grav bomb rack allows the Werewolf to provide infantry ground support and harass enemy mech units. The Werewolf also excels as an external transport platform capable of lifting 10,000 lbs of cargo.

Type: Universal Combat Hovercraft (8 AP)
Manufacturer: United Defense, Inc.
Size: Behemoth (45 ft.)
Passengers: 12
Cargo: 775 cubic feet/15,750 lbs.
Cost: 1.2 million Tn

ATTRIBUTES
Control Response *(Agility)* 0
Sensors *(Perception)* -1
Frame *(Strength)* 7
Multi-Task Systems *(Actions)* -1
Warning Systems *(Reflex)* 0

SENSOR SYSTEMS
Nightvision
Radar/IFF
Targeting +1
Thermal

**SUPPORT SYSTEMS**
Ejector System
Sealed System

MOVEMENT
Air Speed: 180 mph (444/108 ypt)
Acceleration Code: C (2/2)
A-Pods

STRUCTURE
Integrity 10
Armor 1/1

WEAPONS SYSTEMS
2 Linked RMG-10M Rail Guns (1500 rounds each)
2 x Rocket Pods (Large)
Grav Bomb (Large)

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M-4A1 Vreta Main Battle Tank

Even though the Main Battle Tank's historical role as the mainstay mobile armored weapons platform has been replaced by modern mecha, the M-4A1 Vreta still functions as a valuable combat support unit. Suspended by A-Pod lifters and recoil dampeners, the Vretha can rapidly cruise over any terrain in search of potential targets. Its primary armament is a large 120 mm cannon capable of hurling high explosive and depleted uranium kinetic energy rounds at targets up to 7000 yards. This allows the Vreta to rapidly deploy as a long range mecha support artillery platform. Its low profile presentation makes the Vreta a difficult target to hit by larger enemy mecha units. Parallel mounted laser cannons for close quarter engagements also enhance its main armament. The Vreta often sees duty as an effective perimeter defense unit.

Special Rules: Treat the M-4A1's main cannon as a plasma cannon with an extremely extended range of 7000 yards (Range 500/1500/3500) that is capable of indirect fire, with a capacity of 1000 rounds.

Type: Main Battle Tank (7 AP)
Manufacturer: Eurodine Systems
Size: Large (35 ft.)
Passengers: 4
Cargo: 8.6 cubic feet/175 lbs.
Cost: 3.5 million Tn

ATTRIBUTES
Control Response *(Agility)* -1
Sensors *(Perception)* 0
Frame *(Strength)* 7
Multi-Task Systems *(Actions)* -1
Warning Systems *(Reflex)* 0

SENSOR SYSTEMS
Nightvision
Radar/IFF
Targeting +1

SUPPORT SYSTEMS
Ejector System
Sealed System

MOVEMENT
Ground Speed: 90 mph (222/54 ypt)
Acceleration Code: C (2/2)
A-Pod Lifters

STRUCTURE
Integrity 10
Armor 2/2

WEAPONS SYSTEMS
Main Cannon (Large)
2 x Laser Cannon (Large)
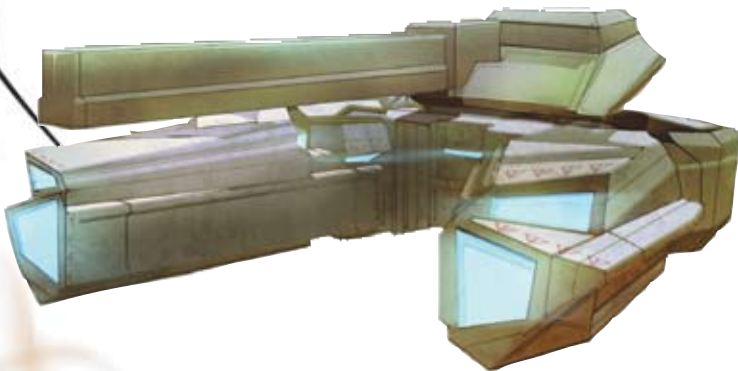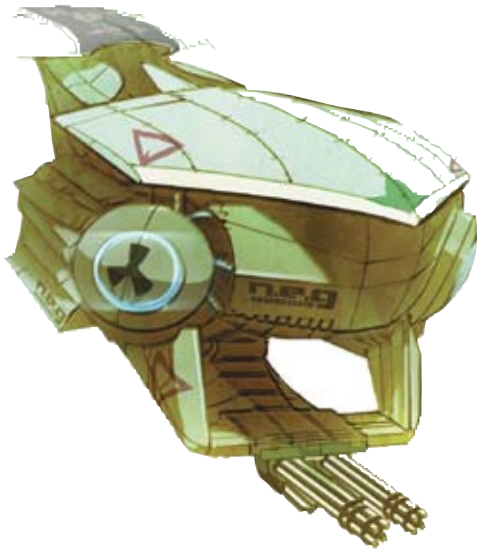
M-15 Ranger AAFV

M-15 Ranger AAFV (Amphibious Armored Fighting Vehicle) re-
lies on traditional armored tracks and a rear mounted A-Pod
thruster for horizontal **Movement** and underwater operations.
Most of its D-Cell energy is applied to electronic counter mea-
sures and stealth technology. The Ranger's primary mission is to
transport infantry close to the enemy while avoiding detection,
provide cover fire, and suppress enemy armor. Large enough
to transport a full squad of combat soldiers or a half-dozen
powered armor units, the Ranger's passenger compartments
can be flooded to allow for full underwater troop deployment.
The Ranger's primary armament is a watertight laser cannon.
A retractable RMG-10M rail gun turret provides cover fire.
The Ranger can also be equipped with a rocket pod, a
missile rack, or a torpedo launcher to handle specific
mission objectives.

Type: Amphibious Armored Fighting Vehicle (8 AP)
Manufacturer: Eurodine Systems
Size: Large (38 ft.)
Passengers: 2 crew, plus 12 troopers & support equipment
Cargo: 490 cubic feet/10,000 lbs.
Cost: 2.1 million Tn

ATTRIBUTES

Control Response *(Agility)* -1
Sensors *(Perception)* 0
Frame *(Strength)* 7
Multi-Task Systems *(Actions)* -1
Warning Systems *(Reflex)* 0

SENSOR SYSTEMS

Nightvision
Radar/IFF
Targeting +1
X-ray

SUPPORT SYSTEMS

Cold Resistance
Depth Reinforcement
ECM
Life Support
Life Support Pod
Stealth System

MOVEMENT

Ground Speed: 60 mph (148/36 ypt)
Water Speed: 90 mph (222/54 ypt)
Acceleration Code: C (2/2)
A-Pod Thruster

STRUCTURE

Integrity 10
Armor 2/2

WEAPONS SYSTEMS

RMG-10M Rail Gun
Amphibious Laser Cannon (Large)
Rocket Pod (Large) or Missile Rack (Large) or Torpedo Pod (Large)

M-111A2 Jaeger
Self Propelled Howitzer

The M-111A2 Jaeger has set the NEG military standard for self-
propelled artillery. Onboard navigational and automatic fire-
control systems allow the Jaeger to quickly engage the enemy
utilizing both direct and indirect fire. The Jaeger's turret mount-
ed 155 mm main gun is capable of flinging high explosive pro-
jectiles at distances up to and over fifteen miles with a firing rate
of 6 rounds per minute. The Jaeger is also equipped with a quad
gun mini-turret controlled by the on-board fire control system.
This turret features four linked RMG-10M rail machine guns for
air defense and close quarter engagements. The Jaeger can op-
erate independently, receive a fire mission while on the move,
compute firing data, select and take up firing position, unlock
and point its cannon, and fire within 60 seconds before moving
out again. This "shoot and scoot" capability protects the Jaeger
from counter-battery fire. The Jaeger is propelled over tradition-
al armored tracks allowing the vehicle to maintain a firm footing
against the excessive recoil of its main gun.

Special Rules: Treat the M-111A2's main gun as a charge beam
with an extremely extended range of 15 miles (Range 2000
yards/5 miles/8 miles) that is capable of indirect fire, with a 500
round capacity.

Type: SP Howitzer (10 AP)
Manufacturer: Eurodine Systems
Size: Large (35 ft.)
Passengers: 6
Cargo: 9.4 cubic feet/192 lbs.
Cost: 2.5 million Tn

ATTRIBUTES

Control Response *(Agility)* -1
Sensors *(Perception)* 0
Frame *(Strength)* 7
Multi-Task Systems *(Actions)* -1
Warning Systems *(Reflex)* 0

SENSOR SYSTEMS

Nightvision
Radar/IFF
Targeting +2

SUPPORT SYSTEMS

Ejector System
Sealed System

MOVEMENT

Ground Speed: 60 mph (148/36 ypt)
Acceleration Code: B (2/1)

STRUCTURE

Integrity 10
Armor 2/2

WEAPONS SYSTEMS

Main Gun (Large)
Pair of 2 Linked RMG-10M Rail Guns (1500 rounds each)

MIGOU MILITARY VEHICLES

BG-01 Dart Tactical Interceptor

The BG-01 has been christened the Dart by New Earth Government military command because of its basic resemblance to a playing dart. The main fuselage of the Dart is almond-shaped and tapers to a point in the nose which houses a light laser cannon, while the rear of the "almond" tapers backward into a cylindrical shaft. Mounted on the back of the shaft are three fin-like protrusions – one at the top and two that angle out at the bottom and curve up and forward to end at a point. The fin tips are actually the barrels of bio-organic needle guns that fire alternately in rapid succession and have proved to be quite deadly in dogfights. The Dart is a single seat fighter propelled entirely through the application of arcanotechnology, and the alien design of the cockpit prohibits the piloting of the craft by humanoid life forms. The BG-01 is capable of operating both above and below water.

Special Rules: Treat the Dart's needle guns as amphibious laser cannons with an ammunition capacity of 1500 rounds.

Type: Fighter (8 AP)
Size: Small (18 ft.)
Passengers: 1
Cargo: 1.6 cubic feet/33 lbs.

ATTRIBUTES
Control Response *(Agility)* +1
Sensors *(Perception)* 0
Frame *(Strength)* 4
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* 0
Sensor Systems
Long Range
Nightvision
Radar/IFF
Sonar
Targeting +1

SUPPORT SYSTEMS
Cold Resistance
Depth Reinforcement
Life Support

MOVEMENT
Air Speed: 1400 mph (3495/850 ypt)
Water Speed: 90 mph (222/54 ypt)
Acceleration Code: E (3/3)
A-Pods

STRUCTURE
Integrity 10
Armor 1/1

WEAPONS SYSTEMS
AP Cannon (Small)
2 Amphibious Laser Cannons (Small)

BG-09 Spinner Combat Support Vessel

The arrival of large Spinner swarms has preceded the destruction of many New Earth Government cities. These large circular war machines are capable of rapidly transporting up to four medium-sized mecha, a large number of tanks and artillery, or up to 60 troopers over long distances. They also possess enough firepower to effectively suppress enemy positions during a drop. The overall shape of the Spinner would put one in mind of the flying saucers of 1950's pulp sci-fi, except that they look bio-organic. The domed center fuselage is approximately 50 feet high by 80 feet in diameter, and the tapered "saucer" section is divided into an upper and lower half which spin in opposite directions during flight. These sections are equipped with two laser cannons that can synchronize their arc of fire over 360°. Undercarriage iris hatches open to reveal swivel-mounted rocket pods that are ideal for clearing landing sites. Four legs fold for landing and a ramp lowers to allow access to the main cargo hold.

Type: Combat Transport (10 AP)
Size: Behemoth (150 ft.)
Passengers: 4
Cargo: 2.9 cubic feet/55 lbs.

ATTRIBUTES
Control Response *(Agility)* -1
Sensors *(Perception)* 0
Frame *(Strength)* 10
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* 0

SENSOR SYSTEMS
Long Range
Nightvision
Radar/IFF
Targeting +1
Thermal

SUPPORT SYSTEMS
Sealed System

MOVEMENT
Air Speed: 600 mph (1480/360 ypt)
Acceleration Code: E (3/3)
A-Pods

STRUCTURE
Integrity 15
Armor 2/2

WEAPONS SYSTEMS
2 Laser Cannons (Large)
3 Rocket Pods (Large)

BG-60 Beetle Main Battle Tank

The Beetle's main advantage is its tough oval-shaped bio-or-ganic armored shell, which is capable of sustaining several direct hits from enemy fire. Six legs protrude from this shell and allow it to reach speeds of up to 60 miles per hour – some NEG troops claim that these legs are relatively frail and can be the tank's Achilles heels. A seam down the rear spine of the Beetle's armor allows the shell to separate and a plasma cannon turret to tele-scope into firing position. The Beetle's front is also equipped with mandibles and a single flamethrower for close combat en-gagements and anti-personnel operations. Surprisingly, the alien design of this tank allows it to be operated by just two Migou crewmen. The Beetle is most often found in close support of Migou mecha or during mop-up operations.

Type: Main Battle Tank (9 AP)
Size: Large (32 ft.)
Passengers: 2
Cargo: 5.7 cubic feet/115 lbs.

ATTRIBUTES
Control Response *(Agility)* +1
Sensors *(Perception)* 0
Frame *(Strength)* 8
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* 0

SENSOR SYSTEMS
Nightvision
Radar/IFF
Targeting +2
Thermal

SUPPORT SYSTEMS
ECM
Sealed System

MOVEMENT
Ground Speed: 60 mph (148/36 ypt)
Acceleration Code: A (1/1)

STRUCTURE
Integrity 15
Armor 2/3

WEAPONS SYSTEMS
Flamethrower (Large)
Mandibles (Large)
Plasma Cannon (Large)

BG-104 Hailstorm Null Cannon

Unlike its NEG howitzer counterpart, the Hailstorm cannot engage the enemy with indirect fire. It certainly makes up for this deficiency through rapid deployment, flexibility, and an in-creased rate of fire. The main gun resembles a cone with a rear dish-shaped deflector and a tapered forward aperture. It rests on a rapid **Movement** swivel mount that expands the Hailstorm's field of fire to anywhere above the horizon. The BG-104 can be effectively used as both an artillery piece and an anti-aircraft battery, able to quickly acquire a target and fire within seconds. The turret mounts on a bio-organic almond shaped hull with four mechanical legs providing **Movement**. Target acquisition and fire control systems are so advanced that the entire unit can be piloted by a single Migou. A small D-Engine provides enough power to allow the Hailstorm to maintain fire indefinitely.

Special Rules: Treat the BG-104's main cannon as a null cannon with an extremely extended range (Range 1000 yards/2 miles/4 miles).

Type: SP Howitzer (8 AP)
Size: Medium (28 ft.)
Passengers: 1
Cargo: 6.2 cubic feet/125 lbs.

ATTRIBUTES
Control Response *(Agility)* +1
Sensors *(Perception)* 0
Frame *(Strength)* 7
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* 0

SENSOR SYSTEMS
Long Range
Nightvision
Radar/IFF
Targeting +1
X-ray

SUPPORT SYSTEMS
Cold Resistance
Sealed System

MOVEMENT
Ground Speed: 60 mph (148/36 ypt)
Acceleration Code: A (1/1)

STRUCTURE
Integrity 15
Armor 2/2

WEAPONS SYSTEMS
AP Cannon (Medium)
Null Cannon (Large)

CAPITAL SHIPS

VICTORY CLASS BATTLECRUISER

The backbone of the New Earth Government navy is the battlecruiser. The battlecruiser combines the military capabilities of a battleship and an aircraft carrier into one very agile and very fast warship. By far the largest, newest, and deadliest of battlecruisers is the Victory Class. With an overall length of 1400 feet and a beam of 150 feet, the Victory Class is an imposing sight to behold. Its streamlined hull design allows it to travel over 50 knots while afloat, and its impressive array of A-Pods allows the Victory Class to take to the air and remain airborne for indefinite periods of time. The Victory Class can carry up to 65 various military aircraft along with up to 32 mecha units at one time. An enclosed flight deck allows the Victory Class battlecruiser to operate in the vacuum of space. The Victory's main weaponry comes in the form of four large gun turrets that house four high powered charge beam cannons each. These ships are also equipped with two long ranged missile batteries, forward and aft torpedo tubes, port and starboard rocket pods, and a series of laser cannon emplacements to protect the vessel during close engagements. The ship's company consists of roughly 3,500 crewmen and women, while another 3,000 are attached to the on board Air Wing and Mecha Battalion.

The New Earth Government has thus far only commissioned six Victory Class Battlecruisers – NES Agamemnon, NES Ashcroft, NES Chicago, NES Dreadnought, NES Kirishima, and NES Victory. A Battlecruiser Task Force includes up to six Destroyer or Frigate escorts per flagship. NES Victory and NES Dreadnought are currently assigned to Pacific Command, NES Agamemnon is assigned to Mediterranean Fleet Command, NES Ashcroft is assigned to Atlantic Command, NES Chicago is assigned to Gulf Fleet Command, and NES Kirishima is assigned to Asian Fleet Command.

Type: Capital Ship (104 AP)
Manufacturer: Lake Michigan Ship Building Co.
Size: 1400 ft.
Cargo: 1,189,900 cubic feet/24,180,000 lbs.
Cost: Classified

HULL SCALE

Things like capital ships are on a scale that's above even Integrity. This scale is called Hull scale and just as one point of Integrity is worth 50 points of Vitality, one point of Hull is worth 50 points of Integrity. Use all the rules that apply for Vitality/Integrity interactions for Integrity/Hull interactions – it's safe to say that Vitality-scale things can't damage Hull-scale things.

Not all weapons on a Hull-scale ship do Hull-scale damage. Hull-scale weapons are really only designed to fight against other slow maneuvering Hull-scale craft and take significant penalties trying to hit anything smaller (use a –8 Test Penalty for now). Thus, these ships are equipped with arrays of Integrity-scale weaponry that are more than capable of destroying incoming mecha and fighters.

These stats and rules are temporary and have been included so that you can use these important craft with your game. Future *CthulhuTech* supplements will provide more detailed rules for craft on this scale.

ATTRIBUTES
Control Response *(Agility)* -1
Sensors *(Perception)* 0
Frame *(Strength)* 7
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* 0

SENSOR SYSTEMS
Broadband Audio
Long Range
Nightvision
Radar/IFF
Targeting +2
Thermal

SUPPORT SYSTEMS
0-G Systems
Cold Resistance
Heat Resistance
Life Support
Life Support Pods

MOVEMENT
Air Speed: 60 mph (148/36 ypt)
Acceleration Code: B (2/1)
A-Pods

STRUCTURE
Hull 20
Armor 2/3

WEAPONS SYSTEMS
4 x 4 Linked Charge Beams (Large/Integrity)
8 x 2 Linked Laser Cannons (Large/Integrity)
2 Missile Racks (Large/Integrity)
Plasma Cannon (Large/Hull)
4 x 4 Linked Rocket Pods (Large/Integrity)
4 x 4 Linked Torpedo Pods (Large/Integrity)

MIGOU SWARM SHIP

Humanity's first glimpse of the Migou invaders was the day that the skies darkened with Swarm Ships. These enormous bio-organic monstrosities resemble giant gothic spires tipped sideways. Concentric rings of rough-hewn protrusions extend from the fuselage and curve forward in blade-like fashion. Heavy laser turrets are mounted at the end of these protrusions to form the ship's primary weaponry. A twin high power null cannon battery is also housed in the nosecone of the vessel for direct ship-to-ship encounters. Small iris style ports spiral open in the main fuselage to reveal launch tubes for the ship's fighter escort and larger ports open astern of the vessel to allow the ship's on-board armor and mecha forces to disembark.

All Migou Swarm Ship's originate from the Hive Ship currently in lunar orbit over the Earth. Though the Migou possess limited resources to affect minor repairs, a Swarm Ship must normally return to the Hive Ship to repair any extensive damage. Swarm

Ship's measure roughly 1800 feet in length and 800 feet in height at the stern, and they are entirely propelled by the Migou equivalent of A-Pods.

Though no one in quite sure of a Swarm Ship's crew compliment, New Earth Government intelligence has assessed that it can carry at least 80 military air and ground craft as well as at least 40 mecha units. However, a handful of these mecha are often "repurposed" NEG units in various states of disrepair.

Type: Capital Ship (89 AP)
Size: 1800 ft.
Cargo: 1,428,000 cubic feet/29,016,000 lbs.

ATTRIBUTES
Control Response *(Agility)* 0
Sensors *(Perception)* 0
Frame *(Strength)* 8
Multi-Task Systems *(Actions)* 0
Warning Systems *(Reflex)* 0

SENSOR SYSTEMS
Broadband Audio
Long Range
Nightvision
Radar/IFF
Targeting +2
Thermal

SUPPORT SYSTEMS
0-G Systems
Cold Resistance
Heat Resistance
Life Support
Life Support Pods

MOVEMENT
Air Speed: 120 mph (296/72 ypt)
Acceleration Code: B (2/1)
A-Pods

STRUCTURE
Hull 20
Armor 2/2

WEAPONS SYSTEMS
2 Null Cannons (Large/Hull)
8 x 2 Linked Laser Cannons (Large/Integrity)
2 Missile Racks (Large/Integrity)
8 x 2 Linked Plasma Cannons (Large/Integrity)
Plasma Cannon (Large/Hull)

Mai walked through the sliding glass doors and was met by a rush of cool dry air. The place was obviously temperature, humidity, and pressure controlled — she'd stolen from enough places like this to recognize. Mai didn't really know what to expect, but this made sense. The archives were an unusual combination of old and new school. Rows of books hardbound in leather sat side-by-side with multi-media units and computers. The shelves and tables were made out of some kind of clear composite, which gave the room an airy quality despite the stacks.

Wondering what the street value of some of the barely marked books was, Mai walked through to a sitting area. Perched in an overstuffed black leather chair was a beautiful Nazzadi woman wearing a perfectly pressed high fashion suit. She paid no mind to Mai and kept writing on a notepad-style computer with a glass stylus.

"Excuse me? I'm looking for Lorany."

The woman calmly looked up, so Mai knew the Nazzadi had just been ignoring her. "Yes?"

"I'm Mai."

"Oh, of course," replied Lorany, putting down the computer and stylus. She stood up, straightened herself out, and extended her hand. "I'm Lorany, Eldritch Society Lorekeeper. Nice to meet you."

They shook hands. Taking the jet-black woman in, Mai decided that Lorany looked a lot like what college boys talk about as their "librarian fantasy." But

there was something about her that made Mai think that she was one of those really smart girls you had in your O levels that secretly hated everyone.

"Would you like a quick tour?" Lorany asked.

"Sure." Mai followed as the Nazzadi gracefully made her way through the stacks. "I'm not threatened," she mouthed under her breath.

"Excuse me? Were you saying something?"

"Not at all," replied Mai. She snickered a little as the tour began.

Lorany gestured as she went. "These stacks contain physical copies of some of the rarest occult texts known to man, as well as a wealth of knowledge on more conventional topics. These multi-media stations contain similar information, but enhanced for the visual learner. Our computers are connected to internet via wireless U4 ultra-wide lines with security protocols similar to those used by the government."

The Lorekeeper led them over to a shelving unit that was enclosed and clearly locked. As Mai inspected the security, Lorany continued, "These shelves contain translations of the Ta'ge Fragments, whose secrets are known only to us, as well as the collected observations and diaries of the Society's Lorekeepers all over the world."

Mai ran a quick scenario in her head to see how long it would take her to crack this security and be out of there with the whole lot. The security wasn't lame – it'd take a little work. "Why are these locked up special?"

"Because they're the heart of the archives. They are protected not only physically, but mystically," replied Lorany. Mai gently backed away. "But we should discuss your lessons now. Please have a seat."

The pair sat down in the leather chairs. "Every day, when you're done with your physical regimen, you'll come here. This means from 2 pm to 8 pm you will be in this room. This includes weekends. You will be studying a variety of general topics, but most especially occult topics and what is in this locked case."

"Can I ask a question?"

Lorany shifted and crossed her legs. "Of course."

"How do you guys know how to train me if you don't even know what kind of Tager I'm going to pick?"

"You don't 'pick,' Miss Chang. The symbiont will choose you – if you survive the Rite," said Lorany.

"Now that you bring it up," responded Mai. "I'm a little fuzzy on how that works."

Lorany paused to clean her glasses. "The Eldritch Society has identified a list of characteristics most likely to survive the Sacred Union process, which you obviously have already met. The training regimen is designed to give you the highest probable survivability. The odds are in your favor."

"So what happens if things don't work out?"

The Nazzadi poured them both glasses of water from the crystal pitcher on the table. "You will die screaming as the symbiont consumes you alive."

Mai took a sip of the water. "I was hoping they were joking about that part."

"As far as the type of Tager you become," continued Lorany. "That's something we've never been able to predict. Something inside you calls a symbiont to you during the Rite."

"What kind of thing inside me?"

"No one knows." The Lorekeeper took a gentle sip of her water and wiped the lipstick off the glass.

"So let me ask you something. Did you meet this list of characteristics?"

Lorany nodded.

"You strike me as the kind of girl that could run through all this business with flying colors. Am I right?"

Lorany nodded again.

"Then how come you never did it?"

"Because," the Nazzadi replied, "my talents are best utilized here." Her eyes drifted away. "And because the whole idea terrifies me. Doesn't it you?"

For some reason, that was something that had never crossed Mai's mind.

Note: This chapter is meant for Storyguides only. If you're a player, you might want to stop reading so you don't spoil the surprise.

Okay, we know that even if you only intend to play *CthulhuTech* that you're probably reading on. In fact you probably want to read this chapter even more now. Go ahead – just pretend you don't know any of it when you're playing.

This chapter presents the dark and secret truths of the world. It digs deep to show the truth behind the occult. Some of what you see here is specifically inspired by the cosmic horror of Howard P. Lovecraft. However, creative license has been applied in most cases to create something unique to the *CthulhuTech* setting.

THE SECRET HISTORY OF THE WORLD

We are not the first creatures to dominate this planet. Even before the first fish were developing lungs, civilizations rose and fell. Humans are simply one in a string of beings to inherit the Earth and according to some there will be others. While it's impossible for scholars to piece together the exact times and details of the true, hidden history of the world, they have been able to learn something about several important events or eras.

The Great Race and the Polypous Race

Long before the time of mammals on Earth, the Polypous Race dominated much of the planet. They are described as polypous alien entities whose senses penetrated all materials and who could fly without wings. Building great basalt cities, the Polypous Race were the undisputed masters of the land, though they occasionally ran afoul of the Elder Race.

As fate would have it, the strange indigenous conical beings they preyed upon would be their greatest enemies. It was in these beings that the minds of the Great Race found their home. Creatures from distant stars who had truly conquered time, the Great Race fled their dying world and inhabited these conical creatures. They waged war on the Polypous Race and sealed them deep underneath their basalt cities. But they knew that was not to be the end of it.

The Great Race knew this situation was temporary. They had seen a time when the Polypous Race would free themselves and exact vengeance upon their captors. Casting themselves forward through time, they chronicled the coming ages and eventually found new hosts to inhabit – long after the days of man. When the Polypous Race finally fulfilled their destiny millennia later, the Great Race had already fled far into the future. The final fate of either race is unknown.

The Old Ones

As the Earth changed, beings known as the Old Ones descended, wielding the power of gods. The first to arrive was a cephalopoid creature called Cthulhu with armies of his children, the Spawn. They waged war on the Elder Race. Soon Cthulhu's fellows join him – the Dead God Hastur, Shub-Niggurath, and Gurathnaka. After years of bloody conflict, the Elder Race pursued peace. They would retreat to their undersea cities and to their cities in the far reaches, leaving the rest of the planet to its newest masters. The Great Race kept to themselves in the southeastern hemisphere and were left, for the most part, alone.

The Old Ones dominated the Earth for millennia, their alien civilizations spread across the world. The Deep Ones came up from their hidden cities deep under the oceans to worship Cthulhu – their first true interactions with the surface world. Together with the Spawn, they built the black stone city of R'lyeh. Hastur made his home on the plateau of Leng, building monolithic idols. Shub-Niggurath retreated deep in the primordial rainforests, birthing her young. The energy surrounding the Black Mother affected the developing life forms coming out of these places of creation. Her very presence forever changed the course of evolution. And Gurathnaka found his way into the dreams of new creatures, delighted by alien delicacies.

Many, many years later, the Old Ones went away. No one truly knows why. Some believe that they came into conflict with the Forgotten Ones, also god-like beings. It is said that these enigmatic and barely chronicled creatures opposed the Old Ones on some level or that they were simply threatened by the growing power of the Old Ones. Those who believe these legends claim that the Forgotten Ones exiled the Old Ones from this place and time, sealing some in their tombs and others in the spaces between dimensions. Yet others believe that this is unlikely given the lack of knowledge that exists regarding the Forgotten Ones. They believe that the cosmos has its cycles and that the Old Ones simply fell into a long, deathlike slumber. Dreaming in their tombs, they have called out to the evolving Human race, giving them the first ideas of gods and monsters. They have summoned those who might serve them, creating cults dedicated to their worship and one day reawakening them (or bring them back, if one subscribes to the first theory). Whatever version of the story a person believes, the return of the Old Ones would spell the end of mortal life as we know it. We would merely be food, slaves, or toys to be destroyed.

Whether or not an occultist believes that the Forgotten Ones opposed and exiled the Old One ages ago, the enigmatic gods were at one time here. The only evidence of this was a lost city in the Arctic (now destroyed) and the mythical *Ta'ge Fragments*.

The Elder Race and the Migou

Creatures that had come down from space, the Elder Race was perhaps the sentient species that has lived longest on this planet. They were here even before the Polypous Race, living both on land and under the water in giant cities. The Elder Race was amazingly adaptable, surviving massive changes on the Earth. Peaceful with those who desired peace, the Elder Race warred with the Polypous Race from time to time. Once they were sealed away by the Great Race, the Elder Race once again knew peace. Millennia later, the Old Ones came down to take up residence on the Earth. The Elder Race warred once again. The might of the Old Ones shattered their lands and drove them into the sea for a time. Finally, they made peace and kept to the sea and the older lands, giving the rest to the Old Ones.

Considerable time passed and the Earth continued to change. Shifting landmasses sunk many lands, including R'lyeh, and the Old Ones either fell into their slumbers or were exiled. The Elder Race was once again supreme, except for their fear that the Polypous Race might one day be freed. At this time, they had to move primarily to their land cities because of problems with their servants. Shoggoths were fifteen-foot balls of viscous protoplasmic jelly that looked like masses of bubbles, that were hypnotically controlled by the Elder Race. Under the water the Shoggoths were becoming dangerously smart and at one point the Elder Race warred to once again subjugate their minions.

Finally, the Migou came to the Earth to gather minerals. They came en masse and war once again came to the Elder Race. It was then that the Elder Race discovered that they had lost the secrets of interstellar travel. The Migou drove them back to the seas and to their city in the Antarctic. The Ice Age eventually came and as the cold encroached, the Elder Race retreated to an underwater city beneath their greatest cities. This was the end of them. While ruins that have been suspected to be Elder Race cities have been found, they are gone.

The Migou settled in the northern hemisphere. They never had any intention of staying here and simply maintained outposts, typically in mountain ranges. The creatures mined the minerals they needed, took many slaves from hominids and early Humans, and experimented with life on this planet. They've stayed throughout time – there have been Migou on Earth since they first arrived. However, until recent days, they've kept themselves secret, usually brainwashing or making deals with the inhabitants of the mountain towns they dwell near. It is from the Himalayas that they got the name we now know them by – the Migou, or the abominable snowman.

The Migou and the Great Race appear never to have come into conflict. The Great Race keeping to the south and the Migou to the north, there was no need for territorial struggle. The Migou had been here for quite some time before the Great Race left this time for good.

The Coming of Man
Some time after the fall of the Old Ones, the flight of the Great Race, and the decline of the Elder Race, the first mammals attained sentience. Some scholars claim that there is evidence that the experiments of the Elder Race are what ultimately brought mankind into being. In a world where the things that would have stopped our evolution retreated to secret places, we had the chance to grow and thrive on our own. The millennia that have passed since then are well known to us.

The Strange Aeon
Occult prophecies have hinted at a time when the "stars came right," a time when the Old Ones would once again be unleashed upon the Earth. Sometimes referred to as a "strange aeon," this time would be heralded by the alignments of stars and planets. Many ancient things would wake up or feel the opportunity to break through the walls between dimensions. As evidenced by the Aeon War, that time is now.

There are some who believe we should have known it was coming. After all, if prophecies hinted at celestial movements, shouldn't someone have been watching? Belief in the occult was regarded as ridiculous not more than a hundred years ago, so there weren't all that many qualified people to foresee the peril. A share of them was permanently confined to asylums. Furthermore, any amount of astronomical research would still have missed the oblique conjunctions and concordances occurring beyond our galaxy. The material of the universe is tricky and complex and mortals are privy to very few truths.

THE MAJOR RACES
Humanity is simply the youngest of many creatures to have dominated the Earth. Some of these races disappeared eons ago, like the Elder Race and the Valusians, while others went into hiding, like the Deep Ones, while others found themselves elsewhere.

Deep Ones
One of the most ancient species still dwelling on the Earth is a race of amphibious humanoids known only as the Deep Ones. They are natural terrestrial life that evolved under the seas. Appearing to be a humanoid combination of fish and frog, they have long lived deep under the oceans in secret, hidden cities. Since the disappearance of the Old Ones, they have kept mostly to themselves, quietly perpetuating their numbers while waiting for a time to once again serve their sleeping god, Cthulhu. They've created strange, ocean-worshipping cults among the coastal and island peoples of the world, which allow them access to that which helps them breed faster – Human beings. Potentially confirming a common ancestry, Deep Ones can interbreed with Human beings (and now Nazzadi) creating Hybrids. These children are born mortal but eventually transform into one of their inhuman parent's race.

With the arrival of the Strange Aeon, the Deep Ones have come up from the depths. Leading their now prominent Cult, the Esoteric Order of Dagon, they assist the other servants of Cthulhu in trying to find the sleeping god's prison, the lost city of R'lyeh. Once he awakes, he will scourge the world and the Deep Ones will once again be the chosen children of the Earth.

The Elder Race
Originally from a distant star, the Elder Race is probably the oldest race to have dominated the Earth, reigning longer than

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Occult Investigation
Throughout our history, there have been seekers of secret knowledge. It is because of them that what is known of the occult has been recorded and passed on. However, one time period stands out in particular. During the first part of the 20th century, there was a resurgence of occult investigation, which served to once again open up knowledge pathways and find items and texts long thought lost. Undoubtedly these investigators helped pave the way for the occult scholars of the modern age and are part of the reason Humanity was able to adapt so quickly to the perils of the Aeon War. Whether this resurgence was simply serendipity or caused by an intuitive knowledge that the Strange Aeon was coming is the subject of much debate.

any other sentient species before or since. They've fought similar wars to the one the current mortals on the planet fight. The Elder Race warred with the Old Ones when they first arrived. They warred with the Migou after the Old Ones were gone. Eventually, wars and an encroaching Ice Age took their toll and wiped them out.

A highly advanced species, the Elder Race built great cities across the Earth, both on land and under the sea. While the ravages of time have claimed most of these ruins, some record of their civilization still exists in the Antarctic – or did before the Migou claimed that continent as their own during the Second Arcanotech War.

The Elder Race was alien in form. They were strange, barrel-shaped creatures with a starfish-shaped head and arms, legs, and wings sticking out in all directions. They were capable of flight and able to live both on land and underwater. At one time, the Elder Race was immune to the ravages of space travel though that ability was gone by the time the Migou arrived on Earth. It is unknown how they communicated.

Many delvers into the occult believe that the Elder Race still exists in other parts of the universe. As there are those who believe that, according to the stories, the Elder Race would be an ally of the current mortal races of Earth, it would be interesting to discover what part they could play in the Strange Aeon.

The Great Race

Existing on Earth before the coming of the Old Ones, the Great Race is from far beyond our galaxy. They are one of the most unique species in the universe in that they are no longer bound by laws of time. Existing entirely beyond the fourth dimension, the Great Race floats through time, fleeing their physical demises by inhabiting the bodies of other creatures in other times and places. During the primordial age, they inhabited a race of strange conically shaped creatures and fell into a war with the Polypous Race – who they could not possess, for some reason. Eventually, the Great Race fell to their enemies and leaving no physical record. What the world has left of them are their cities – secret ruins, hidden away in the eastern hemisphere.

The Great Race left the Earth eons ago. Rumors say that they have visited the modern age in their continuing efforts to chronicle places, times, and species. Some have even issued warnings to Humanity, claiming that the future is not entirely yet set. It is said that the Great Race now inhabits a race of beetle-like creatures that will inherit the planet long after the Strange Aeon has come to an end.

The Human Race

Humans are a young race. We've been in possession of this planet for a few hundred thousand years (maybe a couple million on the outside), as compared to hundreds of millions for the others mentioned here. The Old Ones may very well be billions of years old by our reckoning. The Nazzadi are an even more recent addition to sentient life in the galaxy, a race only decades old. However, by evolutionary rights the Nazzadi can be considered to be us.

Until recently most other metaterrestrials, with the exception of the Great Race, have regarded Humans much the same way we regard monkeys. We were considered clever tool users, more likely to get ourselves in trouble than ever really accomplish anything. That has changed. With our advancements in science, our acceptance of magic, and our blending of the two, Humanity shows promise for the first time in our evolution. But it's not so much what we have achieved as what we might become...

Migou

The Migou are an alien race from the planet Pluto – also known as Yuggoth in ancient texts. Part-crustacean, part-insect, part-mass of fungoid cilia, the Migou have lived on the Earth in some capacity since long before the dawn of man. A technologically and mystically advanced species, they have hidden among us in secret, enslaving those they can for whatever their purposes. They have come to mine precious ores and metals, they have come to experiment on us, they have come to understand our technology, but regardless of their intent, they view us as an inherently inferior species. The Migou believe that Human beings are nothing more than tools to be used or monkeys to be experimented on and would have outright dominated us eons ago if they had wanted to expend the resources. Never did they think we could ever become a threat.

The Strange Aeon changed everything. Humanity did become a threat to the Migou's perceived place in the universe and almost overnight. Their initial plans to bring us to heel failed spectacularly. But worse is the threat of the Old Ones, who have begun to re-emerge into the universe. Though they pretend otherwise, the Migou arrived on this planet long after the Old Ones had gone, so like us they too only know legends. However, they are keenly aware that they occupy the same place that Humanity holds should the Old Ones truly return – a place of suffering, bondage, and extermination.

Valusians

Creators of a civilization that quietly rose after the fall of the Old Ones, the beings known as the Valusians exist now only as rumors. They are said to have been bipedal reptiles, evolved from the natural dominant form of life on the planet at the time. Little if anything reliable is known about them, but they were supposedly sorcerers and scientists, reaching similar but different peaks of civilization to those of Humans. The Ice Age devastated their cold-blooded civilization and those that survived went deep underground to hibernate. The changes in the Earth also destroyed the remains of their society, erasing any evidence we might have found. Most believe them to be extinct.

Some occult scholars believe that the Valusians not only survived, but that they started to wake up more than ten thousand years ago. It is said that they dwell among us, masked by powerful illusions. If the Valusians do still exist and are awake, no one can guess what they would want in this age or how they would regard the mammalian descendents that currently dominate the Earth.

TERRIBLE DEITIES

The great religions of the world have always depicted the divine in anthropomorphic ways. Many of our modern gods may have been strict, but they were ultimately benevolent. Now that we have met beings that can only be called gods, we wonder where these benevolent divinities are. These creatures are so far beyond

the understanding of mortals that we can only comprehend portions of these beings, and even that may be too much for the mortal mind to bear. It is from their dreams that the gods of the world were born and it's no wonder we took artistic license. The gods of the universe care little for us.

In occult literature, these deities are often separated into three groups. The Endless Ones are perhaps the oldest and most powerful, embodying the most primal energies of the universe. With the exception of the creature we know as Nyarlathotep, it is questioned if these beings even recognize that we exist. The Old Ones are alien creatures of vast might who once ruled the Earth. They have been absent for hundreds of millennia – whether they have been exiled or are simply asleep is a mystery. Prophecies tell of a day when the Old Ones will return to once again claim our planet as their own. In this new era, there is no place for the mortal races that currently dominate – at least no place that does not involve intense suffering. The Forgotten Ones are an enigma even to those deeply initiated into the occult. Scant records exist of them. Only the *Ta'ge Fragments* are known to hold their mysteries and they are jealousy horded by the secretive Eldritch Society. There are those that believe they opposed the Old Ones, eventually exiling them into secret places throughout the universe, though the *Ta'ge Fragments* neither confirm nor deny this.

The Endless Ones

Azathoth
Dwelling at the center of all things is a creature that defies description and it is Azathoth. It is through and from him that all energy in the universe emanates. While it's unknown if Azathoth is responsible for the creation of the universe, it is the Source – the thing that maintains it. Very little has been written about Azathoth. Only those lost to the depths of madness have reported commune with him and their reports are fractured and incoherent. It appears that the god cares nothing for what happens in its universe; in fact, it has been posited that it may be merely a puppet. Regardless, Azathoth is a truly unknowable thing from beyond space and time, hidden deep within the angles of the universe where no mortal can go.

There are no known worshippers of Azathoth. It seems impossible to contact and does not acknowledge or reward petitioners.

Nyarlathotep
If Azathoth is the source of energy in the universe and Yog-Sothoth represents order, then Nyarlathotep is the primal force of entropy. It is a deity that has taken an interest in Humanity since our first steps, as it must take an interest in all developing species. Nyarlathotep has taken on many avatars through the course of our history, playing a part in our biological and cultural evolution.

Named by the ancient Egyptians, Nyarlathotep is said to take special interest in anyone who pioneers new ways to change the universe around them – sorcerers, scientists, and para-psychics. Some developments it stymies, while other visionaries it encourages and provides them with secret wisdom. Sometimes it is almost mortal and seems benevolent, but other times it is monstrous and malevolent. As with any god, trying to understand it is foolish. Much has been recorded about Nyarlathotep through the ages and it is

perhaps one of the most regularly entreated of the true divinities. Many cults have revered Nyarlathotep, in one form or another.

Avatars of Nyarlathotep once again walk the Earth in the Strange Aeon. Its scattered worshippers were bound together in the Children of Chaos, who in turn secretly infiltrated and dominated a powerful multi-national corporation. It seems that the god is eager to hasten the return of the Old Ones.

Yog-Sothoth
While most things in the universe dwell within one world or another, or even in multiple simultaneously, Yog-Sothoth is unique. It encapsulates all things in all times. Yog-Sothoth is said to be the lens through which the energy of the universe is filtered. Those mad few who actively seek out Yog-Sothoth out are most often sorcerers who wish to call upon the being's infinite wisdom or to traverse the barriers between worlds. Those occultists who believe that the Old Ones were driven from this world believe that Yog-Sothoth is the key to finding them in their exile to the higher dimensions or spaces in between. Any who attempt congress with Yog-Sothoth risk much – it is a being far beyond our capacity to understand.

There are few cults dedicated to the worship of this ancient deity. They are usually circles of sorcerers seeking access to its great power – or lunatics.

The Forgotten Ones

Drazet
Like most of the Forgotten Ones, Drazet is known only to those with access to the secrets found in the *Ta'ge Fragments*. Also known as the Unformed, it is said to be responsible for the legendary city upon which the fragments were first inscribed. Its servants are purportedly symbiotic creatures and more than likely the creatures that come down to bond with mortals in the Rite of Sacred Union. If Drazet did indeed pen the *Ta'ge Fragments*, this would make sense.

If there is one among the Forgotten Ones the Eldritch Society reveres, it would be Drazet. However, this reverence would be closer to that of a patron saint in a knightly order. No one truly knows what Drazet is and the Society knows better than to carelessly invoke lost gods.

Morfean
The ancient Greeks unknowingly worshipped Morfean as Hypnos, the god of sleep. Perhaps an avatar of the deity found its way into their dreams, spawning worship of a being that may have never visited this planet. Morfean is said to have mastered both time and dreams, which would fit. Those who dreamed Hypnos claim that he is a captivating man or creature of darkest nightmare and one can only assume that Morfean is similar. There may be some connection between Morfean and the Hounds who seem to jealously guard time against mortal intrusion. It may also be possible that Morfean is responsible for the closing of the Dreamlands, but that might put the god close to the Strange Aeon. As ever, it remains a mystery.

While few outside the Eldritch Society know anything of Morfean, cults dedicated to the worship of Hypnos still exist, though they have not been visited by their deity in a very long time.

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Myrovh

The Forgotten One known as Myrovh is inferred to be the great manipulator, pitting pawns against each other so that they will grow and change through conflict. Stories say that it maintains a Darwinistic view of life, believing that only the strong should survive, and that it takes a personal hand in those species to which it administers. Furthermore, they say that Myrovh is in some way linked with Yog-Sothoth. If one believes the idea that the Old Ones were defeated in battle with the Forgotten Ones, it was more than likely Myrovh's intimate knowledge and mastery of the dimensions that made their exile possible. In fact, Myrovh might have been ultimately responsible for such a conflict.

Myrovh is only discussed in the *Ta'ge Fragments* and is unknown to most occult scholars.

Savaty'ya

A divinity said to strain against the boundaries of the universe, Savaty'ya has a special love for dreamers and visionaries. Supposedly, it has evolved to a level where its mere presence transmutes the primal energies of the universe. It is said that Savaty'ya seeks to master the highest levels of cosmic power. Some scholars claim there is evidence that this mission is one of personal edification, but most suspect that an alien intelligence questing to become the most powerful deity in the universe will not spell good things for the rest of us.

Savaty'ya's avatar Nodens is known to some. Though time passes differently beyond the wall of sleep, Nodens was seen there within the last century. If this is the case, Savaty'ya may not be as lost a god as some might think.

Savaty'ya is known only by scholars of the *Ta'ge Fragments*, though some occultists know his avatar Nodens.

THE OLD ONES

Cthulhu

Entombed within the sunken and lost black city of R'lyeh, the most feared of the Old Ones sleeps the sleep of death. Cthulhu is the greatest of his race, known only to mortals as the Spawn, and is written to be both their ruler and high priest. Cthulhu came down from the stars eons ago when the Elder Race dominated this planet. Together with its fellows and its children, Cthulhu conquered most of the world before the Elder Race sued for peace and retreated to the oldest places. The cephalopoid god and the Old Ones reigned supreme for millions of years.

Whether exiled by the Forgotten Ones or naturally slumbering until its time is once again right, Cthulhu dreams in its dark city. From beyond the wall of sleep it can touch the dreams of another and it has called cults together to worship it and seek its sunken tomb. Of any of the Old Ones, Cthulhu has gathered the most powerful cults throughout the age of man and has helped keep its Deep One servants a secret. In the Strange Aeon, his divided worshippers have gathered together under the aegis of the powerful Esoteric Order of Dagon.

Gurathnaka

Once upon a time, dreamers could access a world beyond dreams. It was a mystical place known only as the Dreamlands. In the last

century, all such dreamers have become dangerously insane or have died horribly in their sleep. It is said that the Dreamlands are gone and that can only herald the return of Gurathnaka.

Sometimes referred to as the Shadow of Night or the Eater of Dreams, some wonder if Gurathnaka ever held bodily form. Stories say that it lives beyond the wall of sleep in dimensions beyond the physical world and that Gurathnaka perceives and affects the corporal plane through shadows. For this reason, many learned occultists light their living and ritual spaces brightly. Similarly, those few mortals who worship the Eater of Dreams dwell in the shadows of society. They are the lost, the castoff, and the dispossessed, often as distant from sanity as they are from the world around them.

Hastur

The Unspeakable. The Unnamed One. The Ruined King. The Dead God Hastur is called many things. It is said by scholars of dark things that the mention of its name can draw its attention – something most would rather avoid. Perhaps the most enigmatic of the Old Ones, Hastur is only one of its fellows to have been unleashed into the Strange Aeon. It is unknown if the servants of Nyarlathotep mystically ushered the Dead God into this world or if they were simply there to greet the awakening deity as it once again walked the plateau of Leng.

Like all gods, Hastur has many forms. It rules here on Earth as the Ruined King – a gaunt nobleman who wears tattered robes and a crown made of a single bone. His face is eternally shadowed and the cold air of the grave follows him. If the actions of its cult reflect its desires, it is a being filled with a desire for suffering, degradation, destruction, and death.

Shub-Niggurath

The Dark Goat of the Woods, the Goat with a Thousand Young, the Black Mother – Shub-Niggurath, like Hastur, is known by many names. It has been worshipped as a perverse fertility and nature god at many times in Human history. Pagan cults, druids, new-agers – all revere the Black Mother, though today its cults are scattered and nearly extinct. Its true children still walk the planet, if rumors are true. They are the Horned Ones, creatures both repellent and alienly seductive. It is likely that the appearance of Shub-Niggurath's children earned it the moniker "Dark Goat." Rumors tell that the Black Mother's cult is once again resurging.

There are those that believe Shub-Niggurath is in some way responsible for life on this planet, or at least the way life turned out. Stories say that its energies influence the wellsprings of evolution and that most life on Earth carries with some signature of it. They say that we are in some way bound to the dark god, though this has blissfully yet to be substantiated.

The Influence of Gods

The might of these gods is incalculable by our standards. Such creatures wield the power of the cosmos, the power of higher dimensions, of worlds beyond our worlds. But the universe is built on rules and it is those rules that may stand in our favor.

The Endless Ones are part of the fabric of the cosmos itself. If Azathoth is the source of energy in the universe and Yog-Sothoth

the lens filtering it through the worlds, then their influence is felt in each and every moment. Creatures on such a level do not bother themselves with beings such as us. However, the entropic force we know as Nyarlathotep has chosen to come into our world and affect us directly. Such a creature is effectively infinite in higher dimensions, so it must cripple itself to function within the confines of the World of Elements. Avatars, or manifestations of divinity, are beings or creatures that are just such a thing. Nyarlathotep has manifested as the Director of the Chrysalis Corporation and is still a being of intense power. While avatars may not wield the full might of the divinity within, they are still gods and there is little or nothing in our world that can stand up to them.

When we dream, the eternal part of ourselves is exposed to the energy of higher dimensions. It is then that we are most susceptible to contact by the gods. The Old Ones have made judicious use of this ability as they slumber (or from their exile, depending on your belief). If they are in fact asleep, it is their dreams that reach out to the world and influence it with their will. If they are in exile, it may be the only way they may contact this world. Either way, they are incapable of manifesting as avatars until the stars reach the appropriate conjunctions and create energy pathways that course through multiple dimensions at once. Hastur is one such deity who has proven this to be true, manifesting as the avatar known as the Ruined King. The Dead God now actively uses his immense power to coordinate his armies throughout the world. No other Old One has been able to manifest thus far, though some believe that Gurathnaka need not manifest as he lives only disembodied in the world of dreams. If this is true, there is nowhere we are safe.

The Forgotten Ones are just that. If they do influence our world, it is only through our dreams and through the legacy of the *Ta'ge Fragments* and the Eldritch Society – intentional or not.

So how does one fight the influence of such beings? The answer is simple, yet bleak: you cannot. Mortals are ill-equipped to directly resist such cosmic potency. There is no way the power of mortals could ever harm even the "feeble" avatars of these divinities. Fortunately, the rules of the universe are as such they can be used against the dark gods. If the mortals of the world can come to comprehend deep levels of celestial mechanics, they may be able to lessen the influence of the Old Ones and Nyarlathotep in the World of Elements. Perhaps with a more evolved understanding of how things work, we may be able to remove their avatars from this world all together.

But the gods will never be gone. To them, time and form are illusions. Like it or not, they will remain a part of this world, even if only in higher dimensions, until the last star dies out. It is up to us to find our place in their shadow.

SECRET PLACES

Hidden away in the secret and dark parts of the world are mystical places. Presented here are a few of them.

DREAMLANDS

There was once rumored to be a land that existed just outside of the world's dreams. Known only as the Dreamlands, this world could supposedly be reached by children and talented dreamers and contained both many wonders and horrors. However, in

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the last century all such people have either died horribly in their sleep or permanently lost their minds. The ravings of lunatics say that the Dreamlands are gone, consumed by a great evil that has existed there from time memorial, but who can say. It is only certain that no such place can be reached in the Strange Aeon.

Leng

The Plateau of Leng is a mythical place supposedly near Tibet in Central Asia. It is a mystically hidden plain, a place those who do not serve dark gods have seen only in dreams or stumbled upon by accident – and those who have are now gibbering madmen. It is a terrible place and home to the Dead God Hastur. Inside a strangely angled, cyclopean palace sits the Ruined King on this throne of bones. Hastur's palace is not the only thing standing over this strange place – alien monuments to the Old Ones cover the landscape. The Plateau is also home to many other horrible things, most of which serve the Dead God's will.

Kadath

Rumors tell of a gigantic peak in the cold wastes of the world, upon which sits an onyx castle. It is said that the place is hidden by dark clouds and was built by unknown hands. The approach is supposedly cursed and those who have seen it have traveled there only in dreams. Mentioned in occult literature, Kadath is most assuredly a place of power – but what kind of power is the question.

R'lyeh

A city of blackest night, the lost city of R'lyeh lies somewhere beneath the waves. It is a cursed place and home of the tomb that holds the sleeping Cthulhu, along with many of his children who suffered a similar fate. A city of dark monoliths and alien architecture, those who have seen R'lyeh have seen it only in dreams. Most stories of the city contain little in the way of detail, so no one knows where it is, how big it is, or what it contains. The magic that guards R'lyeh was set in place by gods, so not only is it masked against detection, it is thoroughly and mystically guarded against intrusion. Those who would brave these distant shores face a perilous journey indeed.

DIMENSIONS

The dimensions we perceive are only a portion of the universe. While we exist in most of them, at least in part, we are unaware of the fundamental nature of the universe. Mortals mostly interact with and are part of the World of Elements, which is made up of the first five dimensions. This world is primarily what we will discuss here.

Mortals are well acquainted with the first three dimensions, for they are the physical plane: height, width, and depth. However, it is the influence of the fourth that most know only intuitively for it is the dimension of time and vitality. The fourth dimension locks life into mortality and is what channels the primordial energy of the universe into life. As such, all dimensions above the fourth are eternal and are unbound by time. The fifth dimension is a realm of thoughts and emotions where all things exist for time without end. It is from this place that the thoughts and emotions of lower things resound and a place that mortals tap into on an unconscious level. It is also in this place that the Astral Plane exists – a plane of pure essence that wraps itself

around all lower dimensions. Those who can tap into it are capable of disembodied travel and experience. Together, these five dimensions are the World of Elements.

The three higher dimensions are difficult, if not impossible, for mortals to comprehend. The World of Stars, or the sixth dimension, is a plane of the soul and true universal causality – the sorcerers who've harnessed its power have control over life and death. The seventh dimension is the Archetypal World, a place of which little is known. It is supposedly a place of the primal essences of the universe. However, all energy in the universe, all that makes the universe what it is, flows from the Null Dimension, or the Source. It is the center of the universe and home to the Endless One known as Azathoth.

The dimensions co-exist within each other at every point at all times much like the layers of an onion. One exception is where stars are concerned. Stars are essentially rips in the dimensional framework, places where the raw power of the Source flows through into all dimensions at once. This is why stars have so much power in both astrology and ritual and why their positions are necessary to complete the rites necessary to bring creatures back across dimensional boundaries.

Any being that exists in the higher worlds is referred to as an Outsider because it comes from outside the World of Elements. Outsiders exist in and can perceive more dimensions than mortals and thus more of the universe. This is part of their true power and part of their unknowable nature to mankind – and the reason that mortals are most often unable to fight them in any conventional way.

The Eternal Verities

When discussing the eternal verities, it's important to point out that this is a fictional framework. It is derived from the cosmology of H. P. Lovecraft's fiction and Hebrew Kabbalah with some Gnostic thought and a liberal dosage of pure creativity to round it out. If you have deeply held religious beliefs that don't agree with this framework, either change the setting to make you comfortable or just remember that this is a work of fiction and not a theological discourse.

In that vein, this framework assumes that there is no heaven or hell, or any other eternal resting place for souls. It does assume that souls are eternal and have one of two paths. Some become unbound in time and capable of traversing higher dimensions. Others – most souls – re-enter existence through incarnation, carrying their eternal memories shrouded in the back of their minds. What the final purpose of this seemingly never-ending cycle is remains a mystery even to those who have ascended to find homes outside the World of Elements.

ELDRITCH POWER

Those who understand the greater nature of the universe can develop fantastic power. Once one is able to comprehend the rules upon which the universe is based, he can begin to manipulate those rules and the primordial energy within them. This how all magic and para-psychic ability came into being.

The kind of power an individual commands revolves around whether he has an intuitive understanding of the cosmic rules or whether he has a studied mastery of them. Those who have an intuitive understanding manifest para-psychic abilities, which are simply a set range of ways that an individual's higher being can manipulate the greater forces of the universe. Those who spend time deep in study, forcing their rational mind to comprehend the complex and alien nature of things, gain a conscious and deeper understanding of this power and can, in theory, develop power to manipulate the universe in nearly any way conceivable. However, the price exacted by this power drains a practitioner's sanity and can quickly remove him from any connection with reality if one is not cautious.

This power is limited by a person's existential state. Those trapped in the World of Elements often can only comprehend those rules associated with the first five dimensions, influencing only the physical plane and slightly beyond. Few have accomplished the feat of knowing the worlds above and the abilities commanded by those few must be staggering indeed. After all, it is from these higher worlds that the Old Ones draw their power – the very thing that makes them gods.

CULTS

It is through their cults that the Old Ones have power on Earth. It is through them that their desires are carried out from beyond space and time and it may be because of them that they are once again emerging into the world.

Cults have traditionally come into being in one of two ways. The first is when a like-minded group of individuals discovers the truths of the Old Ones and chooses voluntarily to worship them. This usually occurs because of a quest for personal power on the part of the cultists. The second case is when a person or persons is contacted directly by the Old Ones. This brush with otherworldly power permanently alters a person's perceptions and in many cases leads directly into worship of the god in question. Nearly all cults are contacted by the Old Ones at some point. This contact usually occurs through dreams, a place many of the gods can still apparently reach. However, there are powerful magics that can allow a sorcerer to voluntarily contact them beyond space and time, which are often employed by cults to gain guidance from their absent deities.

There are technically considered to be two different types of cults. Major Cults are those fighting the Aeon War who directly carry out the wishes of the Old Ones on a grand scale. The Disciples of the Unnamable, the Esoteric Order of Dagon, and Nyarlathotep's Children of Chaos are all major Cults. The minor cults are those that exist outside of the major Cults' direct influence. Some of them are dedicated to the worship of gods other than Hastur, Cthulhu, or Nyarlathotep. Then again, the most insidious among them are the ones used as recruitment satellites for the major Cults. They appear to be harmless pagan or new-age religions who slowly indoctrinate and initiate worshippers deeper into the fold. It is through these minor cults that the major Cults gain new initiates and more power within the New Earth Government.

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We're not going to lie – being the Storyguide means a lot of work. You're the person in charge of creating the story, including plots, subplots, Supporting Characters, and everything else that isn't a Dramatic Character. So why would anyone want this job? Because it's like being the writer and director of a movie. You get to describe the details of the world and how dramatic scenes play out. It's your story that the Dramatic Characters exist in, even if they have complete control over their own actions and reactions. It's a bold, big world out there and you are in charge of it.

This chapter will help give you an idea of how to be an efficient Storyguide. It talks about Storyguiding tips, story structure, story themes, and more. It also will teach you how to award Experience to your Dramatic Characters after each episode. Combined with the stories we've made for you in the next chapter, you should be ready to get right to it.

BEING A STORYGUIDE

The job of being Storyguide has responsibility attached to it. Before we get into advice, tips, and tricks, let's run down the list of things for which you're accountable.

These are things you are responsible for bringing to every game session (episode):
· A working knowledge of the rules, as you are the one who is going to be responsible for interpreting them during play. You are the final word on how the game works.
· The story's plot and any subplots you've created for the individual Characters. You are the one that guides the game's story, so you've got to know where you're going.
· You have to be ready to portray any and all of the story's Supporting Cast, which can be challenging. You should have notes ready so they don't fall flat.

These are things you are responsible for while playing the game:
· You must adjudicate all of the game's rules, if there is any question during play. You are the final word in rules and your interpretation should be fair to all.
· You must adjudicate all of the story's situations. You are the one who interprets what happens where and with whom, and so on. You keep the story together, focused, and sensible.
· You must keep the flow of the game going. You are the one who keeps players on track, pushes through bogged down rules, and glosses over fluff situations to keep your story sleek and interesting.

Things you are responsible for between game sessions (episodes):
· Scheduling when you play the game, which can be tricky.
· Communicating with the players, so that they know when and where they'll be playing and what they are supposed to bring with them.

What you see here are the basics. Read on and you will learn a wealth of other information that will help you meet these responsibilities and become an experienced Storyguide.

DRAMATIC CHARACTERS

The Dramatic Characters are the focal point of your story. They're controlled by real people, which is a good thing – otherwise you'd just be talking to yourself. However, each of them is a different Character coming out of a different imagination. Here are a couple of things to consider.

THEY ARE THE STARS

Here is the simple truth: the Dramatic Characters are the stars of your story. The story should focus on them, and they should be at the center of most dramatic action. This should seem obvious, but there are a few pitfalls for which Storyguides should be aware.

Some Storyguides like their monsters or bad guys and make them very tough. They also get upset when they are defeated by the Dramatic Characters. Some other Storyguides love their Supporting Cast and make them cooler and slicker than the Dramatic Characters. Neither of these tendencies are good ideas, since they better exemplify narcissism rather than good storytelling. These Storyguides are trying to show off how cool they think they are and end up leaving the Characters that are controlled by people out in the cold.

A good Storyguide makes sure that the Dramatic Characters are prime movers in the setting, or at least on their way to becoming so. The Characters are special and the point is to make them feel that way. However, there is a fine line between making them feel special and giving them the farm, so be careful to remain fair.

THE TEAM

It can be a hard thing trying to integrate a group of Dramatic Characters, but it's the first important job a Storyguide has. What do we mean by integrate? Well, odds are that the players talked to you and each other about what kinds of Characters they'd like to portray, so they should at least fit together on a core level. This is the point where you go beyond and create real backgrounds and relationships for the Characters.

Perhaps two of the Characters were old friends. Perhaps another met in training, or perhaps they are simply all part of a military unit. There needs to be a solid reason or reasons that the Characters are together as a cohesive group and doing what they're doing. Common experience, personal relationships, and affiliation are three good ways to do this. If they are bound by common experience, the Characters all went through something similar that galvanizes them to join forces to overcome the tasks ahead. If the Characters are bound by personal relationships, they have some sort of personal bond to at least one other Character in the group. If they are together by affiliation, the Characters are all part of the same group and may simply be assigned to work together.

After you've figured out how the team fits together, you should determine how long they have known each other. After all, a group of rookies who just met are going to act differently than a crack team who has been together for a few years.

Some Storyguides prefer to have harmony in their team – everybody gets along. But that doesn't always need to be the case. Disagreements between Characters and rivalries go a long way in the dramatic equation, as long as they don't sabotage the ultimate success of the rest of the group. Don't hold onto them too long or they'll get stale.

Collaboration

Storytelling games are a group effort. Everyone chips in to make the experience rich and fulfilling. The players work out the fine details of their Characters and portray them in interesting ways. The Storyguide works out everything else.

Everything else can be difficult to keep track of at times. You have to know what's going on in every facet of the story and that can be overwhelming. Remember, you're in it together. Ask your players to help you keep track of things, help you keep things sorted during combat, or anything else. You've got the biggest job of all – don't be afraid to ask for some help. You're all in it together and it should be a collaborative effort.

THE STORY

The story is the most important thing, period. If you have a good story, complete with good flow and dramatic moments, your game will soar. If your story is less than good, your game will flounder – even if the Dramatic Characters are compelling in their own right. In this section, we'll talk about story structure and teach you about classic and mythic form. These forms have existed for centuries and are tried and true methods of telling and pacing a compelling story.

But first, let's talk a little about detail.

Detail

Describing the details of the setting is important in every single scene. Otherwise, your story degenerates into meaningless rhetoric like "I go here and do this, and then I do this." "Okay, this happens."

That doesn't mean that you need to become verbose either. The best Storyguides are like the best writers – they communicate the details in the fewest number of words. A thing that storytellers call collaboration means you don't need to describe every detail because the audience will fill in the rest from their own personal experience. You only need to describe the salient details, set the mood, and your players will do the rest for you.

Between this book and upcoming supplemental books, you should get a good idea of what most facets of the *CthulhuTech* setting are like. However, if you find a gap and don't know how to describe it, either make it up or go back to the inspirations.

Classic Structure

The Greeks did a lot of things for art, not the least of which was determining the three act dramatic structure. As much structure as it is pacing, the three act structure works for any story, even in a storytelling game. However, since storytelling games

can span great lengths of time, classic structure may apply in a couple of ways. Each segment of the game might be split into three acts, with the overarching plot also split into three acts, into which all the segments fit. Understanding the basics of classic structure might help you create better stories.

Let's take a quick look at the elements of classic structure.

Elements

· *Plot* – A series of events caused by protagonists going up against opposing forces; the core of the story.
· *Subplot* – A secondary story, occurring underneath the main plot, which usually involves the plight of an individual Character; often a more personal story.
· *Twist* – An unexpected development in the story.
· *Climax* – The most important or exciting point in the story.
· *Denouement* – The final part of the story, in which loose ends are wrapped up. Everything is now clear and few questions or surprises remain.

Now let's take a look at the individual acts. These acts should give you a guiding structure from which to work, as well as giving you an idea of overall story pacing.

Act One

This first act should be about 25% of your overall story. Before this act is through, you should have answered the where (setting), who (main Characters) and what (plot) of the story, as well as have introduced the what of any subplots. You should also have introduced the antagonist's main goal, or at least evidence of it. At the end of the act there is a twist, which alters existing conditions and forces the Characters into action.

Act Two

This second act should be about 50% of your overall story. Most of this act is composed of interconnected patterns of suspense, as the Characters uncover each piece of the puzzle one after the other or overcome each hurdle one at a time. It develops the complications and builds the dramatic crisis. Half way in, which should be about halfway through your overall story, both the main and subplots should twist. Act Two also ends with a dark twist, in which things do not look good for the Characters.

Act Three

This third act should be about 25% of your overall story. It is primarily composed of two things: the climax and denouement. The Characters should experience increased tribulations, to the point at which they are not sure how they are supposed to either survive or succeed, leading up to the climax – the most important or exciting part of your story. The climax pretty much concludes the story. From the climax, they move into the denouement, which should tie up all loose ends and answer most if not all questions. However, for the purposes of your story, if you want to leave some things open make sure that the Character's next course of action is clear. Generally speaking, everything after the climax should be short – if you extend things, start with the next story back at Act One.

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Mythic Structure

The information presented here is derived from the works of Joseph Campbell, who outlined the hero myth in his book *Hero With A Thousand Faces*.

Mythic structure is nothing more than the common elements of all great myths and stories across time. We're not going to go into much detail here – if you want more, read the aforementioned book or similar references. Once you're familiar with it, you will recognize mythic structure in many of your favorite movies. We have broken each section down according to act, so you can more easily mesh mythic with classical structure.

Mythic structure is a form, but that doesn't mean it is always the same. Some of the elements may not apply to your story and that's okay. This is a tool for you to use as a framework for your stories – don't use it slavishly.

Act One

1. *Everyday Life* – Most stories begin with the heroes in their normal world, so that when they are taken out of it through the course of their journey the special world into which they enter is more profound.
2. *Catalyst* – Something happens in the heroes' world to set the story in motion and draw them in.
3. *Reluctance or Pause* – The heroes may have some reluctance to get involved with the story and could require additional incentive to move forward. If reluctance isn't appropriate, they may simply need to express or acknowledge their fears while understanding the consequences that might come with their actions.
4. *Help or Advice* – The heroes often receive help or advice from unusual characters, who act as mentors for the journey ahead.
5. *Setting Out* – The heroes commit to the adventure ahead. The process of change is started and the first obstacles are set.

Act Two

6. *Tests & Obstacles* – As the heroes travel into the special world of the story, they will encounter many tests and obstacles which stand in the way of their success. They also begin to learn the rules of the special world, which are inevitably different from the world from which they came. Along they way they will also make new friends and new enemies.
7. *The Viper's Nest* – The heroes find the object of their journey in a dangerous place.
8. *Rock Bottom* – The heroes find themselves in the darkest moment of the story, where their fears become reality in a deadly confrontation. Everyone questions if the heroes are going to live or die. Through this brush with death, the heroes are reborn or changed by their experience.
9. *Reward* – Now changed, the protagonists can take possession of the treasure they were seeking. This treasure need not be a physical object, but can be something more ethereal or profound. The journey is not yet over.

Act Three

10. *Going Back* – Treasure in hand, the heroes try to return to their normal world. However, the forces they've disturbed by their actions are often vengeful, pursuing them as they return. Chase scenes are very appropriate here.
11. *Transformation* – The forces that oppose the heroes get in one last climactic shot, as the heroes must once again face life and death. They are fully transformed or reborn into true heroes by facing this ordeal.
12. *Return* – The heroes return to their everyday world, but they are now different from when they left.

Getting Plots

If you have used either the pre-generated stories or story ideas we've presented you with, or you don't like any of them, where can you find some convenient sources for story plots? If you don't have any rolling around in your head, adapt some from your favorite piece of entertainment. That's right. Movies, television episodes, video games, books, or whatever – just strip away the Characters and the setting, transpose it on *CthulhuTech,* and voila!

You may have to do a little work to make it adapt properly, but you'll have a solid idea from which to work.

THEMES

CthulhuTech is the fusion of two very different genres – mecha anime and eldritch horror. Each of these genres has their own conventions and themes, and it's their balance that is the key to a successful story. Let's take a look at the themes common to both, as well as a few tips on how to work them together.

Mecha Anime Themes

Archetypes

Archetypes are simply eternal types of Characters that can translate into any story. Anime uses a lot of archetypes. You have the young, brash hero who is gifted, but before he can succeed he must overcome his youth and gain wisdom. You have the outsider who is wise in the ways of the world, but reluctant to care about anyone but himself. You have the wise old man who mentors the others in their quest. You have the trickster who is comic relief.

If you're familiar with anime, you shouldn't have too hard a time identifying these common Character types. But how does that help the *CthulhuTech* Storyguide? By helping steer Characters into familiar roles, and creating a Supporting Cast that fit many other identifiable roles, you'll be one step closer to that anime feel.

Drama

When you think anime, think big. Rarely are anime plots of the giant mecha genre quiet plots about personal introspection. They are about bigger than life stuff, and CthulhuTech is no different. We're talking war on an interplanetary and interdimensional scale. Your stories should be big, your Characters should grow to be big, and their actions should be big. Even their personal lives should be big. The kind of lives Dramatic Characters in *CthulhuTech* live should make other people jealous; even if their lives are horrible, they're horrible in a big way.

Hope

Most Characters in giant mecha anime, no matter how dark it is, stand up tall. In the face of overwhelming odds, they find hope. They are stalwart and brave, rising to meet any challenge. They can always see goodness somewhere in the equation. Nothing is

hopeless or fruitless, even if the fruit equates to someone giving it a good college try because they're compelled. That doesn't mean that everyone is like this, but the heroes are, even if they're reluctant at first.

Soap Opera

One of the best and most common elements of anime is that of human drama. Many times it goes beyond the realm of human drama into the exaggerated or implausible – the realm of soap opera. The ace fighter pilot who falls in love with his nemesis. The son who desperately seeks approval from his distant and uncaring father. The dark man who must work through his shady and tortured past. The best friend who pines for her oblivious pal. The love triangle between the jock, the woman he respects, and the pop star. All kinds of crazy soap operas occur in anime and your game should be no different. If you don't have at least one brooding element and one sincerely complicated love interest in your story, you're missing out.

Eldritch Horror Themes

Creeping Dread

In eldritch horror, there is always a feeling that something isn't right. People never quite know what it is, but as they get closer to the answer the feeling grows more intense. It starts as general unease, perhaps set off by the tone of a letter or mysterious evidence, and gradually becomes an almost constant dread as the Character comes closer and closer to the truth.

Creeping dread can't exist all the time, but those brief periods of happiness or hope should be properly book-ended by a liberal dose of it.

Fear & Insanity

The world of eldritch horror is scary. Horrible creatures exist and are ready to maliciously devour people, or worse. Hoary cults lurk in the shadows, performing unspeakable rituals and corrupting innocent people. There's a lot to be afraid of and heroes in this genre are often afraid.

Worse than that, the truths to which heroes are exposed are often too much for their minds to bear. The true nature of the universe is dark and gruesome, and humans and their culture are hardly favored or important. It is common for people in eldritch horror to gradually slip down the spiral of insanity, eventually succumbing to it altogether.

In *CthulhuTech,* this remains entirely true, except that society acknowledges the need for counseling and psychiatric care. Heroes are far less likely to lose themselves to irrevocable insanity, although they might have to spend some time in a mental institution at some point.

Ominous

From the human perspective, delving into eldritch horror usually means that something bad is going to happen. Around that next turn lies something so horrifying that it can't be described. That musty old tome, while compelling, contains information that man was not meant to know. The cold light of truth brings no comfort; in fact, usually quite the opposite.

Even though Characters in *CthulhuTech* have reason to hope, the ominous nature of the universe changes little.

Point of No Hope

There comes a point in every investigation into the darker side of the occult when the heroes realize what they're dealing with is so much larger than them that their efforts are futile. They may know the truth, but there's really not a thing they can do about it.

On top of that, the world at large refuses to believe the people who know the truth. People like their safe little worlds, even if they aren't the real one. Those who insist on trying to expose what they know are often locked away as lunatics, which they probably are anyway.

People in *CthulhuTech* believe the majority of the truth, or at least the truth that has been forced upon them. However, they may not be interested in hearing more bad news, so Characters may face disbelief anyway.

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The Unknown

Underneath the veneer of human society, there exists the real world. Somewhere along the way, the human race has lost touch with the true genesis and nature of the world and fabricated a cover story that makes them feel significant and safe. There is a great body of the unknown out there to discover, since what we know is only the smallest fraction of reality. In fact, it is so big that one person is unlikely to uncover it all in his lifetime.

While people in the world of *CthulhuTech* have accepted a great universe in the face of the Aeon War, there is still so much they don't know. The unknown still plays a great part.

Tragedy

Things don't end well in eldritch horror. In fact, most stories end with the hero either dying a horrible death or going irrevocably insane. Despite the best efforts of the brave, evil wins. Occasionally, a remarkably lucky Character will pull off a pyrrhic victory – meaning that he wins, but at a price.

Things can't end badly all the time in *CthulhuTech,* but that doesn't mean that bad things don't happen often enough that people think their lives are happy places.

Balancing the Two

Hope vs. Hopelessness

So, from the anime side of the equation you have the constant influence of hope, and from the eldritch horror side you have the eventual understanding that there is no hope. How do you balance these two?

In *CthulhuTech,* people do have hope. There is an open acknowledgement of the occult and a strong push to learn as much about it as the government can. They have created large arcanotech weapons of war that even the odds. That doesn't mean that the New Earth Government is winning the war, however. Hope is also a manufactured thing, churned out daily by the Ministry of Information's propaganda machine. Hopelessness usually occurs on the individual level, as society has plenty of reasons to believe in a bright future.

Stalwart vs. Tragedy

How can Characters remain brave and standing tall when everything ends badly? In *CthulhuTech,* Characters don't lose all the time. Even if they lose most of the time in the greater sense, they still have victories to spur them on. Society is set up to deal with madness, and regular counseling and psychiatric care is common and nothing of which to be ashamed. So even if the world is a dark and terrifying place, there is enough reason to be brave and to maintain one's dignity.

PLAY STYLES

Presented here in the Core Book are primarily three different main styles of story: New Earth Government stories, Engel stories, and Eldritch Society stories. Lets take a look at some possible story themes and some of the flavors in each style.

NEW EARTH GOVERNMENT STORIES

Stories within the structure of the New Earth Government are more likely going to be the most common style. In fact, there are so many ways that you could tell stories within the NEG that it's pointless to say that they have one specific flavor. Let's examine a couple of different options.

1. *Arcane Underground* stories are those that deal with the magic black market and arcane crime. With the regulations enforced by the OIS, there is a large and profitable black market dealing in illegal books, spells, and materials. It is a dangerous place of shady dealings, dark magic, and the constant threat of legal entanglement.

2. *Black Ops* stories are usually either military or intelligence-based stories, dealing with all the types of missions of which the government disavows knowledge. Characters are usually fanatically devoted to their jobs, a little imbalanced, or both. Black ops stories can be everything from drug running to brainwashing to assassination, and everything in between.

3. *Corporate* stories are those that deal with big business in the NEG. The most obvious type are those that deal with the Ashcroft Foundation and its role as both the leading developer of arcanotech and as advisor to most facets of the government. Of course, they could deal with employees of the Chrysalis Corporation who are not yet aware of the company's true nature.

4. *Counter-espionage* stories are those that deal with trying to root out spies within the NEG. Whether it's Cult spies, Blanks, Hybrids, or the mysterious Dhohanoids, there are a lot of ways in which hostiles can and do infiltrate the New Earth Government.

5. *Espionage* stories are more in the spy tradition. Characters go undercover to infiltrate organizations or steal information. They are often given neat technological gadgets with which to accomplish their missions, but are usually on their own when things get tough.

6. *Intelligence* stories are those that take place in the grand information dance. Organizations try to steal carefully guarded secrets from their foes. This style of play represents traditional methods of information gathering, including hacking, surveillance, and the like. Spy stories fall under the espionage heading.

7. *Military mecha* stories are obviously one of the main types of story to which this game lends itself. Mecha stories could involve escort duty, patrol duty, or fighting on the front lines. They could also be mecha special forces or intelligence, ducking into hostile territory in small units for specialized missions.

8. *Military special forces* stories usually involve highly-trained, tightly-knit squads who draw the most dangerous missions. These types of stories are usually high-stress and high-action, with Characters who live on the edge.

9. *National security* stories are those dealing with the safety of the NEG's citizens. Characters could be part of a city police force, keeping the peace on a local level. They could be agents with the Federal Security Bureau (FSB), which is a combination of the NSA and the FBI, or they could be dealing with arcane crime and the magic black market as agents of the Office of Internal Security (OIS).

10. *Research* stories are those taking place deep within the NEG, as scientists and technicians work to unlock secrets and create new advantages for the military. These stories are better suited for players who like to solve puzzles, as they are unlikely to be high action.

Engel Stories

For those who enjoy high-stress and high-action, Engel stories are the key. Engels are the toughest and coolest mecha in the New Earth Government's arsenal, and have evened the odds in the Aeon War significantly. However, there aren't as many of them as the military needs, so the ones that are in service see a lot of action. Engels don't get left behind on guard duty or assigned escort duty unless something is very important. Most of the time, Engels are on the front lines, risking their lives in mortal combat every day.

In terms of style, Engel stories tend to be serious, hard war stories. There is the confidence that comes with piloting such an amazing machine, the perspective pilot's gain from "communing" with a monster, and the raw passion these warriors have to make the world safe again – combined with the very sincere knowledge that every day might be their last. Engel stories tend to be "live for the moment."

Engel stories can include normal arcanotech mecha – not all Engels are assigned to exclusive squads. Any normal mecha that are assigned with Engels are going to see just as much combat as their larger friends do. These types of stories also can include any number of support staff, but these Characters will be left out when the plasma blasts start flying.

Eldritch Society Stories

Stories within the Eldritch Society have a mysterious, conspiratorial sense about them. Hidden in and amongst the New Earth Government are the Tagers of the Eldritch Society, fighting against their secret Dhohanoid foes. The populous at large is completely unaware of either. It is the Eldritch Society's secret and sworn duty to protect the NEG against the influence of Nyarlathotep and his children.

Eldritch Society stories are gritty – they are what we like to call "street level." There's no glitz or glam. Tagers fight their Shadow War in the heart of the urban world. They see the best and the worst that Humans and Nazzadi have to offer. They are often fully embroiled in the arcane underground. Tagers are fighting the battles they do out of a sense of holy duty and determination, not for recognition or fame or power.

These stories have plenty of power to them. Most of the Characters will be Tagers, who are some of the coolest things to walk on two legs. Tagers are mysterious, interesting, and, most importantly, very lethal. Characters in these stories are likely to be cool and confident customers. Of course, Tagers aren't the only Characters populating the Eldritch Society – Lorekeepers, who are occultists who maintain the Society's expansive archives, and Sorcerers are equally as appropriate and help round out the flavor.

Supporting Cast

Supporting Cast is a catchall term – it represents every Character in your story that isn't a Dramatic Character. In short, the Supporting Cast is all the Characters you'll be portraying as Storyguide.

Types of Supporting Cast

There are four main types of Supporting Cast:

1. *Minor Supporting Characters* are primarily scenery. They may serve a function, but it won't be a dramatic one. Examples of Minor Supporting Characters might include the guy who lives next door to one of the Characters, a Character's tailor, the person who answers the phone when the Characters call in, and the like.

2. *Key Supporting Characters* are almost Dramatic Characters in their own right. They serve a dramatic function in the story and usually have some sort of relationship with one or more of the Characters. Examples of Key Supporting Characters might include the Dramatic Characters' commanding officer, a love interest, the arcanotechnician who keeps the Character's mecha in working order, and the like.

3. *Minor Antagonists* are those who oppose the Dramatic Characters, but who aren't really dramatically important. They are any of the legions of monsters or "bad guys" that confront the Characters every day. Examples of Minor Antagonists include average Cultists, Migou soldiers, most Dhohanoids, and the like.

4. *Key Antagonists* are like Dramatic Characters, but on the other side of the equation. They are the important villains in your story – the ones who are really dangerous. Key Antagonists may also be recurring, depending upon their function in your story. Examples of Key Antagonists include the Cultist leader who continues to evade capture, the Dhohanoid mastermind who is determined to kill the Characters, the officer who wants to see one of the Dramatic Characters fail, and the like.

Levels of Experience

Not all Supporting Cast Characters are made equally. At some point, you're going to want to know what sorts of Attributes and skills one of these Characters has. There are three levels of experience from which Supporting Cast Characters can come, which determine how many points you should assign to their Attributes and skills. In the case of some monsters, it doesn't make much sense to add new skills, so boost the ones they have and forget about the rest.

1. *Inexperienced Supporting Characters* are like the Profession Templates presented in Chapter Five. They are the equivalent of starting Characters, without the Cheats.

2. *Experienced Supporting Characters* are those who have been at it for a while. For Human, Nazzadi, or Dhohanoid Characters, assign 40 points for Attributes and 40 points for skills. In the case of monsters, you may wish to add three or four points to their Attributes and another five points to skills.

3. *Veteran Supporting Characters* are either gifted or have a lot of life experience under their belts. For Human, Nazzadi, or Dhohanoid Characters, assign 45 points for Attributes and 60 points for skills. In the case of monsters, you may wish to add six to eight more points to their Attributes and another five to ten points to their skills.

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Anything else that the Character requires, such as gear or spells, is something you'll have to make up according to your needs.

Drama Points

Some Supporting Cast Characters may have Drama Points – usually both Key Supporting and Antagonist Characters. You should assign them a reasonable amount of Drama Points based on the Character's level of experience. Inexperienced Supporting Characters should receive around 10, Experienced Supporting Characters should receive around 15, and Veteran Supporting Characters should receive 20 Drama Points.

Be sparing with the number of Supporting Characters you give Drama Points. These points are one of the things that set Dramatic Characters apart from other people in the setting. You don't want to rob them of that specialness, but you do want to shake them up every now and again.

Development

If you have a Supporting Cast Character who winds up working with the Dramatic Characters a lot, or an antagonist who perseveres and continues to plague them, you might want to give that Character some Experience. If they are really keeping up, give them half of what you're giving the Dramatic Characters; otherwise, just give them a point or two per episode they're up to something. This way, you don't have to worry about your group completely outpacing your Supporting Cast.

CHARACTER DEVELOPMENT

Another of your jobs as Storyguide is to hand out Experience and Drama Points to the players at the end of every episode. Handing out rewards like this can be tricky, because they determine how fast everyone's Dramatic Characters grow and become more powerful. These rewards are really for the player, not the Character, so you don't want to be too stingy. It's better to err on the side of being too generous. After all, there's always a bigger fish in *CthulhuTech* if you need one to put someone in their place.

Awarding Experience

The amount of Experience you want to hand out is determined by how often you play. This helps you determine a predictable rate of growth for the Characters throughout your story, and helps you pace the big challenges. If you are playing regularly,

which is generally once a week or once every other week, you should award five Experience to each player at the end of every episode. If you are playing infrequently, like once a month or less, you should award ten Experience to each player at the end of every episode. So, pick your base – five or ten – and that will be the standard Experience award every time you play.

At the end of story arcs – when one part of the story closes and another begins – you should award additional Experience after the episode in which these things end. An additional five Experience is good for wrapping up a personal subplot, an additional five Experience is good for a minor plot, an additional ten is appropriate for a major plot, and an astounding 20 additional Experience should be awarded when major parts of the metaplot are put to rest. Everybody likes a sense of closure.

The way individual Characters are portrayed can also warrant special awards. Generally speaking, if someone does something that's incredible, you might want to give that player one or two additional Experience at the end of the episode – but don't do this too often. On the other hand, if a player is disruptive or problematic, don't deduct his Experience awards. Confront him in an honest fashion.

Studying & Training

During downtime, your Character can study or train. For each week he trains, he gets 1 Experience to be applied towards the improvement of that one particular skill only. In order to train, he must spend a minimum of 20 hours a week dedicated to this single pursuit.

Optional: Background Award

If you'd like, you can offer players the opportunity to earn a few extra Experience before you even start playing. Go ahead and tell them that you'll give them five Experience if they provide with you a decent Character background and a well thought out personality description. You don't have to use this award, but it can be great incentive to create deeper Characters from the start.

Recovering Drama Points

The same time you hand out Experience, you'll need to figure out whether or not the Characters recover any of their spent Drama Points. Don't worry about specifically tracking how they are spent, because you'll remember whether or not they were spent for something awesome or because the player blew it.

Dramatic Characters in *CthulhuTech* start the game with 10 Drama Points, and through play can gain more. However, any Character can only bank up to 20 at a single time.

Drama Points

· If the player spent the Drama Point or Points at a critical or dramatic moment in the story, then he regains all of them at the end of the episode – plus one more (up to 20).
· If the player spent the Drama Points or Points necessarily, then he regains all of them at the end of the episode.
· If the player had to blow the Drama Point or Points because of his own carelessness, then he does not regain any of them he spent in such a way at the end of the episode. He can, however, purchase them back at the cost of 1 Experience each.

10 TIPS FOR A STORYGUIDE

Now that you have the basics of how to be a Storyguide, here are ten tips to help get you on your way.

1. Don't Be A Rules Slave

Rules are just guidelines to simulate a fictional reality. They aren't law. If something doesn't work, change it. If something bogs you down, make a judgment call and push through it. Never be a slave to the dice. The most important thing is that you keep the story flowing. Put the automatic success rules to good use and try to roll the dice as little as possible.

2. Stay Even

It's a difficult line to walk. You don't want to be too generous, because your Dramatic Characters will become too powerful too fast and the players won't feel like they have to work for anything. You don't want to be stingy either, because players won't feel like their Characters are growing and they have to work too hard for too little reward. This applies to both Experience and story rewards – what you give them to improve their Characters and the goodies they get within the story.

3. Be Preparedly Flexible

Being a Storyguide means that you have to be prepared for the story, but you also have to be flexible. Make your notes, but be loose. Players are going to do what they are going to do, and it isn't always going to be something for which you had planned. Certainly try to keep them on track, but be ready to improvise and go with the flow. If they need a nudge getting back on track, you can provide that later. Just see where they lead you and what your imagination kicks back out.

4. Think Fast

This point is the toughest of any of these tips. To be a good Storyguide, you'll have to learn to think on your feet. Things that you hadn't planned for are going to happen all the time. Players are going to go off in directions you'd never even thought about. Learning to anticipate and project possible story situations will help you a lot. Learn to trust your instincts. When something like this happens, don't slow down; just go with the first thing that pops into your head and keep going from there.

5. Put Those Voices To Good Use

Since you are more than likely going to have to produce convincing Supporting Characters on a moment's notice, it's a good idea to be prepared. It's not bad to have a few stock personality ideas around to press onto these Characters. You can collect these personalities from a pretty wide variety of sources, including movies, books, friends, and family. If worse comes to worse, grab a stereotype – be ready to give that Character a persona the minute he pops up.

6. Use the Foodchain

It can be pretty easy in *CthulhuTech* for Dramatic Characters to become individually powerful, especially when it comes to Tagers. Sometimes Characters get too big for their britches and need to be brought back down a peg. In this setting, there is always something bigger, scarier, and more deadly than any Character could ever hope to become. Keep your players careful, but don't be afraid to humble them either.

7. Beg, Borrow, & Steal

It's a lot of work being a Storyguide, and anything you can use to make that job easier is great. Pull influences and ideas from everything you can: books, magazines, comics, television, movies, or video games. With a little finesse, you can find lots of usable plots, subplots, and Characters in any of these resources.

8. Keep It Regular

If you don't play regularly, everyone is going to forget what was going on. Nuances develop in any game. They provide a great deal of the flavor and they're hard to get back once they're gone. Pick a regularly scheduled time slot that everyone can put on their calendars. It will become habit and they'll think about the game more because they know when they are playing next.

9. Plan Your Gaming

Another way to make sure that you get a commitment from your players is to agree on the overall time obligation ahead of time. Pick a time – once a week, once every other week, once a month – and keep the day the same. Once you have a day, determine your time commitment for each session. Are you going to play for two hours, four hours, or more? Also, figure out how long you want your game to run. Is your story only going to take a few sessions or are you looking at something more in the six months range? Or are you interested in playing indefinitely, which is a much harder thing to which to commit? Once it's all figured out, send out weekly e-mail reminders. It's harder for people to forget about the game or make other plans when they know what's coming.

10. Make the DC's Have Depth

If your players really work out the personalities and backgrounds of their Characters, you are going to have a lot more to work with for your story. In all fairness, most players don't get a good handle on their Characters until they've played for a few sessions. If they haven't filled in the details suggested in Step Seven of Character Design, you might want to offer them a bribe, such as five Experience, to do it.

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A rich and diverse supporting cast is just as essential to an exciting and rewarding story as any solid leading Dramatic Character. They are the colleagues, the mentors, the street contacts, the rivals, or perhaps the love interests that bring your story to life. They are tools to help drive your plot, reveal important information, and engage the leading characters within your setting. Most importantly, the thoughtful portrayal of Supporting Characters makes the game fun for both the Storyguide and the players alike. So choose your Supporting Characters carefully and treat them with the same interest as you would a leading Dramatic Character. They will in turn blossom into a vivid and important part that gives your story flavor and makes it memorable.

This chapter introduces you to a variety of people who live during the time of the Aeon War. They are excellent examples of the kind of individuals who work and live within their chosen professions. Storyguides should feel free to introduce them to their setting as is, modify them to suit their taste, or use them as examples to create their own Supporting Characters as they choose. These characters also provide good skill distribution and Quality examples for players to develop their own Dramatic Characters. Note that professional Nazzadi characters should include their affiliations or residences with their names per the standard Nazzadi naming conventions.

Here are a few potential Supporting Cast Characters for your story. You'll note that each Supporting Cast character includes an Experience Level. If you wish to modify the character's level of experience simply add or subtract twenty Skill Points and five Attribute Points as needed. For example, if you want to make Larissa Kane a Veteran Burglar, just add 20 Skill Points and 5 Attribute Points to her profile. Or if you would like to introduce Major Klanady to your setting at an earlier point in her Mech Pilot career feel free to delete 20 Skill Points and 5 Attribute Points from her profile. In addition you can reduce the experience level of any Experienced character to Rookie by removing yet another 20 Skill Points and 5 Attribute Points to reflect their entry level of exposure to their profession. Their qualifications are listed according to the table below.

ARCANOTECHNICIAN: TARIQ AL-SAYYED

If you were a mech pilot you'd be lucky to have Tariq "Torque" al-Sayyed working on your machine, though you might have to argue whether the mech belonged to you or him. Torque is an enthusiastic stick of a man who always looks on the bright side. Though he prefers to keep things light and easy going, his odd sense of humor often pokes fun at subjects that others might find sacred. He can work magic with D-Engines and he doesn't take kindly to pilots who bring back his "babies" damaged.

Torque al-Sayyed
Experience Level: Experienced
Race: Human
Gender: Male
Defining Characteristics: Optimist, Irreverent
Allegiance: NEG
Attributes: Agility 6, Intelligence 8, Perception 7, Presence 6, Strength 6, Tenacity 7,
Secondary Attributes: Actions 1, Movement 11 mph (27/6 ypt), Orgone 12, Reflex 7, Vitality 11
Qualities: Acute Tactile Sense, Ambidextrous, Compulsive Behavior (Gambling/1), Egghead (Arcanotechnician: D-Engines) Obsessive, Skinny
General Skills: Appraisal: Novice (Focused: Arcanotech Parts), Arcanotech Engineering: Novice, Arcanotechnician: Master (Focused: D-Engine), Communications: Novice, Computer: Adept, Education: Adept, Language (English): Expert, Literacy: Adept, Munitions: Expert, Observation: Adept, Occult: Student, Pilot: Adept, Regional Knowledge: Adept, Science: Novice, Technician: Expert
Combat Skills: Dodge: Adept
Gear: Fumigator 2000, PCPU, Portable Touch Sensor Keypad,

SUPPORTING CAST LISTINGS

Profession and Name	Describes who the character is and what he does for a living.
Experience Level	Describes whether the character is Experienced or a Veteran.
Race	Indicates whether the character is Human or Nazzadi.
Gender	Self-explanatory.
Defining Characteristics	The character's Virtue and Flaw, which help outline the character's personality.
Allegiance	Indicates where the character's loyalty would typically lie.
Attributes	These are the character's attributes based on their race as shown. If you wish to change the race of the character for the purpose of the story, you have the option to increase Agility and decrease Tenacity by one if Nazzadi, or increase Tenacity and decrease Agility by one for Human. This is a simplified method of accounting for racial differences. Remember that altering Primary Attributes may change Secondary Attributes for the character. Values shown in parenthesis reflect a Tager's attributes while shifted.
Secondary Attributes	The character's Actions, Movement, Orgone, Reflex, and Vitality and are shown here. Values shown in parenthesis reflect a Tager's attributes while shifted.
Qualities	Lists those special aspects of the character that give him an edge and those that hinder him. Point values for variable point qualities are listed in parenthesis.
General Skills	Lists the general and professional skills that each character is familiar with and his level of expertise.
Combat Skills	Lists the character's combat proficiency.
Gear	What the character might carry if encountered in the setting.

PT Eyeglass Monitor Display, Wireless Communication Earpiece, Halogen Light, Swiss Army Knife w/ Laser Pointer, Ordinary Clothing

ARCANOTECH ENGINEER: MIZZY

No one understands better the superior technological advancements of the Migou than those Nazzadi who used to serve them. Sometimes a downed Migou mech or other vehicle affords the opportunity to examine a new device or probe for certain weaknesses. That is where Mizzy comes in. She remembers well the events of the First Arcanotech War and her training as a teenager to become a part of the Nazzadi war machine and she hates the Migou for it. Mizzy might not be the aggressive type, but she certainly sees no harm in getting back at those who once enslaved her people. So, she's become a dedicated professional who throws perhaps a little too much energy into her work – trying to find any weakness or any clue within Migou engineering designs that might help bring the aliens down once and for all.

Mizzy

Experience Level: Experienced
Race: Nazzadi
Gender: Female
Defining Characteristics: Productive, Shy
Allegiance: NEG
Attributes: Agility 5, Intelligence 9, Perception 7, Presence 7, Strength 5, Tenacity 7,
Secondary Attributes: Actions 1, Movement 9 mph (22/5 ypt), Orgone 13, Reflex 7, Vitality 11
Qualities: Driven, Duty (Science and Research Organization – On Call/2), Eidetic Memory, Obsessive
General Skills: Arcanotech Engineering: Expert (Specialized: Arcanotech Theory, Specialized: Alien Technology), Communications: Adept, Computer: Adept, Education: Expert, Engineering: Expert, Language (Nazzadi): Expert, Language (English): Adept, Literacy: Adept, Observation: Novice, Regional Knowledge: Novice, Research: Expert, Science (Physical): Adept
Combat Skills: Dodge: Novice
Gear: Eyeglass Monitor Display, Holo-Interface Unit, Ordinary Clothing, PCPU, Wireless Communication Earpiece

BOUNCER: ZERGA THE BLOODY

If the lies of the Migou hadn't been exposed, Zerga would've believed to this day that he descended from a great and honorable line of warriors. Fate instead would have him be the son of General Borga, the ruthless mastermind behind the infamous Berlin Massacre of 2060. The doors of opportunity stay closed for the descendant of a war criminal and Zerga hopes to one day wash away his father's bloody deed from his name. He works as a bouncer in a local club hoping that someday his chance will come. Hopefully that chance will materialize before his growing bitterness overwhelms him.

Zerga

Experience Level: Experienced
Race: Nazzadi
Gender: Male
Defining Characteristics: Sober, Mean
Allegiance: NEG

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Attributes: Agility 7, Intelligence 5, Perception 7, Presence 6, Strength 8, Tenacity 7,
Secondary Attributes: Actions 2, Movement 13 mph (32/8 ypt), Orgone 11, Reflex 6, Vitality 12
Qualities: Alert, Efficient Metabolism, Fast, Peripheral Vision, Disgraced, Mean
General Skills: Athletics: Novice, Business: Student, Computer: Novice, Criminal: Adept, Language (English): Expert, Hobby (Pool): Student, Intimidate: Master, Literacy: Novice, Misdirect: Adept, Observation: Adept, Persuade: Adept, Regional Knowledge: Expert, Seduction: Novice, Streetwise: Adept
Combat Skills: Dodge: Adept, Fighting: Expert, Marksman: Adept
Gear: UT-7 Hornet, PCPU, Wireless Communication Earpiece, Concealable Holster, Weapons Permit (PA), Ordinary Clothing

BURGLAR: LARISSA KANE

It's not the mere acquisition of wealth that motivates Larissa toward a life of crime. It's the thrill of the challenge and the potential for being caught. It's the cat and mouse game. Once she puts her mind on a potential target, perhaps a large diamond or industrial secret, she's focuses all her attention on how to attain her goal. It becomes a part of her everyday thought process. The police have suspected her for years, but she's never left enough evidence for them to nail her down. Perhaps they will someday, but for now the world is her oyster.

Larissa Kane

Experience Level: Experienced
Race: Human
Gender: Female
Defining Characteristics: Resourceful, Prideful
Allegiance: NEG
Attributes: Agility 8, Intelligence 6, Perception 7, Presence 6, Strength 6, Tenacity 7
Secondary Attributes: Actions 2, Movement 13 mph (32/8 ypt), Orgone 11, Reflex 7, Vitality 11
Qualities: Acute Sight, Alert, Double Jointed, Hunted (Law Enforcement/3), Obsessive
General Skills: Appraisal: Adept, Athletics: Adept, Computer: Novice, Criminal: Expert, Language (English): Expert, Literacy: Novice, Observation: Adept, Persuade: Novice, Regional Knowledge: Adept, Research: Novice, Security: Expert, Stealth: Expert, Streetwise: Adept, Surveillance: Adept,
Combat Skills: Dodge: Adept, Fighting: Adept
Gear: Fumigator 2000, PCPU, Portable Touch Sensor Keypad, Wireless Communication Earpiece, Binoculars, Halogen Light, Swiss Army Knife w/ Laser Pointer, Ordinary Clothing

COMBAT SOLDIER: ELISA MCEVERS

Elisa is a no nonsense person who's rigid commitment to the NEG military leaves little room for pursuing her own personal interests. Getting close to her is not easy. She's all too often seen the lives of her friends snuffed out way before their time. So, earning her trust typically involves a demonstration of survivability and common sense. Nonetheless, she's one hell of a soldier on battlefield and her courage has already earned her military honors.

Elisa McEvers

Experience Level: Experienced
Race: Human
Gender: Female
Defining Characteristics: Courageous, Rigid
Allegiance: NEG
Attributes: Agility 6, Intelligence 6, Perception 8, Presence 6, Strength 6, Tenacity 8
Secondary Attributes: Actions 2, Movement 11 mph (27/6 ypt), Orgone 12, Reflex 6, Vitality 12
Qualities: Alert, Ally (NEG Military/3), Commendation (Minor/1), Big Ego (1), Duty (NEG Military/2), Fanatical (Military Allegiance/2)
General Skills: Athletics: Adept, Bureaucracy: Novice (Focused: Military Organizations), Communications: Adept, Demolitions: Novice, Language (English): Expert, Literacy: Novice, Observation: Adept, Regional Knowledge: Novice, Stealth: Adept, Survival: Expert
Combat Skills: Armed Fighting: Novice (Focused: Daggers), Dodge: Adept, Marksman: Master, Support Weapons: Adept
Gear: RG-11 Assault Rifle, M303 Grenade Launcher, 6ea L7A2 Frag Grenades, Combat Knife – Composite, Spectrashield Heavy Combat Armor, Military Uniform

CORPORATE EXECUTIVE: LU KWANG

Mr. Kwang has moved among the corporate world for more years than he would care to admit. He is an extremely effective businessman, organizer, and corporate leader. When he walks into a business meeting, his very presence commands attention. Deep down, however, he is a helpless coward. Much of his daily energy is spent trying to hide this shame from others.

Lu Kwang

Experience Level: Veteran
Race: Human
Gender: Male
Defining Characteristics: Productive, Cowardly
Allegiance: NEG
Attributes: Agility 6, Intelligence 8, Perception 8, Presence 10, Strength 6, Tenacity 7
Secondary Attributes: Actions 2, Movement 11 mph (27/6 ypt), Orgone 12, Reflex 7, Vitality 11
Qualities: Contact (Corporate Entity/1), Shrewd, Wealth (Affluent Upper Class/1), Coward, Obsessive
General Skills: Appraisal: Expert, Bureaucracy: Master, Business: Master, Communications: Adept, Computer: Adept, Culture: Expert, Education: Expert, Hobby (Golf): Student, Language (English): Master, Language (Mandarin Chinese): Expert, Language (Nazzadi): Adept, Literacy: Adept, Observation: Expert, Persuade: Master, Pilot: Expert, Regional Knowledge: Expert, Savoir-Faire: Expert
Combat Skills: Dodge: Adept
Gear: Fumigator 2000, PCPU, Portable Touch Sensor Keypad, PT Eyeglass Monitor Display, Wireless Communication Earpiece, Fine Clothing

Exotic Dancer: Sabrina D'Aubigne

"Stripping" might have been seen as something seedy over eighty years ago. But, Sabrina doesn't strip – she expresses herself with what is today considered high-class nude performance art. Her body is her easel and the graceful flow of her movements is the color of her creation. Trained in the most exclusive of Parisian dance academies, Sabrina has built a considerable reputation among the higher classes of society. She detests violence in all forms and outside of her performances she is a very private person. However, her exposure to high-class audiences could certainly make her an excellent information contact for those who earn her trust.

Sabrina D'Aubigne
Experience Level: Experienced
Race: Human
Gender: Female
Defining Characteristics: Peaceful, Reserved
Allegiance: NEG
Attributes: Agility 6, Intelligence 6, Perception 7, Presence 9, Strength 5, Tenacity 7
Secondary Attributes: Actions 1, Movement 9 mph (22/5 ypt), Orgone 0, Reflex 6, Vitality 11
Qualities: Alluring/3, Elite, Mystically Void, Oath (Pacifism – Cannot Harm/3), Sexy Voice/2, Wealth (Affluent Upper Class/1)
General Skills: Athletics: Novice, Communications: Student, Computer: Student, Culture: Adept, Education: Adept, Language (English): Expert, Language (French): Expert, Language (Nazzadi): Adept, Literacy: Adept, Observation: Novice, Performance: Master (Focused: Exotic Dance), Persuade: Adept, Regional Knowledge: Novice, Savoir-Faire: Adept (Focused: Aristocracy), Seduction: Adept
Combat Skills: Dodge: Novice
Gear: Pendant Exotic Dance Performance Outfits, Fine Clothing, Fine Jewelry, Holo-Interface Unit, PCPU

Fence: Myles Brenham

People who see Myles walking down the street might think his mother never fed him enough when he was young. He's an amiable enough guy and he knows how to make contacts. He's always patient enough to wait for the right deal – that's what makes him so good at moving stolen goods or contraband items. But underneath it all his primary motivation is simply to acquire as much as he can get for himself and the more the better. Heck, he might as well live it up now, because there'll probably be no more tomorrows.

Myles Brenham
Experience Level: Experienced
Race: Human
Gender: Male
Defining Characteristics: Patient, Greedy
Allegiance: NEG
Attributes: Agility 6, Intelligence 8, Perception 7, Presence 6, Strength 6, Tenacity 7
Secondary Attributes: Actions 1, Movement 11 mph (27/6 ypt), Orgone 12, Reflex 7, Vitality 11

Qualities: Contact (Local Underground/2), Minor Empathy, Shrewd, Greed, Skinny
General Skills: Appraisal: Master, Bureaucracy: Adept, Communications: Adept, Computer: Adept, Education: Student, Larceny: Adept, Language (English): Expert, Language (Japanese): Adept, Literacy: Novice, Misdirect: Adept, Observation: Novice, Persuade: Adept, Regional Knowledge: Expert, Streetwise: Expert
Combat Skills: Dodge: Novice, Marksman: Novice
Gear: UT-7 Hornet, PCPU, Portable Touch Sensor Keypad, PT Desktop Monitor Display, Wireless Communication Earpiece, Concealable Holster, Digital Video Recorder, Ordinary Clothing

Hacker: Reneda the Worm

He may not be very sociable at parties but put Reneda behind a computer console and you'll see a master at work. His excellent skill and natural innovative talent allows him to take on the challenges of most network security systems. Reneda works for a large software company by day but off hours find him involved in all sorts of online activities, legal or illegal. His inability to connect with people has made him somewhat insecure, so he often resorts to booze and virtual reality escapism to help kill the pain of loneliness.

Reneda
Experience Level: Experienced
Race: Nazzadi
Gender: Male
Defining Characteristics: Imaginative, Insecure
Allegiance: NEG
Attributes: Agility 8, Intelligence 9, Perception 8, Presence 5, Strength 5, Tenacity 5
Secondary Attributes: Actions 2, Movement 11 mph (27/6 ypt), Orgone 12, Reflex 8, Vitality 10
Qualities: Egghead (Computer: Hacking), Innovative, Luck (1 level), Addiction (Alcohol; Minor/1), Repellent (1), Slow Healing
General Skills: Communications: Novice, Computer: Master, Culture: Novice, Education: Adept, Hobby (Storytelling Games): Student, Language (English): Expert, Literacy: Adept, Misdirect: Novice, Observation: Adept, Persuade: Adept, Regional Knowledge: Adept, Research: Expert, Security: Expert, Streetwise: Adept, Technician: Novice
Combat Skills: Dodge: Novice, Marksman: Novice
Gear: CS-32 Midnight Special, Weapons Permit (PA), PCPU, Portable Touch Sensor Keypad, PT Eyeglass Monitor Display, Wireless Communication Earpiece, Concealable Holster, Ordinary Clothing

Intelligence Agent: Andrea Kolbeck

Andrea always thinks of the agency and her mission first. She knows the kind of forces that threaten humanity because she's been exposed to them; therefore she gives little time to her own private interests. Her sense of duty, dedication, and drive make her and extremely reliable agent. Nevertheless, the way she gets the job done is never up for discussion. In Miss Kolbeck's book, there is no compromise. Anyone else who hasn't seen what she's seen just doesn't get it.

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Andrea Kolbeck

Experience Level: Experienced
Race: Human
Gender: Female
Defining Characteristics: Reliable, Inflexible
Allegiance: NEG
Attributes: Agility 7, Intelligence 7, Perception 8, Presence 6, Strength 5, Tenacity 7
Secondary Attributes: Actions 2, Movement 11 mph (27/6 ypt), Orgone 12, Reflex 7, Vitality 11
Qualities: Acute Sight, Driven, Contacts (Intelligence Community/2), Duty (Intelligence Agency/2), Fanatical (Safeguard secrets to the death/3), Oath of Secrecy (1)
General Skills: Communications: Adept, Computer: Adept, Criminal: Novice, Culture: Adept, Language (English): Expert, Language (Japanese): Adept, Language (Nazzadi): Adept, Literacy: Adept, Misdirect: Expert, Observation: Adept, Regional Knowledge: Adept, Stealth: Adept, Surveillance: Adept
Combat Skills: Dodge: Novice, Fighting: Adept, Marksman: Adept
Gear: CS-40 Defender, Fumigator 2000, PCPU, Wireless Communication Earpiece, Digital Video Recorder, Concealable Holster, Night Vision Goggles w/ IR Illuminator, Silencer, Ordinary Clothing

MECH PILOT: MAJOR KLANADY "BLACK WIDOW"

Major Klanady is a highly decorated veteran of the Aeon War. Her skill as a mech pilot is well regarded throughout the military. The hull of her Blizzard is covered with markings of Migou kills. At the age of thirty-one, Klanady is a very attractive woman who presents herself with an air of confidence. She enjoys living on the edge and often seeks to be the first into action, whether on the battlefield or on the slopes of her favorite ski resort. Part of what drives her is an old but friendly rivalry with the renowned Major Anthony Wright – each wants to be known as the deadliest mecha jock ever.

Black Widow Klanady

Experience Level: Veteran
Race: Nazzadi
Gender: Female
Defining Characteristics: Courageous, Impetuous
Allegiance: NEG
Attributes: Agility 10, Intelligence 7, Perception 9, Presence 6, Strength 7, Tenacity 6
Secondary Attributes: Actions 3, Movement 15 mph (37/9 ypt), Orgone 11, Reflex 8, Vitality 11
Qualities: Alluring (1), Authority (NEG Officer/3), Fast, Fearless, Commendation (Major/3), Sexy Voice (1), Duty (NEG Military/2), Impetuous, Rival
General Skills: Arcanotechnician: Novice, Athletics: Adept, Communications: Adept, Computer: Novice, Education: Adept, Hobby (Skiing): Student, Language (English): Expert, Literacy: Adept, Observation: Expert, Pilot: Adept, Regional Knowledge: Adept, Savoir-Faire: Adept, Stealth: Expert, Survival: Adept
Combat Skills: Armed Fighting: Expert, Dodge: Master, Fighting: Expert, Marksman: Master, Support Weapons: Adept
Gear: CS-44 Enforcer, Composite Katana, Sentrytech Mk-V Heavy Armor, PCPU, Wireless Communication Earpiece, Belt Holster, Military Uniform

NEG GOVERNMENT POLITICIAN: CATAVY

Though Catavy is overweight, there's something captivating about her. She might not win any beauty contests, but she knows how to grab your attention and hold it. She's a skilled politician who enjoys honing her edge against rivals in the Parliament. She's made it her mission in life to insure that the voice of the Nazzadi will never fall silent within the halls of government.

Catavy

Experience Level: Experienced
Race: Nazzadi
Gender: Female
Defining Characteristics: Self-Confident, Overbearing
Allegiance: NEG
Attributes: Agility 6, Intelligence 7, Perception 8, Presence 9, Strength 5, Tenacity 5
Secondary Attributes: Actions 2, Movement 9 mph (22/5 ypt), Orgone 11, Reflex 7, Vitality 10
Qualities: Authority (Political/3), Contact (Government Ministries/2), Duty (Government/1), Fat, Rival
General Skills: Bureaucracy: Expert, Computer: Adept, Culture: Expert, Education: Expert, Hobby (Golf, Sailing, Wine Tasting): Adept, Language (English): Expert, Literacy: Adept, Misdirect: Adept, Performance: Novice, Persuade: Adept, Pilot: Adept, Regional Knowledge: Adept, Savoir-Faire: Expert, Seduction: Novice
Combat Skills: Dodge (Adept)
Gear: PCPU, Wireless Communication Earpiece, Fine Clothing

NEG MILITARY OFFICER: COL. G. RAMSAY

Colonel George Ramsay is a soldier's soldier who takes his military oath very seriously. He's an excellent tactician and leader who has earned the respect of his superiors and those he commands. Where he excels within military culture however he fails on the outside. He easily understands the language of the soldier, but comprehension of the civilian world escapes him.

Col. George Ramsay

Experience Level: Veteran
Race: Human
Gender: Male
Defining Characteristics: Courageous, Humorless
Allegiance: NEG
Attributes: Agility 7, Intelligence 7, Perception 8, Presence 8, Strength 7, Tenacity 8
Secondary Attributes: Actions 2, Movement 13 mph (32/8 ypt), Orgone 12, Reflex 7, Vitality 12
Qualities: Ally (NEG Military/3), Authority (NEG Officer/3), Commendation (Minor/2), Duty (NEG Military/2), Fanatical (Serve NEG with honor and distinction/2), Oath (To defend the NEG against all enemies alien and domestic/1)
General Skills: Athletics: Novice, Bureaucracy: Adept, Communications: Adept, Computer: Adept, Culture: Novice, Education: Adept, History: Adept, Intimidation: Expert, Language (English): Expert, Language (Nazzadi): Expert, Literacy: Adept, Observa-

tion: Expert, Persuade: Adept, Regional Knowledge: Novice, Savoir-Faire: Adept, Survival: Novice
Combat Skills: Armed Fighting: Adept, Dodge: Expert, Fighting: Adept, Marksman: Expert, Support Weapons: Adept
Gear: UT-9 Stinger, Military Officer's Sword, PCPU. Wireless Communication Earpiece, AHP Instant Pain Killer, Belt Holster, Night Vision Goggles w/ IR Illuminator, Military Uniform

Occult Scholar: Dr. Richard Woodhouse

Dr. Woodhouse is not a very energetic man. But what he lacks in physical vitality he makes up for with the strength of his mind. He's a master of occult knowledge and a vital resource for the Eldritch Society. Unfortunately, the more he unravels the hidden mysteries of the universe the more he begins to perceive desperation in their struggle. He is compelled to continue his work, but each new discovery leaves him little hope for mankind's future. Though Dr. Woodhouse has never truly cultivated any sorcerous talent, his potent mind possesses a potential that he is yet to realize.

Dr. Richard Woodhouse

Experience Level: Experienced
Race: Human
Gender: Male
Defining Characteristics: Wise, Pessimist
Allegiance: Eldritch Society
Attributes: Agility 5, Intelligence 10, Perception 8, Presence 7, Strength 5, Tenacity 5
Secondary Attributes: Actions 1, Movement 9 mph (22/5 ypt), Orgone 12, Reflex 7, Vitality 10
Qualities: Latent Para-Psychic, Wealth (Rich/2), Duty (Eldritch Society/2), Phobia (Fear of Heights/1), Tired, Watched (2)
General Skills: Artist: Novice, Computer: Adept, Education: Master, History: Adept, Language (English): Master, Language (Pnakotic): Adept, Language (R'lyehan): Adept, Literacy: Master, Observation: Adept, Occult: Master, Regional Knowledge: Adept, Research: Adept, Science: Adept
Combat Skills: Dodge: Novice
Gear: Fumigator 2000, PCPU, Portable Touch Sensor Keypad, PT Eyeglass Monitor Display, Wireless Communication Earpiece, Digital Video Recorder, Swiss Army Knife w/ Laser Pointer, Ordinary Clothing

Police Officer: Magoma Gnassingbe

Magoma is a competent and professional street cop, though sometimes his ego tends to rub people the wrong way. Still, his dedication to his duty makes him a trusted officer among his peers. His ancestry is almost exclusively African and as such his skin reflects a beautifully dark shade that almost rivals the Nazzadi. As such, Magoma has become one of the small percentages of black humans to adopt the Nazzadi tradition of white-work tattooing – something he sports with pride.

Officer Magoma Gnassingbe

Experience Level: Experienced
Race: Human
Gender: Male

Defining Characteristics: Self-Confident, Arrogant
Allegiance: NEG
Attributes: Agility 7, Intelligence 6, Perception 8, Presence 7, Strength 6, Tenacity 6,
Secondary Attributes: Actions 2, Movement 11 mph (27/6 ypt), Orgone 11, Reflex 7, Vitality 11
Qualities: Authority (Police Officer/1), Alert, Ally (Police Force/3), Duty (Police Force/2), Foe (Criminal Organization/1), Big Ego (1), Code (Always helps a fellow officer, serve and protect/1)
General Skills: Athletics: Novice, Communications: Adept, Criminal: Novice, Intimidate: Adept, Language (English): Expert, Larceny: Novice, Law Enforcement: Expert, Literacy: Novice, Observation: Adept, Regional Knowledge: Expert, Streetwise: Adept, Stealth: Novice, Surveillance: Adept
Combat Skills: Armed Fighting: Adept, Dodge: Adept, Marksman: Expert
Gear: CS-32 Peacemaker, Model 18 Advanced Taser, Stun Baton, Sentrytech Mk-V Armor, Heavy PCPU, Halogen Light, Wireless Communication Earpiece, Police Uniform

Radical Artist: Morgan Gates

"How to Survive a Migou Attack" may have been a best seller, but Morgan doesn't believe a word of it. He knows that the whole world is going to hell, despite what the government says and he's here to make sure that people see the truth through his work. Morgan is an extremely creative and talented artist, though his self-stylized crusade might interfere with the realization of his true artistic potential.

Morgan Gates

Experience Level: Experienced
Race: Human
Gender: Male
Defining Characteristics: Imaginative, Arrogant
Allegiance: NEG
Attributes: Agility 6, Intelligence 7, Perception 8, Presence 7, Strength 5, Tenacity 7
Secondary Attributes: Actions 2, Movement 9 mph (22/5 ypt), Orgone 12, Reflex 7, Vitality 11
Qualities: Alluring (1), Innovative, Muse (2), Big Ego (1), Dark Secret (Embarrassing/1), Fanatical (Reveal the Truth/1), Obsessive
General Skills: Artist (Storyguide's Choice): Expert, Computer: Adept, Culture: Adept, Education: Adept, History: Novice, Hobby (Photography): Student, Language (English): Expert, Literacy: Expert, Observation: Adept, Performance (Storyguide's Choice): Expert, Regional Knowledge: Novice, Savoir-Faire: Adept, Seduction: Novice, Streetwise: Adept
Combat Skills: Armed Fighting: Novice, Dodge: Adept, Marksman: Novice
Gear: CS-32 Midnight Special, Sword Cane, Weapon Permit (PA), PCPU, Wireless Communication Earpiece, Digital Video Recorder, Concealable Holster, Ordinary Clothing

Scientist: Dr. Dasomy

Dr. Dasomy is a highly accomplished research scientist. She absorbs information like a sponge, which only drives her to

take her quest for knowledge to the next level. To stretch the overall understanding of mankind toward the nature of the universe presents it's own reward. Though she excels in her ability to quickly comprehend complex theories, her social graces are often stunted, highlighted by brutally honest comments not meant to be rude but which are often perceived that way.

Dr. Dasomy
Experience Level: Experienced
Race: Nazzadi
Gender: Female
Defining Characteristics: Honest, Rude
Allegiance: NEG
Attributes: Agility 7, Intelligence 8, Perception 8, Presence 6, Strength 6, Tenacity 5
Secondary Attributes: Actions 2, Movement 11 mph (27/6 ypt), Orgone 0, Reflex 7, Vitality 10
Qualities: Common Sense, Contact (Scientific Community/1), Eidetic Memory, Mystically Void, Truly Honest
General Skills: Arcanotech Engineering: Adept, Bureaucracy: Novice, Computer: Adept, Education: Master, Hobby (Collecting old music): Student, Language (English): Expert, Literacy: Expert, Observation: Expert, Occult: Novice, Persuade: Novice, Regional Knowledge: Adept, Research: Master, Science: Master, Security: Novice, Trivia (Music of the early 21st century): Student
Combat Skills: Dodge: Adept
Gear: PCPU, Portable Touch Sensor Keypad, PT Eyeglass Monitor Display, Wireless Communication Earpiece, Swiss Army Knife w/ Laser Pointer, Ordinary Clothing

SECURITY GUARD: HOWARD SMITH
Howard grew up among a displaced refugee family of the First Arcanotech War. Daily survival always took precedence over learning or personal development. Nowadays ambition escapes him and he finds himself contented with work as a security guard. It's a secure and steady job in a secure and steady environment. It doesn't take much effort to collect a regular paycheck and that suits Howard perfectly.

Howard Smith
Experience Level: Experienced
Race: Human
Gender: Male
Defining Characteristics: Humble, Lazy
Allegiance: NEG
Attributes: Agility 7, Intelligence 5, Perception 8, Presence 6, Strength 7, Tenacity 7
Secondary Attributes: Actions 2, Movement 13 mph (32/8 ypt), Orgone 11, Reflex 6, Vitality 12
Qualities: Acute Hearing, Alert, Internal Clock, Addictive Habit (Alcohol/1), Debt (Lower Class/1), Duty (Corporate Security/1), Lazy
General Skills: Communications: Novice, Hobby (Card Games): Student, Intimidate: Novice, Language (English): Expert, Law Enforcement: Novice, Observation: Expert, Persuade: Adept, Regional Knowledge: Adept, Security: Expert, Stealth: Adept, Streetwise: Novice, Surveillance: Adept, Trivia (Conspiracy The-

ory): Student
Combat Skills: Armed Fighting: Expert, Dodge: Adept, Fighting: Novice, Marksman: Adept
Gear: CS-44 Enforcer, Snap Baton, Sentrytech Mk-IV Armor – Lt, Belt Holster, Night Vision Goggles with IR Illuminator, Security Guard Uniform

SORCERER (INDEPENDENT): VINSON FORSYTHE
Vinson is descended from old money. He grew up in England, attended the best schools, and found that he had a knack for sorcery and the occult. Today he runs his own occult bookshop and carries on a respectable business scrying the future for paying customers. He's a gentle soul who rarely raises his voice or exhibits any anger. Middle age has deteriorated his eyesight, so he resorts to wearing glasses rather than rely on modern medicine. He has a particular aversion to any medical examination because of his secret. Years ago, Vinson performed the Contact Those Who Dwell Beyond ritual and something went terribly wrong. Today his soul is lost somewhere between the folds of infinite dimensions and something else lives within the body of Vinson Forsythe. It hungers to collect as many human experiences as possible.

Vinson Forsythe
Experience Level: Experienced
Race: Human
Gender: Male
Defining Characteristics: Gentle, Greedy
Allegiance: NEG
Attributes: Agility 7, Intelligence 7, Perception 6, Presence 5, Strength 5, Tenacity 9
Secondary Attributes: Actions 1, Movement 11 mph (27/6 ypt), Orgone 13, Reflex 6, Vitality 12
Qualities: Eidetic Memory, Wealth (Rich/2), Dark Secret (Dangerous/3), Impaired Sight, Slow, Watched (3)
Spells: Consecrate Arcane Space, Contact Those Who Dwell Beyond, Eldritch Faculties, Summon Familiar, Ward of Solitude, Wisdom of Yog-Sothoth
General Skills: Business: Adept, Computer: Novice, Education: Adept, Language (English): Expert, Language (Pnakotic): Adept, Language (R'lyehan): Adept, Language (Tsath-yo): Adept, Literacy: Adept, Observation: Novice, Occult: Expert, Regional Knowledge: Novice
Combat Skills: Dodge: Adept
Gear: PCPU, Portable Touch Sensor Keypad, PT Desktop Monitor Display, Wireless Communication Earpiece, Arcane Books (Storyguide's Choice), Ordinary Clothing

SORCERER (OIS): HITOMI ICHIKAWA
Hitomi was recruited by the Office of Internal Security when she was young – her magical aptitude test scores were outstanding. Since then, she has gone on to become a very successful sorceress. She is disciplined and focused on work, leaving little time to pursue outside interests. Hitomi believes that certain people were meant to tap the secrets of the universe and that that makes them superior. She also believes that its up to people

like her to make sure such power is never misused. Deep down there is a part of Hitomi that is unhappy with the burden of such responsibility and she desires to lead a normal life. More than once have these feelings cause her to sink into an unshakable depression.

Hitomi Ichikawa
Experience Level: Veteran
Race: Human
Gender: Female
Defining Characteristics: Disciplined, Bigoted
Allegiance: NEG
Attributes: Agility 7, Intelligence 9, Perception 8, Presence 7, Strength 5, Tenacity 9
Secondary Attributes: Actions 2, Movement 11 mph (27/6 ypt), Orgone 13, Reflex 8, Vitality 12
Qualities: Ally (OIS/3), Authority (Senior OIS Officer/3), Famous Incident (1), Depressive, Duty (OIS/2), Fanatical (Personally devoted to making sure that illegal magic doesn't fall into wrong hands/1), Watched (3)
Spells: Consecrate Arcane Space, Constitute Powder of Ibn Ghazi, Craft Woeful Orb, Perceive Etheric Resonance, Ward Against the Unbidden, Ward of Corporal Protection
General Skills: Bureaucracy: Novice, Communications: Novice, Computer: Novice, Education: Expert, Language (English): Expert, Language (Pnakotic): Adept, Language (R'lyehan): Expert, Language (Tsath-yo): Expert, Literacy: Expert, Observation: Adept, Occult: Master, Regional Knowledge: Adept, Research: Adept
Combat Skills: Dodge: Novice, Marksman: Adept
Gear: CS-40 Defender, PCPU, Portable Touch Sensor Keypad, PT Eyeglass Monitor Display, Wireless Communication Earpiece, Arcane Books (Storyguide's Choice), Concealable Holster, Fine Clothing

Sorcerer (Rogue): Ukrida
Unlike other Nazzadi, Ukrida attaches no moniker to his name. The less that people know about him the better. He was born and raised on the streets and even today prefers to dwell within the underground of New Earth Government society. If he didn't stay hidden, he knows that he would be a hunted man because of his mother's gift. Ukrida has no eyes – not even sockets – yet somehow he can perceive the world around him as if he had sight. This taint has made him a powerful sorcerer, but his exile has made him bitter through the years. He will sell his services to anyone with enough money to afford his substantial fees and he has no qualms with using the darkest magic to get the job done.

Ukrida
Experience Level: Experienced
Race: Nazzadi
Gender: Male
Defining Characteristics: Imaginative, Bitter
Allegiance: NEG
Attributes: Agility 7, Intelligence 8, Perception 6, Presence 7, Strength 5, Tenacity 7

Secondary Attributes: Actions 1, Movement 11 mph (27/6 ypt), Orgone 34, Reflex 7, Vitality 11
Qualities: Contact (Arcane Underground/2), Shrewd, Mean, Outsider Tainted, Watched (1)
Spells: Call Forth Gaunt, Consecrate Arcane Space, Craft Yog-Sothoth's Guard, Degeneration, Eldritch Faculties, Summon Fetch, Thieve Visage
General Skills: Language (English): Expert, Language (R'lyehan): Adept, Language (Tsath-yo): Adept, Literacy: Adept, Observation: Novice, Occult: Expert, Regional Knowledge: Adept, Stealth: Novice
Combat Skills: Dodge: Novice, Marksman: Adept
Gear: UT-9 Stinger, PCPU, Display, Wireless Communication Earpiece, Arcane Books (Storyguide's Choice), Concealable Holster, Ordinary Clothing

Street Tough: Drokata the Stick
Drokata is well known on the streets for his love of pool. You can often catch him on a Saturday night at the pool hall with a handful of terranotes riding on some high stakes game. You don't want to cross Drokata, because he's awfully nasty in a fight. His recent interest in gambling has left him up to his ears in debt, so he's always in the market for a job to help get his butt out of hock.

Drokata
Experience Level: Experienced
Race: Nazzadi
Gender: Male
Defining Characteristics: Tolerant, Impatient
Allegiance: NEG
Attributes: Agility 8, Intelligence 5, Perception 7, Presence 7, Strength 6, Tenacity 7
Secondary Attributes: Actions 2, Movement 15 mph (37/9 ypt), Orgone 11, Reflex 7, Vitality 11,
Qualities: Contact (Local Underground/2), Fast, Internal Compass, Addiction (Smoking; Minor/1), Debt (Scraping By/2), Impetuous
General Skills: Criminal: Adept, Hobbies (Pool, Gambling): Novice, Intimidate: Adept, Language (English): Expert, Literacy: Novice, Observation: Adept, Occult: Student, Persuade: Adept, Regional Knowledge: Expert, Stealth: Expert, Streetwise: Expert
Combat Skills: Armed Fighting: Adept, Dodge: Adept, Fighting: Expert, Marksman: Expert
Gear: CS-40 Defender, Snap Baton, Weapon Permit (PA), PCPU, Wireless Communications Earpiece, Concealable Holster, Swiss Army Knife, Ordinary Clothing

SWAT Officer: Roberto Fuentes
Officer Fuentes has no problem being called in for the really difficult jobs. For the members of a SWAT unit, it's all in a day's work. He knows that he can handle the pressure of a dangerous situation. Unfortunately he often likes to jump in where others fear to tread, forcing his teammates to wonder why he's survived for so long.

Officer Roberto Fuentes

Experience Level: Experienced
Race: Human
Gender: Male
Defining Characteristics: Self-Confident, Impatient
Allegiance: NEG
Attributes: Agility 7, Intelligence 6, Perception 7, Presence 7, Strength 6, Tenacity 7
Secondary Attributes: Actions 2, Movement 11 mph (27/6 ypt), Orgone 11, Reflex 6, Vitality 11
Qualities: Alert, Ally (Police Force/3), Authority (Police Officer/1), Big Ego (1), Code (Always help a fellow officer, serve and protect/1), Duty (Police Force/2), Impetuous
General Skills: Armorer: Novice, Athletics: Adept, Bureaucracy: Novice, Communications: Adept, Computer: Novice, Intimidate: Novice, Law Enforcement: Adept, Language (English): Expert, Literacy: Novice, Medicine: Student, Observation: Adept, Regional Knowledge: Adept, Stealth: Adept, Surveillance: Novice
Combat Skills: Armed Fighting: Adept, Dodge: Adept, Fighting: Adept, Marksman: Expert
Gear: RG-3 Assault Rifle, 6 x UT-40 Smoke Grenades, Combat Knife – Composite, Model 18 Advanced Taser, Spectrashield Light Combat Armor, Police Uniform

TAGER: DOLPH SCHNITZLER (NIGHTMARE)

Nobody who knows Dolph would guess that he once aspired to be a schoolteacher in Weisbaden, Germany. He was a peaceful man at heart when the Eldritch Society found him. Now he's a walking tank with an attitude and part of a Tager pack known as the Last Crusaders. As the Last Crusaders' mobile "big gun", Dolph has no problem with wading into battle beside Danielle – in fact he's discovered a fascination with the pain he causes his enemies. Dolph is often quick to lose his temper and Danielle seems to be the only one who can keep him in check. He's taken to amateur prize fighting to keep fit and vent off extra steam, sometimes to the detriment of his opponents.

Dolph "Sledge" Schnitzler

Experience Level: Experienced
Race: Human
Gender: Male
Defining Characteristics: Courageous, Mean
Allegiance: Eldritch Society
Attributes: Agility 7 (9), Intelligence 5(5), Perception 6 (9), Presence 6 (6), Strength 9 (13), Tenacity 11 (13)
Secondary Attributes: Actions 1 (3), Movement 15 mph (37/9 ypt) (Movement 21 mph (52/12 ypt)), Orgone 0 (0), Reflex 6 (7), Vitality 15 (18)
Qualities: Fearless, High Pain Threshold, Tager, Tager Exceptional, Duty (3), Fanatical (2), Mean, Short Fuse, Vengeful (Unlikely paths will cross/1)
General Skills: Athletics: Expert, Communications: Adept, Demolitions: Adept, Hobby (Prize Fighting): Novice, Intimidate: Adept, Language (English): Expert, Language (Sign): Novice, Literacy: Novice, Observation: Adept, Occult: Novice, Regional Knowledge: Adept, Streetwise: Adept
Combat Skills: Dodge: Adept, Fighting: Expert, Marksman: Expert

Gear: Combat Knife – Composite, PCPU, Portable Touch Sensor Keypad, PT Eyeglass Monitor Display, Wireless Communication Earpiece, Fine Clothing

Tager: Danielle Hunter (Phantom)

Danielle is the leader of the Last Crusaders. It was her leadership that helped whip the pack into a cohesive fighting unit. She's a potent warrior and the ferocity with which she enters combat has been known to send foes fleeing. The Children of Chaos slaughtered her husband and two young children in front of her several years ago – now her mission in life is to make sure they pay and to make sure it never happens to anyone else again. One Dhohanoid in particular is on her target list. It was there when her life was so brutally ripped away from her. She will welcome any potential ally to the Last Crusaders.

Danielle "Ripper" Hunter

Experience Level: Veteran
Race: Human
Gender: Female
Defining Characteristics: Self-Confident, Insatiable
Allegiance: Eldritch Society
Attributes: Agility 10 (12), Intelligence 7 (7), Perception 8 (10), Presence 6 (6), Strength 8 (10), Tenacity 9 (11)
Secondary Attributes: Actions 3 (3), Movement 17 mph (42/10 ypt) (Movement 21 mph (52/12 ypt)), Orgone 6 (7), Reflex 8 (9), Vitality 13 (15)
Qualities: Contact (Local Underground/2), Fast, Fearless, Tager, Code (Protect innocent, cannot fail in service/1), Duty (3), Fanatical (Personal crusade vs. eldritch horrors/2), Foe (2)
General Skills: Athletics: Expert, Bureaucracy: Adept, Computer: Expert, Education: Expert, Intimidate: Expert, Language (English): Expert, Language (Sign): Adept, Literacy: Adept, Observation: Expert, Occult: Adept, Regional Knowledge: Expert, Stealth: Expert, Streetwise: Expert
Combat Skills: Armed Fighting: Expert, Dodge: Expert, Fighting: Master, Marksman: Master
Gear: Katana – Composite, PCPU, Portable Touch Sensor Keypad, PT Eyeglass Monitor Display, Wireless Communication Earpiece, Very Expensive and Cool Clothing

Tager: Talorga (Shadow)

It is said that the Right of Sacred Union is unique for everyone. It's unknown to this day what trauma Talorga faced during his ceremony but he hasn't spoken a word since. His bond with a Shadow allows him to do what he craves the most – disappear. He's patient and will always wait for the right time to move or strike while hidden. Rather than withdraw completely, he has a tendency to fixate himself on another person rather than withdraw completely. This obsessive behavior might be his way of tethering himself to the living world. Right now he is fixated on Danielle.

Talorga "Ghostrunner"

Experience Level: Experienced
Race: Nazzadi
Gender: Male

Defining Characteristics: Patient, Insecure
Allegiance: Eldritch Society
Attributes: Agility 9 (11), Intelligence 5 (5), Perception 7 (9), Presence 7 7), Strength 7 (9), Tenacity 8 (10)
Secondary Attributes: Actions 2 (3), Movement 15 mph (37/9 ypt) (Movement 19 mph (47/11 ypt)), Orgone 5 (6), Reflex 7 (8), Vitality 12 (14)
Qualities: Luck (1), Tager, Duty (3), Fanatical (2), Mute, Obsessive
General Skills: Athletics: Adept, Computer: Adept, Criminal: Adept, Intimidate: Adept, Language (English): Expert, Language (Sign): Adept, Literacy: Novice, Observation: Adept, Regional Knowledge: Adept, Security: Adept, Stealth: Expert, Streetwise: Adept, Surveillance: Adept
Combat Skills: Dodge: Adept, Fighting: Adept, Marksman: Adept
Gear: Combat Knife – Composite, PCPU, Portable Touch Sensor Keypad, PT Eyeglass Monitor Display, Wireless Communication Earpiece, Fine Clothing

Tager: Somesh Biswas (Whisper)

Somesh is the fourth member of the Last Crusaders. As a Whisper, Somesh typically performs reconnaissance duties. His heightened senses make him a perfect scout. Personally, he's typically polite and well-mannered, but anyone who knows him would tell you that he suffers from intense mood swings – perhaps a side effect of his bond with his symbiont. He also strangely insists that he is the reincarnation of the first Whisper and often demands respect for his self-perceived status.

Somesh "Spook" Biswas

Experience Level: Experienced
Race: Human
Gender: Male
Defining Characteristics: Courteous, Delusional
Allegiance: Eldritch Society
Attributes: Agility 9 (12), Intelligence 6 (6), Perception 9 (11), Presence 6 (6), Strength 6 (7), Tenacity 7 (9)
Secondary Attributes: Actions 3 (3), Movement 13 mph (32/8 ypt) (Movement 17 mph (42/10 ypt)), Orgone 5 (6), Reflex 8 (9), Vitality 11 (13)
Qualities: Acute Sight, Acute Smell and Taste, Peripheral Vision, Tager, Big Ego (1), Delusions (Believes that he is the embodiment of the first Whisper Tager/2), Duty (3), Fanatical (2), Manic
General Skills: Communications: Adept, Computer: Adept, Culture: Novice, History: Novice, Language (English): Expert, Literacy: Novice, Observation: Expert, Occult: Adept, Regional Knowledge: Adept, Savoir-Faire: Adept, Stealth: Expert, Surveillance: Expert
Combat Skills: Dodge: Adept, Fighting: Expert, Marksman: Adept
Gear: PCPU, Portable Touch Sensor Keypad, PT Eyeglass Monitor Display, Wireless Communication Earpiece, Digital Video Recorder, Fine Clothing

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fter Migou attacks on Juneau caused former citizens to take re
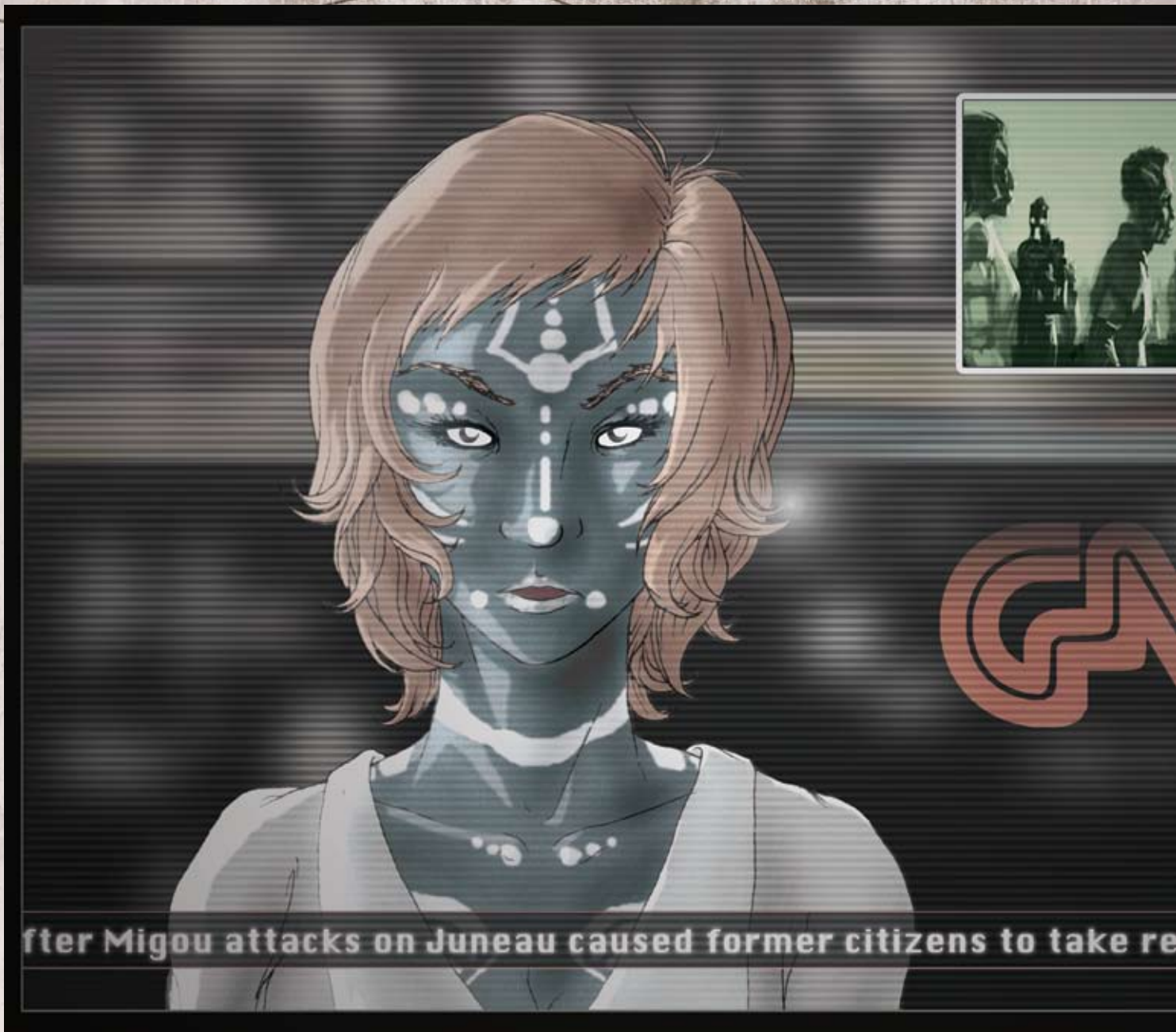
"Good evening and welcome to GNN World News. I'm Jalimony. The city of Ketchican is struggling to-night to accommodate the thousands of refugees that have flooded the city since the fall of Juneau. Local schools, churches, and auditoriums have become make-shift hospitals and refugee camps to support the sick and needy. Emergency food and medical supplies con-tinue to pour in from Vancouver and Seattle on a daily basis. Of the approximately eighty thousand residents of Juneau, including the survivors of the Anchorage and Fairbanks disasters, only thirty thousand have been accounted for thus far.

"Mayor Howard Nicholes had this to say about the situ-ation: 'It's an awful mess, but we're doing the best we can. The city of Ketchican is doing everything in its power to shelter and care for the survivors of Juneau. Those who require immediate medical assis-tance are receiving it. We're currently screening all refugees to prevent the infiltration of Migou spies. We've already begun to process any security-cleared survivors who are fit to travel for transport to Van-couver. I can assure everyone that plans have been de-veloped for an orderly evacuation of Ketchican if the Migou should continue into Alaska. Local authorities are on twenty-four hour alert and let me stress that any looting or rioting will not be tolerated.'

"Since the establishment of an Alaskan beachhead from their stronghold on the Kamchatka Peninsula, the Migou

menace has threatened to spread through-out North America. Under the command of General Armstrong Butler, elements of the 1st and 3rd Mecha Infantry Divisions, 82nd Airborne, Royal Scots Dragoon Guards, and portions of the North Pacific Fleet have gathered near Ketchican to form a defensive perimeter.

"In a related story, elements of the 4th Mecha Infantry Division are expected to arrive in Vancouver tomorrow to support a secondary defense position and fallback point for our forces near Ketchikan. Supporters showed up to cheer the heroic mecha pilots this morning as they departed their home at Fort Lewis.

"Elsewhere, a sudden outbreak of widespread violence in the small community of Jamestown, Rhode Island, has inundated local authorities with reports of senseless assault, vandalism, and murder. Those who have managed to flee the scene describe mass riots where neighbors and, in some cases, family members have attacked each other like rabid dogs. Mobs appear to be roaming the streets destroying homes, businesses, and assaulting innocent passersby. Fearing this to be yet another in the series of violent outbreaks along the New England coast due to Cult activity, the Federal Security Bureau has ordered a quarantine perimeter to be erected around Jamestown. Rescue units have been dispatched under armed escort to extract survivors.

"In other news, Seattle police are still investigating the cause of a major multi-vehicle accident on I-5, just north of the "Space Needle" arcology. Eyewitnesses reported a high-speed vehicle chase between a EuroWagon Pioneer and a Tri Motors Panther on the southbound lanes that suddenly ended when some sort of energy weapon discharged from the Panther, obliterating the SUV's engine compartment. Several damaged vehicles were left in the wake of this dramatic chase, which ended near the Wallingford area at around 9:00 PM last night. Traffic on I-5 was backed up for two hours before the multi-vehicle wreckage could be cleared. Some eyewitnesses noted what appeared to be a chilling scene immediately after the two vehicles came to a halt. Both drivers allegedly transformed into monstrous creatures and attacked one another. Witnesses could not actually collaborate

on the descriptions of these creatures, leading authorities to doubt the accuracy of such allegations. Nevertheless, Seattle authorities have called in the FSB to help investigate any possible link to cult activity. Eyewitnesses have been sent to the Harborview Psychiatric Unit for evaluation and immediate care.

"Nazza-Duhni, like other tropical vacation spots throughout the world, has seen a sharp decline in the tourist trade over the last decade. Apprehension over the Aeon War has prompted most tourists to spend their vacation time at home. In an effort to bolster Nazza-Duhni's tourist trade and to celebrate the ongoing partnership between Nazzadi and Humans, the Havana City Council announced on Monday the first annual Earth Brotherhood Festival. This two-week festival filled with parades, music, games, and parties of all kinds will commemorate the anniversary of the armistice between Humans and Nazzadi after the First Arcanotech War. The climax of the festival takes place on the final night when revelers, in the midst of their merry-making, set torch to a giant wicker bug representing the Migou in the city center. Nazza-Duhni officials, in preparation for the festival, have committed millions in capital funds to upgrade Havana's hotels, casinos, parks, beaches, and other public facilities. To maintain the open and festive atmosphere year-round, the Nazzadi have also designated Havana as the world's first completely clothing optional city. Despite criticisms from certain conservative groups decrying this as nothing but Nazzadi sensationalism, travel agents have experienced a dramatic increase in reservation requests for the Havana Earth Brotherhood Festival from all over the world.

"The War Department today announced the launch of a new state of the art battlecruiser. Department officials have said that the NES Victory – along with her sister ships Agamemnon, Ashcroft, Chicago, Dreadnought, and Kirishima – will employ the latest developments in arcanotechnology as an effective weapon against the Migou invaders. Able to deploy the latest in advanced mecha, NES Victory is scheduled to conduct a series of demonstration wargame maneuvers for government dignitaries and military VIP's tomorrow morning at Fort Ord…"

Chapter Seventeen
War, fear, and Vendetta

Presented here are two ready to run stories for your *CthulhuTech* game, along with a handful of story seeds. The ready to run stories should require little effort on your part to prepare, but the story seeds only give you an idea of where to go – the details are up to you.

DEATH AND VICTORY

"Death and Victory" is the story of the newly commissioned battlecruiser NES Victory and the heroic members of her crew that must infiltrate deep into enemy territory in order to retrieve an artifact of an ancient and horrible past.

Prologue

A short and portly man stood nervously under the subdued glow of a street lamp in Stanley Park. The moonless night was unusually dark and very few people wandered the grounds of the park at half past eleven. The man anxiously fidgeted with a small bundle in his coat pocket as he glanced into the evening gloom that surrounded him. He was no stranger to Vancouver at night. Nonetheless something about tonight filled him with a dreadful churning in his stomach and a creeping urge to run from a barely perceived threat.

The message he received at the mental health hospital was forceful and concise. He was to meet someone here tonight regarding one of his patients, a woman who had survived the Migou attack in Juneau. He knew deep down that he shouldn't be here, but the offered sum was just too large to ignore. He only had to give them information on this unknown woman and soon he would have enough money to move his wife and children somewhere safer than here – somewhere far away from the alien threat.

A slight breeze rustled the trees and bushes around the man crafting strange and shifting shadows outside the glow of the lamp light. The foliage of the park seemed to come alive with a kind of menace. The man glanced at the clock on his PCPU and questioned the wisdom of his coming here tonight, when the sudden sound of a voice from behind startled him.

"Dr. Belkin?" the voice asked with a slight European accent.

Belkin turned with an anxious expression. "Ah, yes, Mr...." he weakly responded.

"Thank you for coming. I understand your patient had a few interesting things to say. Have you recorded her statements as I asked?"

"Yes, I have them here in my pocket." He produced the folded bundle of paper from the safety of his pocket and handed it to the stranger asking, "Do you have my money?"

The stranger smiled. "Don't worry doctor, you will be compensated for your service. I assume that this is the only copy?"

"Yes it is."

The stranger glanced over the notes with an appreciative expression. "And you've spoken to no one else about this?"

"No, just as you instructed."

"Excellent. I appreciate your reliability. You've done well. I must say goodbye, however, as time is rather short." The stranger turned abruptly to leave.

"But, what about my payment?"

The moaning of wind around the two men seemed to build as the stranger turned back to address the doctor. "I assure you that your family will be well taken care of. You on the other hand..."

Something akin to a low inhuman growl mixed with a menacing hiss rumbled from the underbrush near the doctor. A mask of fear grew across Belkin's features at the realization that something lurked so near. He stared wide-eyed at the brush.

"You are unfortunately a loose end that I cannot afford. I apologize."

Belkin's expression turned to numbing terror as the beast's silhouette slowly emerged. Every primal instinct in him screamed with the knowledge that this unnatural creature should not be stalking among the shadows of the world. Yet here it was, terrible, deadly, and very real.

"You might run," advised the stranger calmly. "It likes it better that way."

Somewhere in Stanley Park, hidden under the darkness of a cloudy night, a short and portly man spent the last few seconds of his life running in terror. His fear was short, as the beastly predator closed for its kill. The wet sounds of desperate screams and rending flesh were soon muted by the maddening howl of the wind.

The stranger walked confidently along the lamp lit path, leaving the horror behind him. "Soon the clasp will be ours," he mused to himself. "Despite their interference. Just one small loose end at the hospital, a few other arrangements, and I should be on my way to San Francisco by morning. This has been a good evening."

The stranger smiled once again as he vanished into the heavy gloom of the cold, stormy night.

Four weeks later...

Part 1: "Wargames"

Scene Goal: Prevent the Migou Dragonfly from escaping; protect civilian spectators.

Setting: The NEG Urban Combat Training Center at Fort Ord, CA

Cast: *Roy Adkins* – Inexperienced, male, mech pilot, friendly, loyal, not quite as talented as the Characters, buddy. Assigned with one of the Characters on the attacking team during the wargames as needed.

Alexis Lockhart – Experienced, female, mech pilot, self-serving, conceited, extremely beautiful, attention hound, fine pilot. Also assigned to participate in wargames, though refuses to back up anyone.

Commander William (Bill) Donnelly – Veteran, male, mech pilot, Characters' company commander, loyal, mentor, cares for his people, good natured off duty but tough as nails on duty. Briefs Characters on wargame plans and assigns attack or defense positions. Coordinates combat efforts.

Captain Julia Kawashima – Veteran, female, middle aged, attractive and elegant for her age, commander of NES Victory, authoritative, tangible air of combat experience. Congratulates Characters upon defeating Migou forces.

A Visitor

The mock combat occurs in front of the "oohs," "aaahs," and cheers that erupt from the audience. If you are unfamiliar with the mecha combat system, play long enough to let your players get comfortable with it. When things have gone on long enough, they will receive an urgent message from Victory's Combat Information Center. CIC reports faint yet unusual energy signatures within the combat exercise area. The energy readings are spurious at best but appear to suggest movement, perhaps a stealth mech. The Characters are directed to break off from the wargame activity in order to track the source of these energy signatures. With CIC's input, the Characters should move from building to building within the Urban Combat Training Area and try to corral the suspected stealth mech. If they can detect it, the Characters will discover a Migou Dragonfly that was sent to gather information on Victory's combat capability. The key is to find it without looking like they're trying to find it – if they alert it, it will just fly away at top speed.

Once the Dragonfly pilot realizes that the jig is up he will attempt to escape towards the sea and the safety of two awaiting BG-09 Spinners. The Spinners suddenly erupt from below the surface of the Pacific and race toward shore. One Spinner attempts a diversionary tactic by dropping four "Blank" NEG mecha (a Scimitar and three Broadswords) to attack the civilian crowd in the stands. An observer familiar with NEG military markings might note that these mecha appear to be from a unit known to have

been over-run in Russia more than six months ago; these mecha are considered expendable by the Migou. The second Spinner attempts to rendezvous with the Dragonfly for extraction. If necessary, it will drop a "Blank" Storm and a Tornado (piloted by Humans) to help cover its escape.

Part 2: "Nightmare"

Scene Goals: Become familiar with NES Victory and some of the characters on board. Meet Laura Briggs and have her form an attachment with one of the Characters. Be assigned to the Juneau mission.

Setting: NES Victory

Cast: *Laura Briggs* – Experienced, young female, GIA agent, dedicated, professional, sexy and knows how to use her feminine charms to get what she wants. She is meant to become a love interest for one of the Characters.

Viktor Tabanov – Veteran, male, mid-thirties, Russian, unemotional, polite yet stern, excellent physical shape, looks like he's seen all the horrors of the world and survived. If asked, Laura will explain that Viktor fled Moscow during the Migou invasion of Russia. Viktor is the primary antagonist. Though his cover is with the GIA, he is a powerful sorcerer working for the Children of Chaos.

Patrick "Sparks" Mulligen – Experienced, Chief Arcanotechician aboard NES Victory, male, mid-forties, good humored, though always horrified about what these young pilots do to "his" mecha. Works in the mecha lab.

Maria Sanz – Inexperienced, Female, mid-twenties, manages the bar and rec room aboard NES Victory. Always willing to listen, good people skills, pretty.

The Victory

Our heroes find themselves in a briefing room aboard the Victory, along with the other mecha pilots who participated in the Fort Ord action. They face a rather stern looking Commander Donnelly who conducts the combat debriefing. He congratulates the Characters on their first successful engagement against the Migou and warns them to stay sharp. Other bugs might still be in the area.

He informs the pilots that Victory will soon be underway to join the North Pacific Fleet near Vancouver. Escort patrols are scheduled and posted. In the meantime, government agents will soon be on board under orders from the brass, so everyone is to provide their full cooperation if approached for questioning.

The Characters have time to explore and familiarize themselves with the Victory during its one-day journey to Vancouver. They have access to the ship's flight deck, recreation room (with

some rather advanced entertainment as well as a bar and music lounge), crew's quarters, mecha lab, ship's store and anywhere else the Storyguide will let them go. As they move through the ship, they will notice a black C-10 Griffon parked on the flight deck and several individuals in black combat armor moving about.

Laura

At some point each Character is summoned to a conference room to meet with a gorgeous, young dark-haired woman wearing a professional business suit. Her name is Laura Briggs and she is a GIA agent assigned to appraise the mecha pilots aboard NES Victory as part of an effort to gather a task force for a specialized mission, though she won't reveal this fact to the Characters. She will however be very interested in the Characters' individual parts during the Fort Ord action and any previous combat experience.

Through eye contact, body language, or other feminine guile, Laura should hit it off with one of the Characters immediately; her personal interest barely constrained by her sense of professionalism. Though the business side of Laura will try not to acknowledge the chemistry between her and the Character, the promise of what might happen during off-hours is a different story. Laura will be found alone somewhere on the ship later that evening, probably staring out at the night sky through a window or standing out on the deck somewhere. It's important that the Character who has taken an interest in Laura finds himself alone with her. She will seem lost, staring out into nothing. Not even the sound of the Character's voice will distract her, but a brief touch will bring her back to her senses. Unfortunately, the Character will find his head swimming once he touches her. It may have been the motion of the ship, fatigue, too much booze, or perhaps something else, but it will take the Character a few moments to right himself. The truth is that, unknown to her, Laura was under the influence of some external magical power at that moment and the Character's touch seemed to have interfered somehow. The effect was so subtle that a Difficult Observation Test would be necessary to detect anything wrong, and only someone schooled in the occult would know it was of magical origin.

Later that evening the Character who encountered Laura on deck will wake up in the middle of the night, covered with sweat, after experiencing a particularly horrible nightmare.

Volunteer Duty

The next day the Characters are summoned to a meeting in the briefing room. Here they find Commander Donnelly, Captain Kawashima, Laura Briggs, and a tall blonde man with hard angular features and a look of steel. His name is Viktor Tabanov. Captain Kawashima introduces the Characters to Mr. Tabanov, explaining that he works for the GIA and that Laura is his assistant. Captain Kawashima also informs Tabanov that these are

THE NIGHTMARE

The Character wakes with a vague memory of standing in a large multi-story building filled check-in counters, large display monitors, and airline symbols. Some overhead lights still burn and others appear to be shattered. A view through a large broken window shows the remains of other buildings and commercial aircraft in smoking ruins. Within the room the walls and fixtures are covered in blood with countless human body parts strewn throughout. The image of one of the other Characters lies broken and dead on the floor. Standing before the dreamer is a hideous thing (a Zabuth Dhohanoid) looming over him. The dreamer screams and awakens as the creature's barbed talons rip into his throat. The intense feeling of fear and impending doom lingers even after the Character awakens.

the pilots who successfully lead the skirmish yesterday against the bugs and who also meet Ms. Briggs's requirements. Tabanov addresses the Characters in a watered down Russian accent. He mentions what is already public knowledge: that the city of Juneau Alaska has recently fallen to the Migou invaders. He will also tell them that what he is about to divulge is Top Secret and cannot leave this room.

The Global Intelligence Agency has recently learned of the discovery of an ancient artifact, the nature of which cannot be discussed here. A certain university professor and collector of antiquities found the artifact while fleeing through the Kuril Islands to escape the Migou advance from the northwest – for those who don't know, the Kuril Islands separate the Sea of Okhotsk and the Pacific Ocean. The professor managed to acquire the artifact and made it safely to Tokyo to arrange for passage to North America. The cargo flight he chose was scheduled to stop in Juneau; it is believed that he made it there safely. By then the Migou had already hit Anchorage and Fairbanks. Unfortunately, his arrival marked the time the Migou decided to hit Juneau as well. The GIA believes that the artifact may still be on the cargo plane at the Juneau Airport. The government wants this artifact retrieved with the utmost dispatch and highest priority, as it may offer special insight into the occult. That's where the Characters come in.

The sensitivity of this mission and the presence of Migou forces preclude any large-scale use of resources to retrieve the artifact. A small insertion team will slip in under the radar, retrieve the artifact, and get out before the Migou are any the wiser. Ms. Briggs is fully briefed on the nature of the artifact and its whereabouts and will lead the team. Departure is at 21:00 hours aboard a C-10 Griffon with all necessary mecha and personnel aboard. Two F-1 Spitfires will escort the Griffon while an E-9 Sentinel tracks their movements. The Characters, selected personally for this mission by Ms. Briggs, are to make the initial strike upon the target area clearing away resistance for the insertion team. Tabanov stresses that this is an extremely dangerous mission and that in-

volvement will be strictly voluntary. Anyone not volunteering will be urged to do so by Commander Donnelly, who provides any needed encouragement.

As the Victory approaches her station near Vancouver that evening, a black C-10 launches from her deck and heads north into a gloomy sky filled with dark storm clouds and torrents of rain.

Part 3: "Mission"

Scene Goals: Retrieve the ancient relic and return safely to the Victory.

Setting: Juneau International Airport

Cast: *Lt. Klaus Ackerman* – Experienced, male, security force squad leader, professional, dangerous, humorless, Zabuth Dhohanoid. Ackerman leads a team of Dhohanoids planted into a mercenary squad contracted by Tabanov. The squad is not formally attached to the GIA.

John Russell – Experienced, male, late-twenties, professor, geology expert, driven mad through his research into the artifact.

Cindy Wells – Inexperienced, female student, early-twenties, pixyish, naive, in love with John Russell.

Heather Dering – Veteran, female, mid-twenties, beautiful, redhead, dangerous, dedicated, Shadow Tager. Heather is sent to retrieve the artifact and arrives at the airport after the Characters. Since Ackerman and the other Dhohanoids are located within the terminal, she will not read any of them as such until she enters the building to negotiate with the Characters. It's when she finally takes a long glance at Ackerman that her Dhohanoid recognition sense goes red alert.

The Journey
It's a five-hour journey to Juneau. The C-10 and her fighter escort travel as low as possible to try and avoid detection. Three hours after their departure and alert message is sent by the E-9 tracking their progress. "Alpha One, this is Echo Niner Seven. You have incoming bogies bearing zero five zero degrees, range two hundred miles, over."

Four Migou Darts incoming from the north seem to be on patrol along the coastline. Laura gives orders to divert northwest in an attempt to avoid detection. Make a few Contests with the Migou to make the moment dramatic for the Characters. After a few intense moments, the radar contact appears to change course to intercept. "Alpha One, this Echo Niner Seven. Bogies have altered course and seem to be headed your way, over."

The C-10 is vulnerable to attack. Laura consults the Characters on what to do next. She will either order the F-1's to intercept and create a diversion or she will attempt to evade the enemy; resulting in the likelihood that the C-10 will be trying to avoid enemy fire as the fighters dogfight around them. The Characters have a great deal of influence in deciding which path she chooses.

Assuming they make it past the Migou fighters, the Characters soon find themselves approaching the target area. The Juneau International Airport lies roughly 6 miles northwest of the ruined Juneau arcology. Long range scanners reveal a great deal of sporadic Migou activity around Juneau itself. The best approach to the airport is to come directly north over the mountain ranges on Douglas Island and straight across Gastineau Channel to the landing strip in order to avoid detection. A nighttime storm should give the Characters reasonable cover, though their own sensors may have difficulty pinpointing enemy targets (-2 to Observation Tests).

Blank-controlled NEG mecha and a single Migou Scorpion occupy the airport grounds. The Scorpion has taken a position of command near the center of the main terminal, escorted by two Broadswords and a Saber. A Blank powered armor squad herds a group of uncontrolled Humans – there are roughly two hundred. The troopers appear to be channeling the Humans through a checkpoint where they are separated based on some unknown criteria. Some are directed into a nearby building while others are filed to a remote northern area. Further investigation reveals that these people – those the Migou deem to be of little use – march toward their deaths in an area the aliens have set up as an impromptu killing field. Bodies of slain Nazzadi are strewn about the airport and not a single member of the dark race has been left alive.

The enemy mecha and powered armor units must be eliminated before the insertion team can search the airport for the artifact. The C-10 will fly in low south of the airfield so that the Character's mecha can make an easy jump. The plan is for the Characters to quietly approach from the south and take out the enemy units as quickly as possible. The way they do this will be up to them. The Storyguide should adjust the number of enemy mecha depending on the size of the Character group to make the encounter challenging. Either of the F-1 Spitfires can be called in to support the raid, assuming they survived the dogfight earlier. However, their involvement could easily draw the attention of Migou forces in the Juneau arcology area and risk further enemy involvement. Tension during the assault is further raised by the fact that any Blank controlled mecha or powered armor troopers will execute the remaining Humans wholesale once they realize they are under attack. There should only be thirty or forty survivors.

Taking Control of the Airport
The Juneau International Airport main airstrip stretches from northwest to southeast along a spit of land bordered by a small island on the Gastineau Channel. Four primary buildings form a line along the airstrip; the right three buildings are passenger

terminals and the one to the left is the cargo terminal. The Juneau Airport had recently been upgraded to a new state of the art facility. Now the smoldering ruins of hanger buildings and transport craft serve as a grave testament to the ferocity of the Migou assault. The parking lot is littered with crushed or burned vehicle husks. The only illumination in the airport area are a few points of light from within the ruined buildings, a few small fires that seem to burn in sheltered areas despite the storm, and any light emanating from the mecha. All other light seems to lose itself within the stormy darkness of the rain-filled sky. The nightmarish scene all about our heroes is blanketed with the grizzly remains of Human and Nazzadi alike. The airport has become a graveyard.

The C-10 lands outside the cargo terminal after the Characters destroy the Migou defenders. Laura Briggs disembarks with a small, well-equipped security force in black combat armor lead by Lieutenant Klaus Ackerman. Once her armed escort secures the cargo terminal, Laura immediately orders for the remaining civilians to be rounded up and taken inside. She asks for the Characters to disembark from their mecha, with the exception of one pilot (Supporting Cast) to be held in hot standby to guard the operation, and meet within the terminal. Her intention is simple – to assess the situation with the survivors since she means to evacuate as many as she can and at the same time find and retrieve the artifact as quickly as possible. For this she needs the Characters help. Once the Characters enter the terminal, the person who experienced the nightmare in the previous episode will be struck with a powerful sense of déjà vu. Except for the functioning overhead lights and noticeable lack of a carnage-hungry monster, the scene within exactly matches the images of his hellish dream.

Inside the cargo terminal, one of the civilians, a man in his late-forties, stands up and begins to scream in hysterical panic. He shouts about the end of the world coming and shrieks that he lost the "clasp." He has brought this hell upon us. If someone tries to restrain him, he will fight for a moment before breaking down into hopeless sobs. A young and pixyish woman with short hair quickly emerges from the crowd pleading for the team members not to hurt this man, who she identifies as Professor John Russell of Stanford University. Her name is Cindy Wells, a student of the university and assistant to the professor. When asked, she explains that John had discovered this ancient-looking clasp while taking refuge in a small village on one of the Kuril Islands. She says that it might have been part of some piece of antiquated jewelry. It was ancient but unlike anything Professor Russell had seen before. The locals didn't want to part with it, so she stole it for him before they left the island. During the journey from Tokyo to Juneau, Professor Russell confided in Cindy that the clasp may be part of some greater relic – something he had heard of in his occult studies but never believed existed. Unfortunately in the chaos of the Migou attack, the clasp was misplaced. Since then John has grown more and more anxious and obsessive about the piece, finally decaying into a paranoid panic.

Laura confirms that the clasp in Cindy's story sounds like their target. She points out that the sooner they find the clasp the sooner they can leave. Cindy volunteers, though somewhat reluctantly, to lead them to where she believes they last saw it. Lt. Ackerman stays behind with most of his squad to organize the civilians and prepare for evacuation. In the meantime, Laura, the Characters, and two security escorts follow Cindy's lead to the middle passenger terminal where she explains they were scavenging for food when she last saw the clasp. As the team exits the cargo terminal, John Russell will erupt into an emotional flurry trying to warn the group not to go. "You can't disturb it! If you do, you will bring more hell upon us! Only I can touch it! I'm the one who's meant to have it! You don't know what you're doing! Don't go!"

Searching for the Artifact

To get to the "B" terminal building is a fifteen-minute walk along the flight line. The sentry mech pilot reports activity on the long-range scanners, so he suggests hurrying. Making one's way through the darkness, rain, wind, and labyrinth of dead bodies, all the while trying to ignore the wet crunching noises under your feet can be quite unnerving. As the Characters approach the B terminal, another uneasiness begins to rise from the pits of their stomach. Cindy hesitates before entering the building and will actually require a little comfort and coaxing to continue. The halls and rooms are dark in this part of the

building. Cindy leads the team to a food court area where they begin their search.

The sentry mech will give constant radio updates of increased Migou activity southeast toward the arcology. Have members of the party make several Observation Tests before discovering the artifact in a small seating area near the outer terminal window. Rain pours in through wide-open cracks in the plexiglass. The artifact looks like a small jewelry clasp with tiny markings etched in its side; the design definitely suggests that it was once part of something larger. There is a strange yet almost undetectable energy to the object – something unnatural and alien. The inexplicable feeling of dread inside everyone's stomach reaches its peak, punctuated by a blood-curdling scream from Cindy. The object of her horror is in a corner area of the food court, punctuated by flashes of lightning. It's a dead Migou surrounded by a handful of Human bodies, which fell in an obvious struggle.

The team makes their way back to the cargo terminal unchallenged. Though the sentry mech pilot nervously warns of increasing Migou activity on his long-ranged scanner, stating that unidentified mecha have been moving in their approximate direction in a kind of search pattern. The Characters discover upon their return to the library that Lt. Ackerman has rounded up the civilians to be squeezed into the C-10 for evacuation. A calmer Professor Russell will insist to see the clasp stating that now understands its nature. Once he does, he will attempt to wrestle it away from the Characters shouting that it's his. Laura will try to stop him, but he grabs an object nearby and knocks her out cold. He will fail to retrieve the piece. If he is not restrained or shot on sight, he will dart into the night screaming like a madman. Cindy will chase after him if no one stops her, never to be seen again. Through the chaos a stranger appears at the main entrance of the terminal.

Dhohanoids

The stranger's name is Heather Dering. She is a tall, lean, and beautiful redheaded woman with a stance of someone ready to spring into action. Her voice has a soft easy tone to it, yet the hard determination in her eye is like steel. Heather is a member of the Eldritch Society and a Shadow Tager. She has come for the artifact.

Heather demands, for the sake of the world, that the Characters hand over the clasp. She understands how strange her demand must be to them, but she cannot allow the clasp to fall into the wrong hands. The Characters will more than likely refuse. If they attack immediately, she will shift into her Shadow form and disappear into the darkness, waiting for an opportunity to pilfer the clasp. She will not care who she has to take down to get it. If the Characters try to talk with her, she will explain that the clasp is part of an ancient relic thought to be lost forever. The relic, if assembled and used, could threaten the very survival of mankind and turn the war in the enemies favor. Thus it must be kept se-

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cret. She is part of a group dedicated to insuring that the secrets of the relic are not publicly revealed. In her discussion, Heather will not reveal the name of the Eldritch Society.

The discourse between Heather and the Characters will continue, punctuated by repeated warnings from the sentry mech pilot that sensors show a build up of Migou activity headed toward their area. Laura is still out cold with a nice lump forming on her forehead. At some point Heather will stop mid-sentence and stare wide-eyed at Lt. Ackerman in sudden recognition. She will say in a quiet surprised voice, "My god, what have you done?"

"We are simply reclaiming the knowledge that is rightfully ours," responds the voice of Laura Briggs with a strained Russian accent, filled with inflections that are obviously not hers. Laura's body has not moved and appears limp as if still unconscious. However, her skin has become pale white and her eyes have opened to reveal jet-black spheres. Sweat flows freely from her forehead and a bead if blood slips from her nose. Her lips continue to move. "I had hoped to avoid any unnecessary complications. This is unfortunate. Had you brought me the artifact without this meddler's interference, you may have been given military commendations for your heroic efforts. Now I must manage this unforeseeable circumstance somewhat more crudely than I had originally planned. Fortunately I've prepared for this kind of eventuality. I cannot afford loose ends. I do apologize."

Laura's reclined head turns to Lt. Ackerman and nods. At this point all hell breaks loose. Ackerman and five other security personnel suddenly shift into Dhohanoid forms (a Zabuth, a Thog-Manna, and four Dua-Sanari). One of the Dhohanoids picks up the clasp and bolts toward the exit. The others immediately attack, some going for the screaming and panicking civilians, the Zabuth going after Heather, and the remaining after the Characters. Heather will shift into her Shadow form and attempt to beeline for the clasp until she is waylaid by a Dhohanoid. The rest of the insurgent team members will attempt to put up a fight. The Dhohanoid attack will be ruthless and brutal and many innocents will die. Laura will eventually rise and shamble toward the exit as if sleepwalking, while a couple Dhohanoids protect her. The Characters should be kept busy enough (add more Dhoha-

noids if necessary) that they will be unable to prevent Laura from leaving the building. Heather screams to the Characters to stop Laura from getting away. The Characters' goal should be to get out of the cargo terminal alive and stop Laura before she gets to the C-10 and takes off with the artifact.

The Chase

Racing across the airport grounds, the Characters will hear the sentry mech pilot exclaim that inbound Migou mecha have been confirmed – they're on their way and will be here in moments. The Characters will have very little time to decide how to prevent the C-10 from taking off and face the Migou advance guard at the same time. The Dhohanoid plan in the event of an emergency is to simply crash the C-10 in a heavily populated area. Laura, of course would die, but the remaining Dhohanoids would most likely survive and manage to get away with the artifact in the ensuing chaos of the crash.

How the Characters manage this situation is up to them. If they can stop the C-10 and kill the Dhohanoids, they will still need to contend with leaving their own mecha behind versus leaving civilians behind while fighting off enemy mecha. If the C-10 gets away, they will have to find another transport in the airport somewhere, because the area is too hot for New Earth Government forces to attempt a rescue. Should the Characters manage to stop the C-10 from leaving, dispatch the Dhohanoids, and retrieve the artifact they will find Laura in a weakened state slumped over a chair. Her breath is labored and her pulse is weak.

She will say softly in a Russian accent, "It would seem... that I... underestimated you. You are resourceful and... I congratulate you. However, for the setback... you have cost me... you will one day pay. And the artifact you now hold... I will one day possess. This... I promise you. Until... we meet again." Laura takes a ragged gasp of air as whatever held her releases her. Her eyes clear and return to their normal state. In a moment of recognition she whispers the name of the Character she had been involved with, then she begins to cry uncontrollably. She is weak and in need of medical attention.

Epilogue

A week after the mission to Juneau, Laura Briggs is in the hospital under stable conditions. She faces a long stay at a psychiatric hospital to help her recover from her ordeal. The clasp has been safely locked away in New Earth Government hands. Viktor Tabanov was nowhere to be found upon returning to the Victory. The Characters have recently been released from their own psychiatric evaluations. They are at a secure facility at the Bangor naval base in Washington awaiting a debriefing from senior naval officers and GIA officials. Sitting in their full dress uniforms while they await the debriefing in a secured waiting area, they are greeted by an unexpected visitor. Heather Dering walks through the door wearing a naval officer's uniform.

"Gentlemen, please don't get up. You are about to face a panel of New Earth Government officials who will be asking some rather pointed questions. I have come here, with a certain amount of difficulty, to ask a simple question. The nature of my work is confidential and I would like to keep it that way, if you know what I mean. Can I count on you?"

If the Characters agree to protect her confidentiality, she will smile saying, "Thank you gentlemen and ladies. It was a pleasure associating with you. You may hear from me again one day, especially if Viktor Tabanov decides to show his face. We'll be watching you. Goodbye." If the Characters refuse her request, the threat will be made quite clear. Standing unarmed against a Tager is foolish, especially one that secretes paralytic poison and can disappear.

If asked, she will mention that the New Earth Government still has the clasp, but not for long.

The Characters will receive commendation medals for the valor and devotion to duty. However, they will be sworn to secrecy and the nature of the mission will not be made available to anyone outside of the debriefing room.

To the crew of NES Victory, tomorrow will be business as usual.

HOT MERCHANDISE

This is an introductory story for those interested in starting an Eldritch Society game. It assumes that most if not all of the Dramatic Characters are Tagers, and any other mix will require you to tone down parts. The story follows a group of Tagers tailing a group of Chrysalis Corporation operatives into Seattle. Ultimately, they become embroiled in much larger plots going on in the shadows of the arcology.

There's a lot going on in this story, so this description is going to move pretty fast. You will, of course, want to slow things down in the appropriate places and take your time with it. You may have to create additional details as you go, but that personal touch will make this story your own.

Prologue

Please read the Seattle Drivers story on p. 222
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Act I: Welcome to Seattle

Goals: To introduce the story and hook the characters. There's a car chase, an ambush with ensuing rescue, and discussion with local Eldritch Society wigs that should keep the characters in Seattle.

Setting: I-90 into Seattle, the Seattle Arcology (Beacon Hill warehouse, Beacon Hill mag-lev station, Queen Anne safehouse)

Cast: *Chrysalis Corporation Operatives* – a group of eight (or more) Experienced Dhohanoids on a mission that ends in the Seattle arcology. They carry a metal briefcase that may hold something very important.

Kory – Experienced, Nazzadi female, early-thirties, Phantom Tager (callsign Flatline), she is a pack leader and an expert in Nazzadi martial arts (Hun-Zuti). She is aware of the character's arrival in Seattle and helps rescue them from ambush. She's not so much beautiful as exotic, with a clever tongue and unyielding will. She may become a romantic interest for one of the characters, as she is available.

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Dave – Experienced, Human male, late-twenties, Shadow Tager (callsign Null), member of Kory's pack. He is nonchalant, patient, and difficult to excite. He's Kory's best friend and right hand.

Seattle Eldritch Society – select Tagers who come to rescue the characters from an ambush, led by Kory.

Anton Graves – Veteran, Human male, early-forties, an Eldritch Society Lorekeeper who's keen mind and sharp intellect leave him somewhat inaccessible to most. Recent events have led him to believe that the Children of Chaos are up to something significant in the Pacific Northwest.

The Chase

As this story occurs in the Seattle arcology, your Dramatic Characters need to find their way there. If you've decided to set your game in Seattle, you score. If not, here's a great way to get everyone where they need to be. Wherever home is, Eldritch Society intelligence has caught wind of some Chrysalis Corporation preparations. They didn't have much time to find out details before the operatives in question blew town in a couple fast cars, with a bunch of weapons and a metal briefcase. The Characters' Tager pack took it upon themselves to investigate.

There are eight operatives in this group, all of them Dhohanoids – four Dua-Sanari, two Vrykols, an Elib, and a Gelgore. If you have more than four players you'll need to modify the number and type of Dhohanoids accordingly.

The Chrysalis Corporation operatives have made a couple stops along the way – just where these stops are depends upon where your Characters started – which appear to be the reason they are driving instead of flying. It is in the Characters' best interests to lay low and let the operatives conduct their business. If they don't, be sure that the operatives escape with the briefcase. Regardless of care, the operatives catch on to what's going on about a day before they're to arrive in Seattle and call ahead to arrange a welcoming party.

About an hour outside Seattle, in the middle of the day, the tail becomes a chase as the operatives do their best to lose the Characters. Hopefully the Characters keep up and follow the operatives as they bust into the arcology through a utility entrance where the standard scanners designed to keep things like Dhohanoids out are inoperative. This is a corporate warehouse filled with normal corporate employees, so combat here may not be the best idea – the police will be called. Besides, the operatives escorting the case run out into a busy arcology street at lunchtime, in the Beacon Hill neighborhood. There is a lot of foot traffic to get lost in. Any Tager who chooses to reveal himself in plain sight will soon face a couple suits of SPAT powered armor. The New Earth Government doesn't know about Tagers and treats them like any other monster – something that needs to be killed.

Inside Arcologies

Arcologies are cities in buildings. They are typically around fifty stories tall, with ten arcology "levels." Each level is five stories tall, typically filled with four-story buildings and a story of space before the ceiling. The ceilings are covered with liquid crystal so that a sky and sun can be simulated within the building. The designers try to do everything they can to make these structures livable. The streets look like normal city streets, though narrower as only emergency and utility vehicles are allowed inside arcologies. Plants and trees and parks are cultivated to keep a somewhat organic feel. Even weather is simulated – fans in the walls generate breeze and sprinklers simulate rain showers. The temperature fluctuates depending upon the season, but always remains in a pleasant range. Everything – residences, shopping centers, parks, industrial areas – is inside and each neighborhood is mostly self-contained.

The Ambush

Eventually, the Chrysalis Corporation operatives make their way to a warehouse deeper in the district. The Characters have hopefully tracked them. The warehouse is an ambush and the operatives try to lure the Characters into their trap. Inside are not only the remaining Dhohanoids from the original group, but a Zabuth, a Gelgore, and double as many Dua-Sanari as there are Tagers. Mayhem ensues. The battle should be brutal and should beat the Tagers up some – if not, add more Dhohanoids to the ambush. When things look grim, the local Eldritch Society comes to the rescue. They were given a head's up that the Characters were coming and have been watching for them, but they didn't want to move in on their action unless they had to. Then they discovered the trap. This rescue team consists of a bunch of Tagers: a Shadow, a Nightmare, and as many Phantoms as you need to even the score. The Phantoms most likely will leap in and use their Tentacle Sheathe Limit Attacks right off the bat, resulting in an immediate reduction in Dhohanoids and a lot of screaming.

The leader is a Phantom called Flatline, who fights like a master of Nazzadi martial arts (Hun-Zuti). As soon as an opening presents itself, she'll direct the Characters out – possibly with the metal case. They get far enough away for things to be safe and shift back to their mortal forms. Walking to a train station, Flatline takes a moment to properly introduce herself as Kory of the Seattle Eldritch Society and explain why they were there. The Shadow, named Null, also reappears along this walk to update Kory that they haven't been followed. Shifting back, he is properly introduced as Dave.

The Characters are escorted onto a mag-lev train on its way to a Seattle neighborhood called Queen Anne.

The Safehouse

The area they are taken to, on the second level of the arcology, is a residential neighborhood with brownstone-style houses one next to the other. They enter a nondescript house that's fully furnished on the inside – an Eldritch Society safehouse.

As the Characters take a moment to breathe and maybe get something to eat or drink (or finally use a bathroom), Kory talks to whomever she has identified as the Characters' pack leader or another influential Character. She wants to know what they were chasing after and why. Given that the Characters know pretty much squat, they might want to open up the case (if they have it). If so, they find an intricately carved headpiece (see the Circlet in Act II). If not, their answer is short. Regardless, Kory informs them that all signs point to something big going down here in the Pacific Northwest. There's been a lot of Dho-hanoid movement and it seems like there's more now that there have ever been. Essentially, she plants the seed that they've stumbled into something. She makes a few calls and tells them that there's a local Lorekeeper who wants to speak with them in the morning.

At this point, it's time to lay low and rest until tomorrow. This is an excellent spot for character interaction and drama. You can flesh out Kory any way you'd like and she may present a love interest for one of the Characters. If they have the case, they'll probably just want to stay put, talk, research, and rest. If they don't, there should be at least one of the Characters who is anxious to get back out and take care of business. All the rest of this "something big going down" is a distraction because what's in the case might be more important and hanging out puts their quarry that much further away. Someone may even want to sneak out at night and go looking, but Dhohanoids are out looking for them.

The Artifact

The next morning a Lorekeeper (who are the Society's scholars and archivists) comes to visit. His name is Anton Graves and his first move depends on whether or not the Characters have the case. If they don't, he sits down and produces an intricately carved circlet (as acquired in the Seattle Drivers short story). Handing it to the Characters, he asks them if they know what it is – Characters can attempt an Incredibly Hard Occult Test to see if they do. Success means they know it's called the Circlet of Ghabbaz and that it is quite obscure. Also, they know it was split into three pieces – the headpiece, the circlet, and the clasp – and lost many centuries ago. If they fail the Test, Graves tells them all this. If they have the case, he first joins the headpiece and the circlet and then continues.

He goes on to say that there is argument among occultists that an obscure conjunction is on the horizon. This conjunction combined with the serious increase in Dhohanoid activity and the appearance of the Circlet are all reasons for the Eldritch Society to believe that something very significant is about to happen in the Pacific Northwest. Whatever the Characters were chasing in

that case is undoubtedly part of this. If they have the case and the headpiece, then he simply asks that they stay and help out. If not, he respects their need to be thorough, but still asks for their help as there are bigger things afoot.

More than likely the Characters, after some questions and much discussion, are not going to pass up an opportunity like this. How often do they fall right into the middle of serious action? If they are wavering, remind them that they have a holy duty and that sometimes their path simply appears before them, instead of being forged by them. Once they decide to stay, it's off to their first lead – a contact in the arcane underground.

Act II: The Trouble With The Underground

Goals: To find out where the artifact came from, to find out what it is and why the Chrysalis Corporation wants it, to follow a straggler from the original Dhohanoid party, and to ultimately regain possession of the artifact when the discover they've been passed a fake.

Setting: The Seattle Arcology. A rent-by-the-hour office space in SoDo, an upscale magic shop in Belltown, an Eldritch Society safehouse in Queen Anne, a corporate housing complex in Capitol Hill, and a warehouse in SoDo.

Cast: *Dave* – See Act I.

Anton Graves – See Act I.

Kory – See Act I.

Karen V. – Experienced, Human female, early-thirties, a broker in the arcane underground who's cautious nature keeps her healthy and out of jail. She knows a lot of people and a lot of deals, so it's often worth jumping through her hoops. Karen looks and acts hard, like someone who grew up on the streets.

Karen's Muscle – Experienced, Human and Nazzadi males and females, para-military bodyguards.

Domany – Experienced, Nazzadi female, mid-twenties, almost magazine perfect, Domany is smart enough to know how to use her looks without looking like she is. She is polite, professional, and knowledgeable. It's also obvious that she likes nice things.

Farouk Hassan – Veteran, Human male, early sixties, above-board upscale magic shop proprietor and noted occultist, underground sorcerer, black marketeer and secret supplier to the Chrysalis Corporation. His above board persona is that of a keen and tasteful businessman who opens up to anyone with a true passion for the occult. His other face isn't nearly so pleasant.

Katie – Experienced, Human female, early-twenties, Whisper Tager (callsign Gasp), eager and dedicated. She has the annoying habit of humming trendy pop music.

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Laurence Zimmer – Experienced, Human male, early-thirties, Vrykol Dhohanoid, cover is as Chrysalis Corporation network specialist. He displays the ADHD traits typical of a Vrykol and seems to keep himself hopped up on caffeine.

Nlada – Experienced, Nazzadi male, late-thirties, Outsider Tainted sorcerer with brilliant green eyes with sideways feline pupils, amoral and sinister. He works as a trusted servant of Mr. Hassan, a lieutenant in his black market dealings.

Hassan's Otherworldly Servants – Bakhi, Gaunts, and a few fetches help guard Hassan's black market stashes.

Chrysalis Corporation Response Teams – Experienced, Human and Nazzadi males and females, assorted Dhohanoids. They respond near the end of the Act to help Zimmer out.

Karen

The headpiece represents the first step. It was found here in Seattle and something like that had to have made ripples in the arcane underground. Did it come through Seattle or did it come another way? Who was involved in the transaction or was it handled strictly inside the Chrysalis Corporation? If there's news to be had, it'll be found on the black market. If not, then it's time to go shake down customs officials and the like – not as easily done.

Fortunately, Kory has a good contact to start with. Karen V. is a broker in the arcane underground – she matches up buyers and sellers without actually dealing personally with the merchandise. She's very knowledgeable and knows where to get all kinds of things. However, Karen's more than a little cautious and has rules. She won't deal with newcomers unless they have a reference from someone she's trusts. Kory got such a reference, but even then Karen never shows up without a handful of armed muscle.

Karen agrees to meet them in an expensive rent-by-the-hour office space in SoDo – south of downtown, a mostly industrial neighborhood. Security in the building is already tight, but she brings her muscle nonetheless. After taking a look at the piece and taking a few photos, she tells them that this is out of her normal realm of expertise. She traffics in all kinds of stuff, but ancient artifacts are kind of a niche market with not a lot of buyers. However, Karen knows someone who might be able to point them in the right direction, with the right persuasion. She doesn't like giving up contacts, but she also doesn't want to get personally involved. In return for a reasonable bribe and a small favor, she'll hook them up.

The Characters are more than likely going to go for it – where else do they have to go at this point? The bribe is not small, but not exorbitant, and between the lot of them (plus Kory) they should be able to pull enough of their own funds to make it happen. Remind them that the Eldritch Society will reimburse them for things like this. The favor is something they can take

care of right away. Karen needs them as couriers for some important merchandise and things could get a little hairy. She tells them to meet her back at this same place at dusk and gives them a name and address and asks that they don't drop her name.

Mr. Hassan

The name is Farouk Hassan and the address is in Belltown, a hip young professional neighborhood just north of downtown. Taking the mag-lev train down there, they enter a ritzy shopping district on the coveted fifth level. The sign on the door reads in small tasteful print – "magic shoppe." Tinted windows make it impossible to see in and it is mystically protected by a Ward of Seclusion. The characters might feel a little underdressed.

Inside, it's expensively but tastefully decorated. There is a fireplace (a massive luxury), several individually lit glass cases, several genuine bookshelves with honest to goodness printed books, a liquor cabinet, humidor, and dessert tray. It's obvious that this is where really rich people come to get magic stuff. An almost magazine perfect Nazzadi woman greets them at the door. She introduces herself as Domany and asks how she may help them. It all seems very legal.

It's up to your Characters to figure out how to get to Mr. Hassan and how to get him to talk ancient artifacts. They probably don't look rich enough to be shopping here, but then again this is Seattle (some things don't change). Obviously showing him the headpiece (and circlet, if they have it) is the most direct way to get his attention. They will be led to a private back room to deal. It's obvious that Hassan takes a few minutes and asks a few questions to assess them. When he decides that they are okay, he opens up. He is friendly with anyone who displays a passion for the occult. Eventually, he asks to see the piece. Astute characters will notice henna tattoos on his person – a Ward of Corporal Protection, a Ward Against Sorcery, and a Ward of Solitude.

As he inspects with childlike fascination, Hassan admits that he does not recognize it. He will have to consult his library and some of his colleagues about the piece. However, he will need the characters to leave the artifact with him. There are some details pictures cannot capture and it will take many times longer (and may be impossible) without it. Someone will have to eventually realize that they really don't have any other choice. Any other options take significantly more time, and time is something of which they don't have much. He will, naturally, expect some compensation for his services. Time to put in for an expense with the Eldritch Society. Thrilled by this new prospect, Hassan invites them to peruse his store before they leave. He will meet them here again

at noon tomorrow and asks that they don't try to communicate electronically. On their way out, the Characters are catered to by Domany and a few assistants – they can drink expensive champagne, cognac, or scotch, smoke expensive cigars, and eat delicious tortes, pastries, and other assorted desserts.

It's still mid-afternoon and the characters have a few hours to kill before they have to go back and meet Karen for her job. It might be time to eat some food or run some errands or take a nap – after all, when you're a Tager you never know when you'll get to sleep again next.

The Remains of Karen

When they return to the rented office, it's an ugly scene. Karen's muscle has all been neatly executed – cut throats and stabs through the heart. Karen herself lies in a crumpled heap in the corner. Her body looks like it has been tortured and mutilated. Anyone who knows how to analyze a crime scene or wounds can discover that the cuts were clearly made by claws (not clean enough for a knife). On the Dhohanoid front, it could have been an Elib but not a Zabuth, but there's no Chrysalis Corporation clean-up team. It also doesn't look like anything has been stolen either. It's best for them to leave at this point unless they have something special at their disposal to help them deal with the police.

The Circlet

Whatever the Characters choose to do with the rest of their night, they've got a meeting at noon the next day. They are escorted back to the same room, which now contains a couple guys armed HKS-192 heavy assault rifles (and are wearing Sentrytech Mk-V heavy concealed armor). Mr. Hassan is a little nervous that they are the ones that killed Karen – he obviously has ears out on the street. New people in town coming to see him

and someone with an unsavory connection to him is brutally murdered – it all looks a little suspicious.

The Characters should, of course, try to talk their way out of it. After all, Hassan still has the artifact. If they choose to shift, Hassan calls off his dogs. He has heard things about Tagers and is fascinated by them. He has the courtesy to not ask too many questions, sends his guards away, and assumes that if they killed Karen that she had it coming. Either way, the Characters are in the clear.

Hassan returns the artifact and lays out what he's learned. It's very old – the name is reported to be Sumerian, but it is suspected that it existed long before that. It has been reported in ancient Egypt, but supposedly lost at that time. Split into its component pieces, the Circlet of Ghabbaz was scattered to the far corners of the Earth by those who felt it was too dangerous to remain in this world. This would lead one to believe that it is indestructible or nearly so. It was supposedly carved from ancient black trees from the primordial forests when the continents were still one and supposedly has great power in nature-worship rituals. It has surfaced in several fertility cults through the centuries. However, he knows nothing about the sale. None of his contacts even knew it had resurfaced in the world.

Hassan seems awed by the find, but gives the artifact back to the characters when he is finished. He would gladly make an offer, but he doesn't know what would be valuable enough to offer for such a thing. Happy for this opportunity, he offers to help in any further way he can. The Characters leave with a better idea of what's really going on and something to report back to the Eldritch Society.

It would all be great if Hassan hadn't just slipped them fakes. The fake artifact has been lightly enchanted so that it will still

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read as magic, but the sneaky sorcerer has kept the real power for himself. You see, Hassan's the bad guy. He's giving them duplicates so he can sell the original item back to the Chrysalis Corporation. You might say he's one of their outside contractors. He's the one who had his otherworldly servants kill Karen V. She betrayed his confidence – a serious lack of judgment on her part. In a few hours, that shop will be empty and Hassan and his assistant will have gone underground.

Reporting In

Fake artifact in hand, the Characters can return it to the Eldritch Society and pass along what they've learned. The most likely place to do this is the safehouse in Queen Anne. Kory and Graves meet them and they do not regard the news as good. Since neither Karen nor Hassan had heard any news about the sale, the deal must be pretty deep. Now they have to assume that it was a Chrysalis Corporation internal deal, which makes it pretty tough to track.

Fortunately, there's an easier immediate solution than starting to bribe customs officials and such. A Whisper has located one of the original Dhohanoids that the characters were tracking.

A Straggler

Heading over to a corporate housing complex in the Capitol Hill neighborhood, the pack meets Katie, a Whisper (callsign Gasp). Our boy has been keeping himself busy and trying to lay low, but it's hard to shake a Whisper once one's on your tail. Katie picked him up not long after the warehouse fight and has been tracking him since. The guy's name is supposedly Laurence Zimmer and he's a Chrysalis Corporation network specialist. Without even seeing him shifted, it's pretty obvious from his ADHD (attention deficit hyperactivity disorder) mannerisms that he's a Vrykol when the day is done. When Katie takes the characters to him, he's grabbing a cup of joe at a local coffee house in his civvies (not the typical Chrysalis Corporation black suit). Since he's never really gotten a good look at the characters in their mortal forms, they can go in and grab a cup of coffee too, but many regulars recommend the chai.

Zimmer will eventually head back to his apartment. This is corporate housing and the Chrysalis Corporation takes their security very seriously – especially somewhere housing Dhohanoids. No unauthorized persons are to be admitted and the armed guards are serious about that. Entrances and exits are covered by guards, sensors, and electronic surveillance, and X-rays make it impossible for Shadows to sneak in through normal routes. The building is also protected by Wards of Seclusion, which means that the naked eye is the only thing the characters can use for their own surveillance. If they sit and watch the comings and goings of residents, they'll be able to determine that at least half of the people living or working in this building are Dhohanoids – the security staff are all Dhohanoids, who are also armed with assault rifles. Odds are the pack will just have to sit tight and wait unless they can come up with a brilliant plan.

After some everyday formalities – a shower, a change of clothes, and a snack – Zimmer gets a call in the late evening and leaves. He's being cool, but he's also being sure that he's not being tailed. Since he's a Vrykol and supernaturally perceptive, the characters are going to have to be very good and very careful. If he catches on to them, Zimmer will lead them on a wild goose chase until he thinks he's lost them and then he'll start heading for his original destination again. He takes a mag-lev train down a few levels, deep into the SoDo industrial area – overall, not a quick ride and one with lots of opportunity for failure.

THE SKINNY ON THE WAREHOUSE

This warehouse is used by Hassan for many of his nefarious dealings. It is guarded by wards and extra-dimensional entities and holds an arcane space for rituals. It is owned by Hassan under a variety of assumed names and fake businesses and is almost impossible to trace – he has deep contacts in organized crime.

The Warehouse

Zimmer gets off the train and takes off into a warehouse neighborhood, still cautious that he is alone. As it's late evening and the fake sky has turned mostly dark, there aren't a lot of people roaming around a place like this. About the only sign of civilization is a corner market they pass on the way. (It's run by a loud Korean couple and they're getting ready to close.) Zimmer eventually cuts down a dark alley, approaches a smaller warehouse, and slides a key card through a slot and enters.

The warehouse looks pretty secure and only has a few windows mounted high into the walls for some "natural" light. It is very difficult to see inside, as warehouse racks filled with crates block the view. While it is certainly within their power, the dumbest thing the Characters can do is charge right in. They have no idea what they are facing yet and they still can't use their supernatu-

WHAT'S IN THE CRATES?

Warning: This section is particularly disturbing. This is not the most pleasant part of this story, but it might be important for you to know. Inside each of the crates are small cells containing young girls between fourteen and twenty-two. In preparation for a powerful upcoming ritual, these girls have been violently and repeatedly raped and are all in some early stage of pregnancy (four months is the longest). They are from all over the country and missing persons reports can confirm their identities. However, this will more than likely only come out if the characters impetuously attack the warehouse, at which point the Gaunts and Bakhi will systematically go through the crates and gut each one of the girls. Hassan doesn't want anyone to get a head's up on what he's doing, and it's not difficult for him to start this part of his plan over. It should be noted that Hassan himself has not raped any of the girls – he finds the act repulsive, but necessary for the greater forces at work.

ral senses, because this place has a Ward of Seclusion as well. In reality, there's plenty of mundane security (including locks, alarms, motion detectors, cameras, etc.), along with the ward and a small host of Fetches, Gaunts, and Bakhi. It might be time to hang out and watch things for a while again.

The person apparently in charge is a Nazzadi man named Nlada. His brilliant green eyes with sideways cat pupils clearly show he is Outsider Tainted, and he is a more than capable sorcerer on his own. If the Characters get an opportunity to watch, they'll see Zimmer and Nlada arguing about and haggling over the Circlet – which might be a bit confusing, since the characters most likely think they have the artifact.

It isn't long before a half dozen more Chrysalis Corporation operatives show up to support Zimmer. They are all Dhohanoids, so the resistance is clearly formidable.

The Switch & An Argument

As if the Characters needed further incentive, they get a call from Graves. The artifact in their possession is a very clever fake. Hassan or someone in his organization has duped them and it is imperative that they get the genuine article back as quickly as possible. He is a little relieved to know that they are on its trail.

The Characters probably begin to feverishly formulate a plan at this point. Before they can act, someone notices Mr. Hassan walking down the street towards them. It should be a reasonable shock at this point, since he hasn't been completely identified as the bad guy yet. He's all alone, whistling a jaunty tune as he walks.

Inside, Nlada and Zimmer argue a bit more. If anyone can hear them, Zimmer doesn't think it's fair to pay full price for something that was just brought into the city by them and was lost for such a short time (this applies to either the headpiece or the circlet). Nlada points out that it was sheer luck that returned the artifact to them and that they should be happy to pay any price for an item of that power. As the Dhohanoids begin to bristle, Gaunts and Bakhi slink out of the shadows to keep things cool. Anyone who can hear this will also eventually notice whimpering and/or sobbing coming from any number of the nearby crates.

It would be a bad idea for the characters to attack before Hassan gets into the warehouse – in fact, they will most likely fail on every objective if they do. The Dhohanoids will acquire and escape with the piece. Both Hassan and Nlada wear Yog-Sothoth's Guards and will easily escape. And the Gaunts and Bakhi will take care of what's in the crates.

The Real Mr. Hassan

Hassan soon enters and dominates the situation. His demeanor and very presence changes. No longer an upright businessmen and knowledgeable occultist, he is now a powerful and menacing amoral sorcerer. He makes it clear to the Chrysalis Corporation operatives that they will accept the offer and be happy

with the price or he will go over their heads. They capitulate, not wanting to jeopardize their relationship or worse if their superiors get upset. Zimmer makes a call and has money transferred to a numbered account – Nlada verifies. The Dhohanoids are given the artifact, but before they leave Zimmer wants to inspect a few of the girls.

Things do not look good for our heroes. The odds are against them. They have to act fast because the Dhohanoids are soon to leave with two parts of the Circlet. They can't call in backup, because there's no way it would get there in time. If they go running inside, they're more than likely going to get their asses handed to them. If the Characters choose to wait until the Dhohanoids are outside to attack, some will promptly retreat with the artifact back into the warehouse or the fight will hit full throttle on the streets. The best course of action is to create some kind of diversion and snatch the artifact from surprise.

Regardless of what they do, they won't catch either Hassan or Nlada. They both wear Yog-Sothoth's Guards, they both carry a couple Woeful Orbs, and they know the escape routes back to civilization where the fight can't continue. Neither of them particularly cares what happens to the artifact at this point, since they have turned responsibility over to the Chrysalis Corporation.

ACT III: SAVING BACON

Goals: To escape from their otherworldly pursuers, to survive another Chrysalis Corporation ambush, to survive a runaway mag-lev train and evade the authorities, and to return the genuine Circlet to the Eldritch Society

Setting: The Seattle Arcology. A SoDo mag-lev train station, a mag-lev train, an Eldritch Society safehouse in Queen Anne.

Cast: *Dave* – See Act I.

Anton Graves – See Act I.

Kory – See Act I.

Chrysalis Corporation Response Teams – Experienced, Human and Nazzadi males and females, assorted Dhohanoids. They flood the neighborhood to try to flush the characters out.
Innocent Travelers – assorted Humans and Nazzadi who find themselves in the wrong place at the wrong time.

The Authorities – Experienced, Human and Nazzadi male and female, responding to a runaway mag-lev train and security camera shots of extra-dimensional entities.

Flight

Once the Characters finally get the artifact, they have to get out. They'll have to contend with pursuing Dhohanoids, coming Dhohanoid reinforcements (in utility vehicles, no less), and a few flying Gaunts and Bakhi, plus whatever arcane tricks the sorcerers and the Bakhi have up their sleeves. Also, it won't be long before the police get wind of things and then everything goes to hell. It's going to be a serious escape. More than likely the best chance they have of getting free is to split up, but if one or two of them is cornered on their own they'll more than likely die.

Eventually, after much ado, they should feel like they have escaped and they'll need to rendezvous and make it to the mag-lev station to get out of here. They'll have been watched, however.

The Train

They may notice as they board the train that it is quite full. In a masterstroke, our villains are going to confront them on the train. The Chrysalis Corporation has flooded the area with Dhohanoid operatives and they've half-filled this train hoping to

catch the pack. Nlada is moving the warehouse for Hassan this very moment and it will be gone before anyone can stop them. The train takes off and the ensuing fight will be cramped, bloody, and any innocents caught in between will die. Eventually, of course, the battle will damage something important and the mag-lev train will go out of control. Anyone who wants to live is going to have to escape a speeding runaway train before it crashes. Escaping should prove difficult. There are lots of things someone leaping from the car can hit on the way down and the tunnels in the walls and ceilings don't have much utility space. The best course of action would be to fight to the back of the train and jump out that way. Any other way runs the risk of getting severely hurt.

Of course, shifted is the best way for Tagers to survive this encounter, but the authorities are going to be responding to a runaway train and the cameras caught otherworldly things in there. Assume that some sort of flight from the police, or at least a few potshots from them, are to be expected.

Getting Back

Through all this, they may or may not retain possession of the artifact. They return to the Eldritch Society one way or the other. If they have the piece, then they have completed their mission and all is well for the moment, though they will have to continue to lay low for a while. If they don't, then they at least have some more information that may help answer questions and they will be asked to stay to fight.

Continuance

This story is hardly over. In fact, it hooks the characters into part of the larger *CthulhuTech* story. Characters may want to go after Hassan – he makes an excellent continuing antagonist. They may

not have brought back the Circlet, in which case they have to either steal it back or prevent the Chrysalis Corporation from getting the third and final piece. Plus, they're going to have to lay low in Seattle for a while, because both the authorities and the Chrysalis Corporation is on to them. Whatever path you choose, good luck and enjoy!

STORY HOOKS

A Rising Storm
A story hook for a special forces game

The Characters are members of an elite Global Operation, Surveillance, and Tactics team, or GhOST team for short. As part of such a highly trained special operations force, the GIA can send them anywhere at any time to "solve" its more sensitive issues. Mr. Nathan Odom, GIA Director of Special Operations, briefs them. "Sit down and make yourselves comfortable. Please remember that what I am about to tell you is classified. Turn your attention to the image at the center of the table? This is Doctor Corbin Aldridge. In addition to being a renowned archeologist, Dr. Aldridge is considered by many to be one of the premier occult scholars of our time. We've uploaded his bio to your PCPU's.

Dr. Aldridge recently visited Easter Island to investigate what has been described as an 'unusual' archeological find. That was about six months ago. He returned to his home in Vermont four weeks ago after completing his survey. According to witnesses, his return was marked by a significant change in his character. Typically mild mannered and low key, Dr. Aldridge seemed agitated and prone to frequent outbursts. Some of his more hysterical episodes seemed to involve a "darkness engulfing the

world" that "we are too late" to stop. According to his daughter Natasha, Dr. Aldridge tearfully confessed that he believed he'd accidentally released an evil portent upon the world. "Removing the sunburst will release the storms upon the places of power," he said.

Dr. Aldridge disappeared seven days ago and all attempts to find him have failed. Coincidentally, weather tracking stations have discovered a violent storm raging over Easter Island. The storm appeared seven days ago and has not moved. We don't yet know what it means, but intel points to something big. You must find Dr. Aldridge and any answers he can provide about this storm situation. Your transport leaves immediately. Good luck!"

Mecha, Monsters, and Madness
A story hook for mecha and Engel pilots

[NES VICTORY, heading 175 degrees true, enroute to Easter Island] The Characters are part of a mecha unit assigned to the battle cruiser NES Victory. It's only been eight hours since Victory, under top-secret orders, suddenly departed her station off of Vancouver. She's been steaming south at flank speed and the entire ship has been on high alert. They wait in a situation briefing room as their company commander, Commander Bill Donnelly, addresses them. "All right everyone, listen up! You've already guessed that Victory is headed somewhere in an awfully big hurry. What you didn't know is that our orders will put us at Easter Island. GIA says something big is going down and we gotta check it out. So, before you go thinking about a beachfront vacation, remember we have a job to do.

A storm has been raging over Easter Island for several weeks and intel says it isn't natural. Electrical interference has hampered remote surveillance. What we do know is what we've learned from a handful of refugees fleeing the island in small craft. Folks, the whole damn place smacks of taint. Weird creatures running around, local folk resorting to cannibalism, and roving mobs murdering and destroying everything in their path. Our job is to go in, find out what's going on, and if possible put a stop to it. GIA's been working on this one for a while now and will be sending in a GhOST team with us. There have been some unconfirmed reports of EOD activity in the area, so stay focused.

People, this is real big. We have reports of similar storms over Tiahuanaco in Bolivia and Cancun in Mexico, forming a sort of strange triangle with Easter Island. All these places are very old. The GIA report says that Tiahuanaco is a ruined city that predates the Incans and Cancun is very close to the ancient Mayan city of Chichen Itza. And the same sort of chaos is happening to people in both places. The lives of countless people will depend on what we do in the next few hours. Something ugly is brewing and I gotta hunch that we are just the team to put it down! Get ready to saddle-up!"

Shadow Over Cancun
A story hook for a street level game

[One of the Characters must be a sorcerer; read this to him.]
Vacation in Cancun? Hell, you should have gone to Havana instead! The weather was wonderful until the storm hit. Then, all

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hell broke loose! You thought you'd seen plenty of bizarre things as a practicing sorcerer, but nothing you've seen back home could prepare you for this! All around you, tourists and waiters and street merchants and dancing girls and a whole host of other people have suddenly gone mad. It's as if something bad got into their heads all at the same time. People are roving around like packs of mindless mad animals killing anything that moves. Some people have begun to morph into things that doesn't even resemble human anymore.

You and a handful of other people as yet seem unaffected by the taint that's inflicting everyone else. All of Cancun has been quarantined by NEG military and their not letting anyone out. You will have to weather the high winds and cold, wet darkness of the storm. You will have to find a way to avoid the roving bands of man-things that relentlessly hunt you. You will have to find a way to stop this thing that is happening, or find a way to escape. You will have to venture through the unholy horror that once was a tropical paradise. You will have to survive and the odds are against you.

The Hard Way
A story hook for an Eldritch Society game

The Eldritch Society watches the New Earth Government from within. The Tagers fight against threats the government doesn't even see. But as the old question goes, who watches the watchmen? What happens if a Tager goes bad? To some it might be unthinkable that a Tager would go off the deep end, but it has happened before. Having no other choice, the Eldritch Society is forced to police itself. Packs gather to hunt the afflicted down, freeing his soul from the tortured existence it has been forced to lead.

A call for such a hunt in their area has reached the Characters ears, but this time it seems unusual. This time it's asserted that an entire pack has stepped beyond the pale. One Tager is unlikely enough, but a whole pack? That seems impossible. While some Tagers will simply accept the hunt as their duty and leave to put the afflicted down, it seems likely that your Characters will be a bit more inquisitive.

Looking into the matter, the truth will eventually come to light. Xirama, a Nazzadi Phantom Tager (callsign Jackal), isn't insane – he's simply adopted a policy of aggression that the powers of the Eldritch Society have deemed too hardline. He has recruited a team of likeminded individuals and they have staged some very elaborate and well-executed assassinations of Chrysalis Corporation executives. However, they are zealous and the rash of murders has caught the attention of the authorities. They are good at what they do though and they aren't stopping any day soon.

But what about the Characters? The frightening creatures that "run" the Eldritch Society have declared that they are to be hunted until dead. Do the Characters disagree with them? If not, how will they reconcile this? Is this just a squabble over control within the Eldritch Society? Should politics matter to an organization based on holy duty?

This Is What You Want...
A story hook for a street level game

Sex clubs are nothing new. They've existed within society for a long time. And there have always been those that catered to more particular tastes. These types of clubs exist in back alleys, keeping their existence a secret to all but those who might enjoy their services. People only get in when they meet the right people and have passed through the right hurdles. The New Earth Government has more that its fair share of these clubs. Some elements believe them to be recruiting grounds for cults and as much as they'd like to shut them down, sex clubs are protected in most cases by law.

Rumor has it that a new sex club has opened, catering to somewhat illegal tastes. They skirt around gray areas of the law and keep themselves well hidden. It is said that wealthy patrons help keep this club in business and would rather not have their proclivities exposed. But somewhere along the way, the Characters have heard a new rumor – that there is another level to the club. It is supposed to be something transcendental and not for the faint of heart. There are those who are not entirely comfortable with the price, which is said to be high. Those who have leaked such information are curiously missing...

Those Who Hunt the Hunter
A story hook for an Eldritch Society game

Something dwells within the dark places of the arcology – seeking, stalking, hungry. The shadows of the lower levels are its domain. The steam-filled tunnels of the city's waste ventilation system are its refuge. And the forgotten masses of poor and homeless people fighting to survive within the squalid basement of civilization are its food. It has tasted the blood of man and it wants more.

People are disappearing at an alarming rate within the lower levels of the arcology and the police are too busy to pay attention. Word has reached the Eldritch Society and your murder of Tagers has been directed to investigate the situation. The number of missing people has skyrocketed over the last two weeks. You and your team soon discover that a very experienced Nazzadi sorcerer named Greka was found dead in his ritual chamber somewhere near the general vicinity of the disappearances. His body had been terribly mangled with splashes of blood painting the walls and floor around him. A learned eye of the occult might soon surmise that he had attempted some sort of summoning spell that obviously went wrong. But what was it?

You may also notice that several locations in the local area have posted property development signs under the Chekiang Development Group, including Greka's studio. How could Greka's place have been sold and slated for development in only two weeks? As large as the Chekiang Development Group is, do they really have that kind of pull or are they perhaps tied in somehow to the Chrysalis Corporation? Was Greka's violent death truly the result of a ritual gone bad or was it perhaps something else? And what really lurks in the filthy pits and nether places of the city?

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MECH SHEET

CONCEPT

Mecha Name	
Mecha Type	
Size Class	
Pilot Callsign	

STRUCTURE

Integrity	
Armor	
DCS	
Regeneration	

CHARACTERISTICS

Type	Mecha Rating	Pilot's Ability	Modifies	Overall
Control Response			Agility	
Sensors			Perception	
Multi-Task Systems			Actions	
Warning Systems			Reflex	
	Rating	Dam. Bonus	Equals	
Frame			Strength	

SUPPORT SYSTEMS

Type	Effects	SF Code

SENSOR SYSTEMS

Type	Range	Mode	SF Code

MOVEMENT SYSTEMS

Type	Effects	SF Code
Ground Speed		
Air/Water Speed		
Acceleration Code		
Jumping Distance		

WEAPON SYSTEMS

Type	Size	Range	Damage	Shots	Rounds	Special	SF Code

DAMAGE

Level	Integrity	Current	Effect
Cosmetic			None
Light			-1 Test Penalty
Moderate			-3 Test Penalty, Half Move, Max. 2 Actions Armor Half, DCS/Regeneneration Half Rate
Serious			-6 Test Penalty, Only Crawl. Max. 1 Action No A-Pod/Jump, Pilot Takes Half Armor Gone, DCS Quarter/Regen Half Rate
Critical			Falling Apart, Barely Walk No A-Pod/Jump, Pilot Takes Full No DCS/Regen Quarter Rate

Cthulhu Tech

CHARACTER SHEET

CONCEPT

Name		Callsign	
Player		Allegiance	
Storyguide		Profession	
Story		Race	
Virtue		Flaw	

ATTRIBUTES

Attribute	Rating	Feat Level
Agility		
Intellect		
Perception		
Presence		
Strength		
Tenacity		

SECONDARY ATTRIBUTES

Actions	
Movement	
Reflex	
Orgone	
Vitality	
Drama Points	

EXPERIENCE

Total	
Unspent	

SKILLS

Skill	Expertise	Attr. Base

Specializations	Expertise	Skill

PERSONAL CHARACTERISTICS

Gender	
Age	
Height	
Weight	
Hair	
Eyes	
Coloring	
Dist. Features	
Birthday	
Place of Birth	

QUALITIES

Assets

Drawbacks

SPECIAL ABILITIES

INSANITY

Points	
Disorders	

POSSESSIONS

Gear (Carried)

Gear (Owned)

SPELLS

First Order	Type	Effect	Cost

Second Order	Type	Effect	Cost

Third Order	Type	Effect	Cost

TAGER

Manifestation		
Regeneration		
Fear Factor		

Shifted Attributes	Level	Feat
Agility		
Perception		
Strength		
Tenacity		
Actions		
Movement		
Reflex		
Vitality		

ARMOR

Type	Protection

WEAPONS

Type	Damage	Shots/Rounds	Range

WOUNDS

Level	Vitality	Current	Effect	Tager Vitality	Tager Current
Flesh			None		
Light			-1 Test Penalty		
Moderate			-3 Test Penalty/Half Move Max. 2 Actions/Armor Half		
Serious			-6 Test Penalty/Crawl Max. 1 Action/Armor Gone		
Death's Door			Unconscious & Dying		

![logo] CTHULHU TECH

SUPPORTING CAST SHEET

SUPPORTING CHARACTER

Name/Callsign		Race	
Defining Characteristics		Gender	
Allegiance			
Attributes	Agility	Intelligence	Perception
	Presence	Strength	Tenacity
Secondary Attributes	Actions	Movement	Orgone
	Reflex	Vitality	
Qualities			
General Skills			
Combat Skills			
Gear			
Spells			

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Combat Skills			
Gear			
Spells			

The Last War

2085. Humanity faces extinction. Alien insects from the edge of our solar system, long hidden behind the façade of reality, descend to enslave us. Hordes of unspeakable horrors roll out from Central Asia, laying waste to anything in their path. The church of the fish-god scours the world for lost occult secrets to unleash terrible forces. Dead gods awaken and turn their dreadful eyes toward the Earth. And within hides a cancer, eating away at the very heart of the New Earth Government.

This is the Aeon War. This is the time of *CthulhuTech.*

Climb inside a thirty-foot tall war machine and rain down hell on the unwavering Migou. Fight tooth and nail on the front lines against the horrific beasts of the Rapine Storm. Seek out the disgusting corruption of the insidious Esoteric Order of Dagon. Explore the dark world of the malignant Chrysalis Corporation and their unseen monstrous agents. Sift through secrets long thought lost and bend the power of the cosmos to your will. Join in symbiosis with something beyond time and space and become a shape-shifting bringer of wrath.

Nowhere else will you find a setting like this.

Inside this book you will find:
· a complete history and detailed exploration of the world of the Aeon War, so that you can start a game right away.
· nine pieces of provocative short fiction to help portray the feel of the setting.
· the innovative *Framewerk* system. Not only cinematic, *Framewerk* puts control back where it belongs – in your hands.
· the option to play a hardy and resourceful 21st century Human or join the fight as a night-skinned genetically-engineered Nazzadi.
· the option to play as one of seven professions, including Arcanotechnicians, who meld technology and magic into a unique discipline, Engel Pilots, who join in communion with gigantic arcane cyborgs, Occult Scholars, who delve into the mysteries of the universe and harness its power for themselves, or the mysterious alien shape-shifting Tagers.
· a unique ritual-based magic system, simulating dark and painstaking universe channeling power, including two dozen mind-wrenching spells.
· more than 30 unique machines of death, including the bug-like Migou mecha, the rough and tumble mecha of the New Earth Government, and the monstrous bio-organic Engels.
· more than 20 unspeakable horrors, including the terrible hordes of the Rapine Storm and the monstrous servants of the Chrysalis Corporation.
· a secret history of the world for Storyguides, including an exploration of dead gods, lost races, and forgotten places.
· story starters and hooks, to get you into a game now.

CthulhuTech is a complete, self-contained storytelling game. All you need besides this book are five to ten 10-sided dice.

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