

1ST Kingston

GURPS[®] International Super Teams[™]
Supplement & Adventure in Jamaica



By Scott D. Pinkham and
Robert M. Schroeck

MODERN MYTH PUBLISHING[™]

Amaze

IST Kingston



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Modern Myth Publishing is a partnership dedicated to providing original and innovative gaming support materials. We are concentrating on the *GURPS* system because it's a cool role-playing game which provides a single set of mechanics for genres from fantasy to super heroes, science fiction to vampires and martial arts to rabbits.

We want to provide you with the best gaming support material available. In order to do that we need your input. You can write to us and tell us what types of things you would like to see in adventures and supplements for *GURPS*. We are always looking for authors and artists to produce adventures and other supplements. Ask for a copy of our Writers Guidelines.

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GURPS is the *Generic Universal Role-Playing System* by Steve Jackson Games. They are committed to the full support of the *GURPS* system. *Pyramid*, their bimonthly magazine includes new rules and articles for *GURPS* as well as information on their other lines: *Car Wars*, *Toon*, *Ogre Miniatures* and more.

Steve Jackson Games can be contacted by writing to Box 18957, Austin, TX 78760. Please include a self-addressed stamped envelope (SASE) any time you write to them.

About The Authors

Scott D. Pinkham is a creator of mass mayhem, but this is the first time he has tried to put it on paper first. His wife Lisa is frequently kept awake by his incoherent mumbling of nuclear weapons design secrets as he sleeps.

Typical Dialogue: "Kill! Kill! Kill! No, on second thought, I shouldn't do that..."

Robert Schroeck is the creator of the IST world for Steve Jackson Games, and plans on becoming one of the world's most prolific authors, as long as he doesn't have to work hard at it. He hides his own super abilities behind a mask and the cover of darkness.

Typical Dialogue: "Stop in the name of... Oh, I'm sorry. What was my line again?"

So You've Just Been Reassigned . . .



. . . Or maybe this is your first assignment. Either way, welcome to the International Super Teams embassy at Kingston, in beautiful scenic Jamaica. IST Kingston has the honor of being the first embassy to be established actually within the Caribbean basin. After its formal opening, this embassy will handle all Caribbean operations, taking over that duty from IST Miami. IST Kingston's zone of operations covers not only the island nations of the Caribbean (including non-member Cuba), but parts of the South Atlantic, too. There is a certain amount of overlap into Central America, as well, particularly the area of non-U.N. Guatemala.

The Kingston complex was designed to act as not only a full embassy but an R&R facility for IST members from across the world. While you are not expected to be "cruise directors" for your fellow members, the existence of a permanent embassy team will provide a sense of security that will allow visitors to relax and enjoy themselves more than they could at a normal resort. Likewise, the lack of such intense public scrutiny as affects our teams in major Western cities such as New York, London, Paris and Los Angeles will be a welcome change for many visiting team members.

Your team administrator is Ms. Juanita Rodriguez, late of the Puerto Rican embassy to the United Nations in New York. Legal Attaché is Devon Featherstone-Haugh, the noted British attorney. In charge of embassy security is Col. Valerie

Schwartzmann of Israel. A full listing of the embassy support and diplomatic staffs will be included in your normal orientation packet.

Individual dietary needs and preferences have already been transmitted to the chief cook and his staff, but you are advised to contact them and confirm all arrangements. Although the embassy is not yet formally open, standard meal schedule (and kitchen access) is already implemented. For those who so desire, there is a daily shuttle van into downtown Kingston. This van is unmarked and not immediately identifiable as an embassy vehicle.

Feel free to contact embassy majordomo Fritz Reinwalter at extension 1104 if you have any further needs or questions.

How To Use This Supplement

IST Kingston is designed as a "quick-start" for a *GURPS Supers/International Super Teams* campaign. Herein you will find a complete IST embassy, newly constructed and with several critical missions already in its collective hands. Six pre-generated supers are included, for use either as player characters, or to flesh out a team of home-brewed PCs.

In order to use this supplement, you will need the *GURPS Basic Set, third edition*, and *GURPS Supers, second edition*. In addition, *GURPS International Super Teams* is a very useful reference, particularly if you want to run an ongoing campaign set in the IST world.

Of course, the embassy does not exist in a vacuum. Jamaican and Caribbean society and culture receive a brief but thorough examination, with focus put upon those aspects which are different in the IST world. While the material here is certainly sufficient for the start of a campaign, the limitations of space prevent it from being exhaustive or definitive; the GM is urged to flesh out his Kingston and his Jamaica with further research as needed. Suggestions on how to enhance the verisimilitude and atmosphere of the campaign can be found in the sidebar "Setting The Mood".

Please note that, in general, the main text is written as a guidebook to supers and other staff newly assigned to the Kingston, Jamaica IST embassy. Supplementary information for the GM can be found in the sidebars accompanying the text.

We are using something we have not seen published before - *Sense Blocks™*, listing sights, sounds and so on for various locations. Their purpose is to provide GMs with the material to draw from, in a more flexible manner than providing written description to read to the players. Let us know how you like them!

Further Sources

Any bookstore should be well-stocked with tourist guides to the Caribbean; these are usually updated on an annual basis, so the GM of an IST Kingston campaign can be assured of having reasonably recent information. The authors in particular found the *Fodor's* guide to Jamaica and *Frommer's Comprehensive Travel Guide: Caribbean* to be of invaluable aid. The GM is also referred to such books as the *Information Please Almanac* and the *World Almanac*, which are excellent sources of information on international matters, and which truly are indispensable to any well-run IST campaign, in or out of the Caribbean.

Plot Lines

Several potential campaign themes are "seeded" in the following pages. One of the most important will be the constant Cuban tension (see p. 10). Narcotics/drug interdiction will also play a role. However, the GM should not forget that another recurring theme will be the people; team members are intended to interact with the population of Kingston and Jamaica, as is consistent with the U.N.-mandated P.R. policies. For an especially dramatic start to the campaign, which can draw together most of these themes, see the adventure *Somebody Doesn't Like Us Here* on pp. 42-47.

Setting The Mood

There are many things a GM can do to enhance the playing environment in order to provide more enjoyment to the players. The simplest is perhaps to play the proper music. Reggae and Ska albums are easily found in major chain music stores; at the very least one should be able to find recordings by the master of Caribbean music, Bob Marley. Some groups and albums to look for are:

Yellowman: "Nobody Move Nobody Get Hurt."
Peter Tosh: "No Nuclear War," "Equal Rights," "The Toughest."
Jah Love And The Survivors: "Early One Morning."
The Toasters: "Skaboom."
Sugar Minott: "Happy Together."
The Jays: "Dance DisReggae."
Ziggy Marley and the Melody Makers: "Conscious Party."
Bob Marley and the Wailers: "Rasta Revolution," "Kinky Reggae," "Lively Up Yourself," "Birth of a Legend," and a four-CD retrospective "Songs of Freedom."

Props can prove useful, as well. Inexpensive tourist maps of Jamaica can be used as handouts to players, or the GM can duplicate maps from guidebooks or encyclopedias. GMs with annoying quantities of spare cash laying about could convert some to Jamaican currency at their local bank. If there is a nearby newsstand that carries international newspapers, look for issues of the *Daily Gleaner* or the *Star*. Also, do not overlook the Jamaica Tourist Board as a possible resource; a variety of free brochures and maps can be obtained from them. The JTB has several offices throughout the United States; one such is located at 801 Second Avenue, 20th Floor, New York, NY 10017 (phone number 212-856-9727).

Especially ambitious GMs might also consider exposing their players to Jamaican food. A wide variety of Jamaican foodstuffs are stocked by many major supermarket chains, from meat patties (both spicy and mild) to frozen concentrated soursop drink to fresh starfruit (in season); lemonade is perfectly Jamaican, but some stores sell syrups that can be combined with carbonated water to make some of the favorite island drinks. As the authors can attest, the combination of Jamaican food and Jamaican role-playing is a powerful one!

Jamaica At A Glance

Sovereign:	Queen Elizabeth II
Governor-General:	Sir Florizel Glasspole
Prime Minister:	Michael Manley
Area:	4,411 square miles
Population:	2,441,000 (Est. 1990), density 586 persons per square mile
Capital:	Kingston, population 104,000
Monetary unit:	Jamaican Dollar (J\$—the standard notation).
Official Language:	English
Religions:	Protestant (71%), Roman Catholic (10%), Rastafarian (7%), Other (12%).
Literacy rate:	79%
Per capita income:	\$2,275 annually
GNP:	\$5.5 billion (1990)



Driving in Jamaica

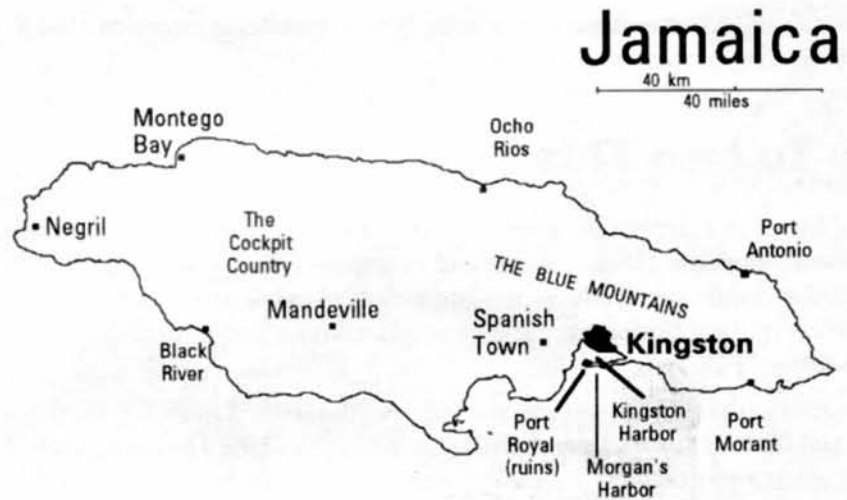
For those embassy staffers who will be driving here, please be aware that Jamaica follows British traffic conventions. Jamaicans drive on the left-hand side of the road; the speed limit in towns is 30 miles per hour, and outside of towns it is 50 mph. The national driving style can be generously described as "aggressive," but the accident rate is surprisingly low.

Also, Jamaican roads, although well-maintained, are poorly marked. Please make sure to take a map with you even if you are sure of where you are going!

For a short time after your arrival in Jamaica you may use your valid driver's license from your last nation of residence, but for visits in excess of a week, an International or Jamaican driver's license is a must. Americans on the staff should also be warned that gasoline is measured in Imperial gallons, which measure 25% larger than the American gallon.

Down Caribbean Way . . .

In preparation for your transfer or assignment to this new duty station you will have already absorbed no small amount of basic knowledge about Kingston and Jamaica. However, in the interests of thoroughness, we provide the following guide to your new zone of operations.



Your Host Nation: Jamaica

History

Discovered by Columbus in 1494, Jamaica has been settled by many peoples. Its original inhabitants were the Arawak Indians, who called the island Xaymaca, meaning "Land of Wood and Water." A gentle tribe of hunters and fishermen, the Arawak were enslaved by the colonizing Spanish, and were wiped out within 50 years. When the Spanish discovered no precious metals on the island, they all but abandoned it for more than a century and a half. It eventually came under British control in 1655; the Spanish were more than happy to yield possession of the island.

For the next fifty years, Jamaica was the home to British pirates and privateers, who raided Spanish gold armadas. Many, including the famous Henry Morgan, made Jamaica's Port Royal (a city across the harbor from modern Kingston and near the site of IST Kingston) their headquarters, until an earthquake and tidal wave in 1692 utterly destroyed the town.

The next two centuries were times of genteel prosperity, as the sugar barons and their great plantations dominated the economy; for many decades the island was the world's largest producer of sugar.

The modern nation of Jamaica came into being after the start of the supers era, on May 5, 1953, when it attained internal autonomy, but did not declare itself completely free from British rule until 1962.



Politics

Despite its independence, Jamaica is still a member of the British Commonwealth, and regards Elizabeth II of Great Britain as its sovereign. In practice, the Governor-General (appointed by the queen) acts as her proxy in the ruling of the nation and is its head of state. Jamaica is a representative democracy, with a 60-member House of Representatives elected by the people, and a Senate composed of 21 appointed members. The Governor-General appoints the Prime Minister, who (in his opinion) must be the person best able to command the confidence of a majority of the members of the House of Representatives.

The past decade has been a series of confrontations between Prime Minister Michael Manley's socialist-oriented People's National Party and the more conservative, capitalist Labor Party. The increasing prosperity over the past 10 years, though, has firmly cemented the PNP in its position of power. Manley has so far enjoyed twenty uninterrupted years as Prime Minister.

Language

Although the national tongue of Jamaica is English, IST members whose knowledge of the language is primarily from the classroom may have difficulty following it. Jamaican English qualifies as a separate dialect in its own right, with a decidedly different lilt and vocabulary from the "standard" English taught the world over. At its worst, the Jamaican dialect is almost impenetrable, but in general, a little effort and patience will bear fruit. For more information on "Jamaica Talk," as it is called, see the sidebar on this page.

Religion

Jamaica, as a melting pot of cultures and peoples, not surprisingly possesses a remarkable religious diversity.

Christianity

The primary religion of the island is Christianity, with almost three-quarters of the population being of Protestant affiliation. Another 10 percent of the population is Roman Catholic.

Rastafarianism

At least 7% of all Jamaicans subscribe to Rastafarianism, a religio-political cult that arose in the 1930s. In this belief, Jamaican blacks have identified with Ethiopia on the basis of its biblical symbolism (especially *Psalms* 68:31). The early movement was named for Ras ("prince") Tafari, who took the name Haile Selassie when he was crowned emperor of Abyssinia (later renamed "Ethiopia") in November 1930.

Like many other Caribbean cults, it is an unusual mixture of Christianity and outside elements, using the Bible and modified hymns in their ceremonies. There are a number of fundamental tenets of Rastafarianism (not all of which are emphasized equally or even accepted by all believers), which amount to the following: because of transgressions against God, black people were exiled to the West Indies, but they will be returned to their homelands through the intercession of the Emperor of Abyssinia; whites are inferior to blacks, but black men will soon get revenge by compelling whites to serve them; Ethiopia is heaven and Haile Selassie is the living god; and, the Jamaican situation is hopeless.

Rastafarians see opposition in the world in a modern Babylon, composed of Britain, the United States, the bourgeois state of Jamaica, and the church. They hold

"Jamaica Talk"

Jamaican English is distinct from both American English and British English, being a separate dialect that defaults to English-2. It is technically a *creole*, that is, a composite language used by native speakers of many other tongues. Its most distinctive features are a different tonality and "lilt" (possibly of Welsh origin) and its vocabulary. Portions of Jamaican English are holdovers from Irish and Elizabethan English, while African dialects and French have also left their mark on the tongue.

A few common elements of Jamaican English: the substitution of "d" for "th", the loss of the initial "w" on such words as "woman," and the use of "me" in place of "I." Often "no" is used in the place of "not." Hard consonants on the ends of words are frequently dropped, as in "kin'" for "kind." Emphasis is conveyed by repetition ("plenty-plenty money") or by the expression "for true."

Most Jamaicans can slide in and out of "Jamaica Talk" at will, but because the dialect is so different, it is given as a separate language skill in the character descriptions of native Jamaicans. A small sampling of Jamaican English vocabulary is given below.

Bankra: Basket.

Boonoonoonoos: (Adj.) Very nice, super.

(Noun) A "happening."

Dunny: Money.

Duppy: Ghost, spirit.

Ganja: Marijuana.

Irie: The best imaginable.

Leggins: Soup vegetables.

Love apple: Tomato.

Nyam: To eat.

Polt: A bull.

Tea: Any non-alcoholic drink, including soups!

Newspapers

There are two major newspapers on the island. The *Daily Gleaner* is considered the best island newspaper, but its primary competition, the *Star* is less staid. In addition to Jamaican and international news, both papers provide useful updates on shopping, dining, night life, and special events.

Jamaica Time

Jamaica is in the same time zone as New York City: Eastern time. Please note that Jamaica does *not* switch to Daylight Savings Time in the summer; Jamaican clocks are set to Eastern Standard Time all year-round.

Public Opinion

In general, IST members should have no difficulty with public opinion. The typical European enthusiasm for metahumans is present in this British state, and embraces the International Super Teams with a particular intensity. Local metaheroes, including vigilantes, are immensely popular, and often need to fend off well-intentioned offers of assistance from over-enthusiastic normals. IST supers are warned to beware of this, and to prepare for it! Diplomacy should be used to decline such offers; any super found to have been rude to helpful Jamaicans will be reprimanded!

Weather and Climate

Unfortunately for embassy staffers from cooler climes, Jamaica is warm. Daily temperatures average between 80° to 90° Fahrenheit, although in winter it does get a little cooler. In the inland mountains, though, it can get as cold as 40°. There is almost always a breeze, which again in winter is noticeably cool.

There are, of course, some exceptions to these temperatures. The mountainous regions of Jamaica are relatively alpine in temperature and climate, averaging 10° cooler than the lower parts of the island in 2,000-foot-high Mandeville, to even colder in the 7,000-foot Blue Mountains.

Jamaica has two rainy seasons, in October to early November, and in May to early June. During these seasons, the rain will normally come in short, sharp showers, after which the sun will appear, shining brightly. Jamaica also has an active hurricane season, which runs from mid-August to mid-October. The IWO maintains careful control of Caribbean hurricanes, so the embassy need not fear any major storms, but for ecological reasons it allows tropical storms and very weak hurricanes to progress unimpeded through the basin.

Commercial Fares

For those embassy staffers who may use commercial travel to and from Jamaica, some representative prices for air travel are:

New York to Kingston: Round Trip \$411, One-Way \$251. Los Angeles to Kingston: Round Trip \$588, One-Way \$366.

Cruise lines also service Jamaica, but their fares are unable to be easily summarized, as they are based on a wide range of variables.

Please remember that all fares are seasonal, and can vary with many conditions, not the least of which would be carrier price wars. Do not take these prices as definitive!

that all of Jamaica's troubles come from Babylon, and that Jamaican blacks will be rescued from their woes by Haile Selassie.

In the past two decades, Rastafarianism has become more militant, insisting that deliverance from poverty, unemployment and humiliation must come from within Jamaica, and not from Haile Selassie or his spirit. Other branches deny the death of Selassie in 1975. With its overall militancy has also come an emphasis on nonindustrialized nature, which underlies many aspects of the Rasta life-style, such as vegetarian dietary rules, uncombed dreadlocks and beards, and the importance of *ganja*.

In addition to contributing to Jamaican political consciousness, Rastafarianism has also contributed to Jamaican popular music, as the rhythm of its akete drums influenced *ska* music, which later developed into reggae.

Obeah

Obeah is a "black magic" practiced in Jamaica and related very distantly to Haitian *voudoun* and numerous African beliefs. Practitioners claim the ability to summon and control ghostlike spirits called "duppies," which can be used to inflict curses and bad luck—or their opposites—upon individuals. In addition, the Obeah Man or Obeah Woman (the proper terms for practitioners) performs more typical folk-magic involving potions and powders, but the majority of their efficacy stems from their ability to command duppies. The power of the spoken or sung word is a major element of all obeah; in other cases, "obeah bundles" (essentially, charms compounded of many ingredients) are made and buried in order to affect their chosen target.



An obeah worker's power over magic frequently comes from his "things"—the materials which he uses to "set obeah," and which are used to create bundles and charms. Such paraphernalia is often bizarre and eclectic, ranging from cemetery dirt through animal bones and feathers to clay balls and gum-filled eggshells. When not working out of their usual dwelling, an Obeah Man or Woman will carry a large bag or sack containing a variety of these components.

In Jamaican belief, there is also a white magic called "myal" which opposes obeah.

Other Faiths

Many other cults and religions flourish in Jamaica. Among these are a variety of hybrid Catholic-African faiths, which mix native African beliefs with selected bits of Catholic dogma. Such faiths include Cuban Santería and Haitian Voudoun, which have small bodies of adherents on the island, Kumina, Convince, and the Kromanti Dance. Others, like Revival Zion, are more African-Protestant in origin.

Economy

Jamaica is technically a third-world country, but in the last decade or two has shown a good deal of prosperity. Between tourism, the bauxite/aluminum trade, and its agricultural/livestock base, Jamaica is slowly making inroads towards improving the lot of the average citizen. By 1990, per capita income had more than doubled over the level of little more than five years before. While not yet on a par with that of the

industrialized nations, it is enough to mark Jamaica as one of the fastest-growing economies in the Caribbean basin.

Tourism and Travel

Although tourist traffic to Jamaica has always been welcome, it has only been since the early 1980s that tourism has become a primary industry of the island. The north coast of the island is strewn with resorts, some of which are world famous: Montego Bay, Negril and others. Still, Jamaica maintains a strong agricultural base, and no small part of its growing prosperity stems from that.

Traveling To and From Jamaica

Please remember that unless you are on U.N. business, you may not use U.N. transport facilities. However, for those supers without special transportation abilities, travel to and from Jamaica is relatively easy. The island has two international airports: Norman Manley International Airport near Kingston, and Montego Bay airport at Montego Bay. For hops around the island, additional airports — served by Trans Jamaican Airlines — are found at Mandeville, Negril, Ocho Rios and Port Antonio.

For those preferring more leisurely travel, a number of cruise lines regularly dock at Montego Bay, Ocho Rios, Port Antonio and Kingston.

Special Note: The Jamaican government has special regulations covering supers with long-distance transportation powers. By Jamaican law, flyers, teleporters and other such supers *must* make their initial arrivals at either of the international airports and must pass through Customs; failure to do so is considered illegal immigration! (They may, however, leave

from any point on the island.) The IST has a limited exemption to this law covering emergency deployment and reassignment, but all teleporters assigned to the embassy are required to familiarize themselves with both the Kingston and the Montego Bay airports and their customs facilities.

Jamaican Food

Jamaican food is an experience to be explored. The result of several different cultures and cuisines combining and recombining for centuries, and augmented by the unique agricultural products of the island, Jamaican food is unlike anything most IST members may have experienced. Like most tropical and near-tropical cuisines, it is heavily reliant upon strong spice, and those persons not accustomed to spicy food should take care!

Soups in particular are something of an art form in Jamaica. Pepperpot soup — a thick, meaty dish — is a cultural favorite and inescapable anywhere on the island; despite its name, it will warm without burning. Other Jamaican soups include the deceptively-named “fish tea,” conch soup, red pea and pumpkin soups. For the daring, there is also *manish water*, a soup made from goat offal and tripe and said to increase virility.

Ackee and salt cod is the national dish and a frequent breakfast favorite with pepper and onions. Ackee is a unique, brightly-colored tropical vegetable which tastes remarkably like scrambled eggs when cooked. Patties — spiced, meat-filled pastries — are the national snack and lunch.



Money

The basic unit of currency is the Jamaican dollar, which uses the same symbol (\$) as the American dollar (and the *GURPS* dollar). Many sources use the symbol “J\$” to indicate the Jamaican dollar, and that convention will be used here. As of May 1994, the banks sell J\$28 for \$1, and \$1 for J\$43. However, the rate can and does fluctuate (the GM may want to check with his local bank for the most recent figures). Note that commercial banks and exchange bureaus will typically give a less favorable exchange rate once their commission is factored in.

Jamaican currency is available in the following denominations of paper notes: J\$1, J\$2, J\$5, J\$10, J\$20, J\$50, and J\$100. Coins are 1¢, 5¢, 10¢, 20¢, 25¢, and 50¢.

While theoretically all transactions must be in Jamaican dollars, United States dollars are very often used. IST members are warned to always make sure whether a price quoted to them is in Jamaican or American dollars!

Exchanging Currency

Although all members of IST Kingston will be paid in Jamaican dollars, you may on occasion need to convert currency — for instance, if you send any portion of your pay overseas for any reason. While there is no limit on the amount of foreign currency which can be brought in to Jamaica, it is illegal to export Jamaican currency — please be careful to always convert! Remember also to have your ISTID, immigration card or passport handy when exchanging currency. If you wish, the embassy major-domo can arrange currency conversion for you.



Jamaican Festivals

It has been said that in Jamaica, you can tell what time of year it is by what party is being thrown at the time. While this is an exaggeration, it is not a big one. The following are festivals or events held every year in Jamaica:

- Mid-January:** The Jamaica Classic golf tournament, Montego Bay.
- Late January to early February:** the Annual Chukka Cove Cup polo competition in Ocho Rios.
- Early March:** Manchester Golf Week in Mandeville.
- Mid-March:** The Jamaica Open (AJPA) Polo Tournament, Ocho Rios.
- Late March or Early April:** The Miami-to-Montego Bay Yacht Race.
- Mid-April:** The annual Red Stripe International Polo Tournament, Ocho Rios.
- Late April:** The Jamaican Horticultural Society's annual flower show, Kingston.
- Early May:** Her Excellency's May Day Charities, Kings House, Kingston.
- Late May:** Jamaica International Marlin Tournament, Ocho Rios, and the Trelawny Carnival, Falmouth.
- Early August:** Celebration of Jamaica's sovereign nation status; it amounts to a national party, although the heaviest activity is in Kingston.
- Late August:** The five-day-long Reggae Sunsplash concerts, attended by thousands in Montego Bay. The annual Miss Jamaica pageant (the Jamaican entry in the Miss World contest), Kingston.
- Early October:** The Henry Morgan Buccaneer Ball, Port Royal, near Kingston; pirate garb is mandatory.
- Mid-October:** The Port Antonio International Marlin Tournament, Port Antonio.
- Early November:** The Jamaica Horse Association's International Horse Trials, two days long in Annotto Bay.
- Late November:** The Jamaica Open Golf Tournament, Kingston.
- Mid-December:** LPGA Tournament, Montego Bay.

All of these events can be seeds for adventures, especially those in or near Kingston and Port Royal; team members can be involved as guests, or security, or both!



Curries are a common part of native cooking, with goat and mutton being foremost. Long-time residents recommend curried goat with mango chutney. Other local favorites that should not be missed include roast suckling pig, rice and "peas" (actually kidney or red beans cooked in coconut milk), and a dish called "stamp and go" — spicy cod fritters.

Other exotically-named dishes include *fall back*, a salty stew with bananas and dumplings; *escovitch*, a marinated fish which is fried and then simmered in vinegar with onions and peppers; *rundown*, mackerel cooked in coconut milk, often eaten for breakfast. Jerk pork, jerk chicken and jerk fish are all versions of another national dish — a type of barbecue in which the meat is cooked slowly over a fire of green pimiento wood; the method of preparation is known to have come from South American Indians before the arrival of the Spanish. The best is said to be made near Port Antonio.

Jamaican fruit ranges from the familiar (bananas, oranges) to the unique (pawpaw, star apples, soursop). In the star apple season (February to April), look for "matrimony," a delicious blend of star apples, oranges, milk, nutmeg and sugar. Soursop and guava ice cream can be purchased on almost any street corner.

Meet The People

Embassy staff are encouraged to take advantage of the Jamaican Government's "Meet the People" program. For over twenty years, "Meet the People" has brought together visitors and Jamaicans who share similar backgrounds and interests. Program volunteers include persons from all walks of life, including supers, with interests ranging from art to sports to politics. The program provides a chance to make

contacts and a cultural exchange beyond the usual visitor experience. To participate, contact the Jamaica Tourist Board office in Kingston; there is no charge for the service.

Jamaica and Its Neighbors

Jamaica is, in general, on good terms with the other island nations of the Caribbean, and nearby mainland countries, including the United States of America. Notable exceptions are Colombia, Guatemala and Cuba.



Colombia

Since 1990, when its government was driven into exile by a concerted effort of powerful drug lords, Colombia has been at odds with Jamaican authorities. The new government is essentially a puppet regime controlled by the cocaine cartels, and at present maintains no better than neutral relations with Jamaica. In the past, especially at the start of the U.N. embargo of Colombia, its government has actively threatened Jamaican officials for their anti-narcotics efforts.

Exiled President Virgilio Barco Vargas remains in New York.

IST Command has classified Colombia as a Tescier Level Three (Probable Threat) state. (See the sidebar on this page for details on the Tescier rating system.) Important figures in its government are President Alberto León López (known to be affiliated with the Medellín cartel) and Minister of Defense Guillermo Lleras Herrera, a known super with extensive combat powers.

For more information, consult IST Publication SA-1197.2A "The New Colombia," available in the embassy mainframe documents database.

Guatemala

Not a member of the U.N. and home to Doctor Radiation. This brief sentence sums up the most important aspects of Guatemala, as far as anyone is concerned. While IST Command has classified Guatemala as Tescier Level Three, a special warning has been placed on the classification, pointing out the uncertain dynamics of its government and the known instability of Dr. Heinrich Glasser, known as Doctor Radiation and its probable true leader. IST Command feels that Guatemala may be capable of escalating from Level Three to Level Five or even Six in a short amount of

Holidays in Jamaica

The following dates are legal holidays in Jamaica, and most banks and stores will be closed on them. Likewise, the embassy will close down public access and functions on these dates: New Years Day, Ash Wednesday, Good Friday, Easter Monday, Labour Day (May 23), National Heroes Day (third Monday in October), Christmas and Boxing Day (December 26).

The Tescier Scale

IST Command uses a rating system known as the "Tescier Scale" to quickly summarize the likelihood of aggression from a particular state. The target(s) of that aggression is not part of the scale classification, and must be provided in supplementary notes; if no such notes are provided, the aggression is not yet known to be focused, and all nearby states are held to be at possible risk.

The Tescier Scale has the following ratings:

- Level One:** Completely non-militaristic. Example: Japan.
- Level Two:** Possible threat. The nation has a standing army, but no diplomatic conflicts. Example: Canada.
- Level Three:** Probable threat. The nation has a standing army and some diplomatic conflicts. Examples: Colombia, Guatemala, the United States.
- Level Four:** Threat. The nation is militaristic and has made threats to other states. Examples: Cuba, the Peoples' Republic of China.
- Level Five:** Pre-Combatant. The nation is clearly preparing military action against another state. Examples: None currently.
- Level Six:** Combatant. The state is engaged in a war as the aggressor. This includes non-fighting allies of a Combatant state. Example: Yugoslavia (against Bosnia-Herzegovina).
- Level Seven:** Occupying. The state is occupying or controlling another nation. Example: The Soviet Union until the fall of 1989.

"Bad" Neighborhoods

For all its modern buildings and growing prosperity, Kingston is still a city plagued with crime and poverty, more so than almost anywhere else on the island. The majority of the crime —mostly drug-related —can be found in the overcrowded, mostly black neighborhoods that are found in the western and southwestern portions of the city; neighborhoods that have names like Dunkirk, Trenchtown and the Concrete Jungle are as unpleasant and dangerous as they sound. These are the places where tourists don't go, at least not willingly.

These neighborhoods, the worst slums in Kingston, are the haven for most of the drug traffic and organized crime on the island. As with their counterparts elsewhere in the world, there are youth gangs, and deadly violence. In the mid-1970s, these neighborhoods were carved up into so-called "garrison constituencies" by both leading parties, and controlled for them by the dons. Above all can be found the "don dadda" —the "father don." With the cocaine boom of the 1980s, the power of the dons expanded dramatically. The best-known don dadda was the late Jim Brown, who died in his jail cell in early 1992 before he could be extradited to the United States.



Adventure Seed

Spanish Treasure. The permanent archeological expedition assigned to excavate the sunken city Port Royal cries for help, and the Jamaican government turns to the IST. Mysterious lights can be seen on the harbor bottom late at night, sometimes rising out of the sea and shooting straight up into the starry sky. During the day, the archeologists find strange excavations in the ruins, with perfectly square and flat edges that should not be possible when digging underwater —and many valuable artifacts left behind neatly stacked. Now a curious expedition member who tried to get a look at the strange visitors has just turned up dead —with a 3-inch laser-burnt hole in his chest. What's going on? Who are the mysterious raiders, and what do they want?

time. The Jamaican government, understandably, views Guatemala with some trepidation, although it has never made any overt threats to Jamaica.

Important figures in the Guatemalan regime are General Domingo Lopez Hoyo, ruler since 1963, and Dr. Heinrich Glasser (Dr. Radiation; see *GURPS Super Scum*, pp. 14-15 for details).

For more information, consult IST Publication CA-572.9D "Guatemala Under Hoyo and Glasser."

Cuba

Although a member of the U.N., Cuba may be the most dangerous of all the Caribbean and nearby states. With the fall of the Iron Curtain and the more recent collapse of the entire Soviet system, Castro has watched most of his support system crumble away from beneath him. Even as his secret police maintain a stranglehold on the Cuban population to prevent a popular uprising, Castro is beginning to strike out at any nation he perceives as a threat. Jamaica so far has not merited his attentions; he has to date limited his apocalyptic invective to the United States.

Cuba is classified as Tescier Level Four. Intelligence reports suggest that Castro may have nuclear weapons; IST Command and the Security Council are concerned that should he be faced with an internal revolution or any other situation with which he cannot deal, Castro may attempt to bomb the United States or some other nearby nation. (See "About Your New Embassy," p. 19.)

Extensive materials on Cuba and Castro can be found in the documents database on the embassy mainframe, under the publication classification CR.100.



Kingston, Jamaica

Welcome to the largest English-speaking city in the Caribbean — or, for that matter, anywhere south of Miami, Florida! It is said that in Kingston is found the very soul of Jamaica, with a wide range of architectural styles representative of the different cultures and peoples who have contributed to Jamaican society.

Places and Things of Note

Whether to be prepared in the event of a civil emergency, or simply so that you have someplace to visit on off-duty time, a list of noteworthy sites in Kingston is presented below.

Beaches

The only real beach in the Kingston area is that on which the embassy and two neighboring resort complexes are situated; this area, known as Morgan's Harbor, is near the ruins of Port Royal and not far from Manley Airport.

Historical Sites

Not far from the embassy, on the end of the 17-mile spit of land which encloses Kingston Harbor, are the ruins of Port Royal, once called the "wickedest city in the world." At its height in the late 17th Century, it was the ultimate party town, with dozens of taverns to serve the pirates of the Caribbean. In 1692, an earthquake and a tidal wave destroyed the city, after which the British used it as a naval base. The old Hospital at the fort on the site is now an archeological museum displaying artifacts recovered by scuba expeditions to the sunken city.

Near the intersection of Slipe and Torrington Roads will be found the National Heroes Park. Once a racetrack, it is now a 75-acre park with gardens, playing fields, and memorials to Jamaican heroes, including statues of Seabreeze (the heroic Jamaican super of World War II), Streetmaster and Malichi (fallen supers of more recent times).

Government Buildings

The vast majority of Jamaican government buildings will be found in the downtown area of Kingston. This area also acts as the primary business district for the city. From Victoria Gardens south to Port Royal Street will be found — with a few exceptions — the political and economic heart of Jamaica.

The police and fire departments are located some blocks east of the Gardens on Sutton Street, with the police court building on the same corner.

To the north, off of Hope Road, is a large park wherein several of the most important government structures on the island are to be found. Jamaica House, location of the executive offices of the Prime Minister, is here as is the official residence of the Governor-General, known as Kings House.

The Prime Minister lives at a plantation house called Vale Royal, located near the park on Montrose Road, off Lady Musgrave Road.

Educational Institutions

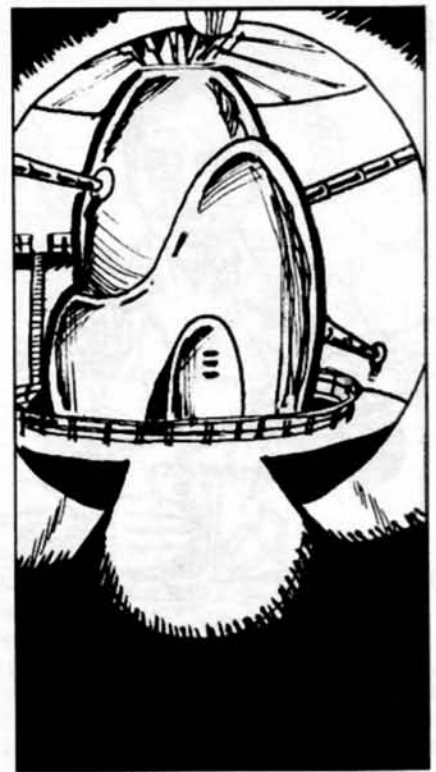
Along the eastern border of the city will be found the University of the West Indies, known affectionately as "You-Wee." Almost half a square mile in size, its campus sits on the site of an abandoned sugarworks, whose ruins are still scattered about. Its chapel — once a sugar curing house elsewhere on the island, and painstakingly transported and reassembled here — is a draw for tourists.

The Institute of Jamaica, located at 12 East Street in the heart of downtown Kingston, was founded in the 1870s as a classic liberal arts institution. This branch houses the National Library of Jamaica (containing the world's largest collection of West Indian reference material), plus an extensive museum and herbarium.

IST Command has arranged with the University of the West Indies and the Institute of Jamaica to provide special enrollment and consideration for embassy staff wishing to pursue further education. Please see the Human Resources staff or speak to the majordomo for more information.

Miscellanea

In addition to all the above, Kingston has its share of truly unique features to offer. For example, near the official buildings of Jamaica House and Kings House can be found what some have called "the Jamaican Graceland," the Bob Marley Museum. Located in the massive 19th-century mansion where Marley lived, the Museum houses the still-thriving Marley music empire and an immense collection of memorabilia of the reggae legend.



Fusion Plants

There are four U.N.-provided fusion power plants in Jamaica. They are located in Montego Bay, Port Antonio, Mandeville and Kingston. Combined, they currently provide enough electricity for the entire island, but to handle expected future demand, a fifth plant is being built at Black River on the southwestern coast.

The United Nations has a monopoly on fusion power. The licensing fees from the power plants generate substantial income for the UN. Unknown to anyone but the International Atomic Energy Agency, each UN-licensed fusion generator is equipped with a "suicide circuit." Should a country decide to "nationalize" its fusion plants, this circuit can be remotely triggered, destroying the essential components of the reactor. This both cuts off the generation of power and prevents anyone from discovering the secret of the fusion power generation.

All four plants, will be connected to the same "suicide circuit," as will the fifth when it is completed.

This situation is described in greater detail in *GURPS IST*, p. 46.



Maelcum Taylor

Black Jamaican male, age 43, 5'9", 155 lbs., black hair, brown eyes.

ST 10 DX 11 IQ 12 HT 10;

Basic Speed: 5.5 Move: 5.

Advantages: Acute Taste and Smell +3, Appearance: Handsome, Reputation +2 among natives of Kingston, Wealth: Comfortable.

Disadvantages: Dependents: Wife and son; Honesty.

Quirks: Knows he makes the best jerk pork in Kingston; Prefers to work the bar himself instead of hiring a bartender; Refuses to get involved in politics; Will not allow drug transactions in the Kettle; Doesn't plan to ever retire.

Skills: Accounting-11; Administration-12; Area Knowledge (Jamaica)-13; Area Knowledge (Kingston)-15; Blackjack-13; Brawling-14; Carousing-11; Cooking-16; English-12; English (Jamaican)-12; Lip Reading-13; Merchant-14; Professional Skill (Bartending)-15; Savoir-Faire-13; Streetwise-11; Swimming-11; Teaching-12.

Maelcum Taylor is the owner and bartender of The Rusty Kettle, a quiet, popular little pub and grill in downtown Kingston. In his youth he traveled a great deal, but cooking was his first love, and when he returned to Jamaica he opened his first restaurant. That tiny hole-in-the-wall grill led to bigger and better things; the Kettle, two decades later, is one of the best restaurants—and best-kept secrets—in Kingston.

Taylor is a jovial man who tends bar at the Kettle because it allows him to interact with his customers. He still cooks, but often delegates responsibility to his two assistants, whom he has spent 10 years training. He is also a family man, with a devoted wife and a son in his late teens, whom has shown his father's skill in the kitchen.

Typical Dialogue: "Hey mon, you want de jerk pork, or de Fettucini Alfredo, or you just want some bellywash?"

Another interesting site, near the waterfront at 52 Port Royal Street, is the Jamaica Crafts Market, the island's largest crafts bazaar. Many of the hand-made items found here are available nowhere else.

"The Rusty Kettle"

Located near the downtown waterfront at 8 Holborn Road, this pub/restaurant is already popular with those embassy staffers already emplaced. If asked for a restaurant suggestion, majordomo Fritz Reinwalter will recommend it without hesitation. Or the PCs may encounter it entirely on their own.

The Kettle, as it is called by its regulars, is designed around a square garden terrace. Open booths surround the terrace, while tables are set out upon it; on hot nights these are the most popular seats in the house. Wednesdays and Fridays, owner/bartender Maelcum Taylor brings in reggae and ska bands to play out on the terrace.

Indoors, the Kettle is decorated with a random but pleasant accumulation of unusual items, ranging from an aquarium stocked with baby sharks to a Canadian moose head. Tortoise shells and caribou horns, ceramic pots and wood carvings all hang from the half-timbered walls and ceilings.

The fare offered by Taylor and his staff is half traditional Jamaican delicacies, including jerk pork and jerk chicken, and half more familiar dishes such as grilled lobster, roast beef and chicken Kiev, to name a few. A full sandwich menu is offered for lunchtimes. The food is excellent and prices are reasonable—\$5 to \$10 and up. The Kettle is open every day of the week from 11 AM to 2 AM.

Outside of Kingston

Embassy staff members should be aware that there is much more to their host country than just the city of Kingston. As close as 20 miles away is the North Coast, famous for sugar-white sand beaches, glorious waterfalls and turquoise-blue lagoons, and dotted with towns and resorts which are arguably the most popular tourist destinations in the entire Caribbean: Montego Bay, Ocho Rios, Negril and Port Antonio to name a few.

The island's wide variety of terrain provides some of the most striking scenery in the Caribbean, as well: from the limestone peaks of Cockpit Country and the alpine cool of Mandeville and the Blue Mountains, to the moist green marshlands along the Black River to the stunning North Coast beaches to the lush tropical forests that still cover much of the island.

Between nature's bounty and Man's works, Jamaica offers an incredible panoply of sights and experiences to the visitor. Contact the embassy majordomo or the Jamaica Tourist Board for information and suggestions. Please remember, though, that despite its growing prosperity, Jamaica is still a Third-World nation, and few towns and villages—especially in the little-visited interior—are sanitized for the protection of the tourist.

The Rusty Kettle

SEE: Band on the terrace, moose head on the wall, crowded bar and Maelcum behind it, half-timbered ceilings and walls, well-tanned bodies.

HEAR: "Another number three!", tinkle of glasses and silverware on china, steel drums, "No problem, mon!"

SMELL: Terrace flowers, rum, coconut milk, jerking spices, old wooden furniture.

TASTE: The best Jamaican food in Kingston.

Jamaican Supers

As an important part of the embassy staff's jobs will be dealing with the Jamaican metahuman population, a brief summary is in order.

Current best estimates place the probable metahuman population of Jamaica at around 120, although the existence of only 82 supers has been confirmed. Not surprisingly, a significant fraction of these supers hail from the island's cities. But the cities also seem to act almost as magnets for those supers from more rural districts; Kingston is home to 45 known supers — nearly 30% more than what statistical analysis suggests would be the "native" super population.

Of these 45 supers, 19 possess police records or are wanted by the authorities, and are considered to be metavillains. Five more act as vigilantes and are technically in violation of the law. Seven are private citizens or Super Temps employees who rarely use their powers in public. The remaining 14 are free-lance heroes.

It would be well to note that the Kingston super population can and does fluctuate, as supers from the island interior visit or settle in the city. The list of supers found on page 15 is current as of this publication date, but may change drastically without warning. The overall Jamaican super population appears more stable, with only the usual acquisition of new members as adolescents come of age or unusual accidents befall those with latent super genes.

Organizations

There are a number of bodies that have been founded or have spontaneously formed to serve — or exploit — Jamaican supers.

Criminal

The exact number and membership of criminal organizations for or employing supers is impossible to determine. There are several well-known gangs and cartels, but their membership is often volatile and overlapping.

The Exchange

The Exchange (see p. 47) is believed to have a branch or representative somewhere on Jamaica. IST Command has records of several instances where metahuman Jamaican nationals have been in the temporary employ of known Exchange clients.

Wailer's Cartel

The metavillain Wailer (see p. 17) — like many other drug smugglers in Jamaica — has an extensive gang to support his activities. A large number of these are supers, more than half of which are foreign nationals. Due to a number of factors, not the least of which is the heavy violence of the drug trade, the exact number and powers of Wailer's employee supers cannot be determined with any certainty. It is important to remember, though, that his forces have been sufficient to make and keep him one of the top drug smugglers in the nation.



Typical Gang Member or Criminal

ST 10 DX 11 10 HT 12

Basic Speed: 5.75 Move: 5

Advantages: Combat Reflexes. *Gang members:* Ally Group (Gang) on 12 or less, Patron (Local Don) on 9 or less.

Disadvantages: Bloodlust, Enemy (Law Enforcement) on 9 or less, Illiteracy, Poverty: Struggling or worse. Status -1; *Gang member:* Duty to gang and don on 12 or less. *Independent criminal:* Addiction (drug of choice).

Skills: *Brawling*-13, *Carousing*-10, *English (Jamaican)*-10, *Fast-Talk*-11, *Intimidation*-12, *Knife*-11, *Streetwise*-13, *Survival (Urban)*-11. *Gang member:* Area Knowledge (neighborhood)-12, *Guns (SMG/TL7-13, Savoir-Faire (Gang)*-11. *Independent criminal:* Area Knowledge (usual turf)-13, *Guns (Pistol or other)/TL7-13, Lockpicking/TL7-12, Stealth*-12.

This basic template will handle most non-powered criminals, either gang-affiliated or solo. The GM should remember that "gang" need not always mean 40 Uzi-toting youths, but could be as small as two partners who help in holdups. As always, the GM should feel free to "tweak" this template to suit his needs at the moment.

Typical Foreign Agent

ST 13 DX 12 IQ 12 HT 11

Basic Speed: 5.75 **Move:** 7

Advantages: Absolute Timing, Combat Reflexes, Danger Sense, Military Rank (in native country, variable), Night Vision, Patron: Home Nation on 6 or less. Some may have Allies or Ally Groups if working as part of a team.

Disadvantages: Duty to native country, Enemy: Jamaican Government on 6 or less, Secret: Undercover foreign agent, Sense of duty to fellow agents (if any).

Skills: Acting-13, Area Knowledge (home)-14, Area Knowledge (Jamaica)-14, Area Knowledge (Target area)-15, Bard-14, Computer Operation/TL7-15, Demolition/TL7-15, Disguise-14, Fast-Talk-14, Guns (Assorted)/TL7-16, Intelligence Analysis-13, Interrogation-14, Jumping-13, Karate-15, Knife-14, Knife Throwing-14, Lockpicking/TL7-16, Professional Skill (Propaganda)-14; Running-11, Savoir-Faire-12, Scrounging-13, Scuba-13, Stealth-14, Swimming-13, Tactics-15, Underwater Demolition/TL7-15. If very high-tech equipment is available to them, agents will also have skills appropriate for its use.

This is a good generalized saboteur/agitator. The Patron appearance roll represents the relative difficulty that the agent's superiors will have in directly aiding him while he is on a mission. This may be modified by the GM if circumstances so dictate. Depending on the mission to which he is assigned, an agent's skill list may vary dramatically from that provided here — for instance, if the agent is assigned to support drug traffic to the U.S. in more than a simple "enforcer" role, he may also possess Merchant, Professional Skill (Drug Preparation), and Streetwise, to name a few skills.

Also, please note that this sample agent template is for a normal human. Metahuman agents are possible and indeed likely, especially from such nations as Colombia and Guatemala, but because of the infinite possible super powers, no "typical" super-agent can be provided here.

Neighborhood Gangs

In the cities, especially Kingston, individual neighborhoods frequently have youth gangs under the control of the local "don." Young metahumans often join these gangs in order to display their powers and to rise in the area's criminal organization. Others, less inclined towards violence, may find themselves impressed into these gangs, through threats either to self or to family.

Supertemps

The metahuman employment firm Supertemps established a branch office in Kingston in 1991. Its purpose is less to serve the needs of commercial Jamaica for supers — which are, admittedly, low — than to tap the talents of Jamaican supers for overseas use. Surprisingly, the Entertainment Division of the Kingston office sees the most business, as movie crews often hire locals for roles or special effects work.

There is little legitimate commercial exploitation of native supers. For some decades, the bauxite and aluminum mining firms have hired supers as security forces, but the numbers employed have never been particularly large.

The Ethiopian Club

Formed by a group of three Rastafarian supers in the middle 1980s, the "E-Club" is not strictly limited to supers or Rastafarians, but it is to those who are both that it provides the most activities. The Ethiopian Club's facilities include the only public-access "danger room" in the Caribbean (or, as far as IST Command knows, anywhere else), as well as reading rooms and religious and social gatherings.

Teams

While there are no active civilian metahuman teams in Kingston, Montego Bay has the "MoBay Force," led by Captain Montego (a blaster with flight powers). Its other members are Layback (a projecting empath), Cruiser (an amphibian with superhuman strength and damage resistance), Hibiscus (able to animate and control plants) and Myal (a mage of some versatility).

Mandeville is home to an informal, unnamed group of five heroes. While they have to date avoided media coverage, they have been tentatively identified as Mindgame (a telepath), Croc (a reptiloid mutant), Vine (an elastomorph, or "stretcher"), Rebound (a "bouncer") and the Whizzard (a speedster). They appear to be a rather anarchic group, with no defined leader.

Foreign Agents

IST Command has reason to believe that foreign agents, both normals and supers, may be present on Jamaica.

Colombian

The increased cooperation between Jamaican authorities, the United States' DEA and the U.N.'s Division of Narcotic Drugs has resulted in a distinct decrease in the cocaine traffic through the island. U.N. intelligence indicates that agents of the current illicit Colombian government have entered Jamaica for the purpose of disrupting the law enforcement alliance, perhaps by such extreme measures as assassination.

Colombian agents are likely to be very well-equipped, with advanced weaponry, perhaps even including blaster weapons. These agents are not likely to be Hispanics, but more likely are blacks or whites from outside Colombia proper, so as to better fit in among the Jamaican population. Colombian agents may also be carrying a supply of *jugo* (see the sidebar in *GURPS IST*, p. 72); be careful when handling cases of berserk supers, as they may be innocent tools and distractions from an actual strike.

Cuban

Cuban agents — probably in the form of subverted Jamaican nationals — may be present, most likely to support Colombian efforts. Cuba has been known to support the illegal narcotics trade both to make needed money and to undermine enemy nations. Castro's attentions appear to be entirely upon the United States and his own people at this time, and it is not believed that Cuban agents are likely to act in any way against the island government.

Such agents are likely to be equipped with late 1980s-vintage Soviet weapons; some may possess the technical sophistication of their ally Colombians.

Guatemalan

Agents of Guatemala are not currently present on Jamaica — to the best of our knowledge — but IST Command suggests that the embassy staff be alert and prepared. Since the collapse of the Soviet Union has accomplished one of Dr. Heinrich ("Dr. Radiation") Glasser's known primary goals, he may attempt to weaken the U.S. economy through various means, one of which could be throwing his nation's support behind the cocaine trade. Another would be terrorist strikes against the American mainland, for which he would require a staging area. In either case, IST Command believes that Glasser may make an attempt to establish a foothold in Jamaica.

While the overall weaponry of Guatemalan forces is not very sophisticated (late 70s to early 80s Soviet or European make), Glasser himself is a talented physicist and engineer; Guatemalan agents may be equipped with unique and unexpected high-tech equipment.



Typical "Don"/Drug Distributor

ST 10 DX 11 IQ 12 HT 11

Basic Speed: 5.5 Move: 5

Advantages: Alertness +1, Ally Group (subordinates) on 15 or less, Reputation (+1 to +3 among Jamaican poor), Wealth: Comfortable or better. May have Contacts (Political or Law Enforcement) and Status 1 or better.

Disadvantages: Bloodlust, Enemy (Law enforcement) on 9 or less, Greed. Some may have Paranoia, Overconfidence, and a few may even have Codes of Honor!

Skills: Administration-13, Area Knowledge (City)-14, Computer Operations/TL7-12, Detect Lies-13, Guns (pistol, shotgun or SMG)/TL7-13, Intimidation-14, Merchant-14, Politics-12, Savoir-Faire-14, Strategy-12, Streetwise-15.

A neighborhood boss or small-time cartel operative can be devised using this template. If the GM is especially careful about the quirks he assigns, rich and intriguing characters are possible here, such as a cartel man who only deals in *ganja* and refuses to handle cocaine; or a don who routinely showers largesse upon the poor, for whatever motive.

A "don daddy" can be built from this template by increasing Status, Wealth and the size of the Ally Group. The template can also be applied to a metavillain, for an especially powerful foe to present to the PCs. (For an example, see *Wailer*, p. 17.)

Kingston's Supers

As of the date of publication, the following supers were residents of or frequently found in Kingston:

Villains: *The Abyssinian* (political terrorist and weapons master with a light battlesuit), *Barracuda* (ichthyoid human with dangerous teeth and claws), *Bigman* (variable size and ST increase linked to lunar phases), *Bushmaster* (psychopathic homicidal man-snake), *Ganja Rose* (small-time criminal, produces hypnotic clouds of smoke), *Ginger Red* (telepath who specializes in con games and blackmail), *Killer Joe* (police name for metahuman serial killer who murders by phasing the victims' hearts out of their bodies), *Lotus* (robber whose physical presence induces sleep), *Megaton* (typical hired-muscle brick with punches that explode on impact), *Nightfall* (see p. 16), *the Obeah Woman* (see p. 18), *O.D.* (Kingston "don" with instant regeneration and resurrection), *Privateer* (coastal pirate whose exact powers are uncertain), *Riptide* (vicious "water elemental" known to target tourists), *Rok Hard* (body of stone, ST 200, more destructive than profitable), *Rude Boy* (a telepath/telekinetic named for his behavior), *Tarantula* (gadgeteer with 8-legged battlesuit and a ranged paralytic attack), *the Tariff* (energy-projecting extortionist who runs a protection racket on smugglers), *White Heaven* (body of sand, named for the cocaine trade he oversees).

Heroes: *Blue Mountain* (body of stone, ST 300, size increase), *Cesare* (insubstantial, selectively invisible, highly charismatic), *Conch* (sonics, "earth surfing"), *Coral* ("body of coral," regeneration, ST), *Crystal Blue* (body of blue crystal, blue-tinted light powers), *the Diver* (a typical aquatic super), *Dolphin* (capable of shapeshifting to porpoise form), *Doubleloon* (acrobat who throws disks of golden energy), *Lapis* (energy manipulator who can produce blue force fields and energy blasts), *Marassa* (a speedster who can hit .5 Mach), *Orchid* (a versatile shapeshifter), *Papillon* (butterfly-winged flight and a web-like binding attack), *Polo* (self-trained supernormal specialist in improvised weapons), *Tradewind* (an "air elemental").

Vigilantes: *Crusher* (a fairly typical brick), *Dark Stalker* (shadowform with death touch), *Paladin* (wears powered armor with stealth ability and heavy weaponry), *Santeman* (self-styled holy avenger with fire powers), *the Lion* (leonine brick with claws and increased speed).

Private Citizens: *William "Billy Block" Darnley* (body of metal, increased density, ST 250), *Robert Hayward* (a reluctant pyrokinetic), *Meshach Joy* (invulnerable to fire and heat, member of Kingston fire brigade), *Edna Quinn* (a sporadic but accurate precognitive), *Nathan Thomson* (a healer with a private practice), *Janis Townes* (a weather controller and member of the IWO), *Penelope "Bad Penny" Wayne* (a "jinx" who is being studied by the Department of Metabiology at UWI).

Private citizens may be occasional employees of Supertemps; some, like "Billy Block" Darnley, have police records but appear to have successfully rehabilitated.

Point Total: 750

ST 10 (0 points) **DX** 14 (45 points)
IQ 13 (30 points) **HT** 11 (10 points)

Speed: 6.25 **Move:** 6

Damage: *Shadow Jet* 4d; *Thrust* 1d-2; *Swing* 1d

Advantages: Alertness +3 (15 points)
 Danger Sense (15 points)
 Ridiculous Luck (60 points)
 Unusual Background: Super (50 points)
 Wealth: Comfortable (10 points)

Disadvantages: Enemy: Jamaican Drug Gangs on 9 or less (-30 points)
 Enemy: Jamaican and International Law Enforcement on 9 or less (-30 points)
 Greed (-15 points)
 Intolerance: Drug Dealers (-5 points)
 Secret: ID (-20 points)

Super Advantages: Damage Resistance 20 (60 points)
 Dark Vision (25 points)
 Perfect Balance (15 points)
 Polarize Eyes (5 points)
 Reduced Sleep (10 points)

Super Powers: Animate Shadows-16 (10) (Instantaneous +20%, Rapid Fire×2 +80%, Costs 2 Fatigue -10%; 115 points)
 Autoteleport-17 (15) (Teleportation, Instantaneous +20%, Usable only to and from shadows and darkness -20%; 87 points)
 Blind-17 (5) (Special effect: a small globe of darkness around the target's head; Extended Duration×2+60%, Instantaneous +20%, Not resisted by HT +20%, No effect against characters with Dark Vision -10%; 68 points)
 Create Darkness-18 (5) (Extended Duration×4 +120%, Increased Area×5 +100%, Instantaneous +20%, Moveable Area +40%; 66 points)
 Shadow Jet-16 (4) (Frost Jet, special effect: a jet of inky darkness; Instantaneous +20%; 45 points)

Skills: Area Knowledge (Jamaica)-17 (8 points), Area Knowledge (Kingston)-18 (10 points), Bard-15 (6 points), Bicycling-14 (1 point), Body Sense-15 (8 points), Brawling-18 (16 points), Carpentry-14 (2 points), Climbing-16 (8 points), Cooking-13 (1 point), Criminology/TL7 (Specialty: Drug gangs)-18 (2 points), Dancing-13 (1 point), Driving (Stock car)-12 (½ point), English-13 (2 points), English (Jamaican)-13 (0 points, native tongue), Fast-Talk-15 (6 point), First Aid/TL7-13 (1 point), Guns (SMG)/TL7-13 (1 point), Intimidation-17 (10 points), Leadership-11 (½ point), Lockpicking/TL7-15 (6 points), Merchant-12 (1 point), Philosophy (Marxist)-16 (10 points), Scrounging-13 (1 point), Singing-11 (1 point), Stealth-15 (4 points), Streetwise-16 (8 points), Survival (Urban)-13 (2 points), Swimming-14 (1 point), Tactics-14 (6 points).

Quirks: Blames drug traffickers for the decline in the political awareness of Jamaican youth; will stop to attack drug dealers even when fleeing from the law; always gets the shakes an hour after every close call; has "plans" for Wailer; always carries a pocket-sized copy of Marx for impromptu speeches and arguments.

Nationality: Jamaican

Sex: Male

Age: 39

Height: 5'9"

Weight: 150 lbs

Hair: Black

Eyes: Brown

Skin: Black



Story

Lew Wyndham can't remember a time when he didn't have his powers, and when he wasn't a political activist. A decade and more ago, during the late 1970s and early 1980s, Lew was one of the metahuman leaders of an anti-British socialist movement whose home was the slums of Kingston. In the following years, though, he watched as the movement dwindled and died around him. Death, age, and — rarely — new-found prosperity took the older members, and the growing power and profitability of the drug trade took the younger ones. By the late 1980s, the heyday of political activism in the poorer neighborhoods of Kingston was clearly gone, and Lew was leftover relic. Although he acknowledges that he is virtually alone in his dedication to the political cause, he refuses to accept it as a permanent condition. By himself, Lew tries to be a one-man political and economic terrorist organization. He commits crimes against institutions he considers exploitative, particularly banks and government offices. Almost always these are British firms, for among his goals is the total extirpation of British control and influence upon Jamaica. While these are not always burglaries or robberies (some are purely destructive or vandalistic), whatever loot he does net he keeps for himself; despite his professed Marxist beliefs, Lew has a strong greedy streak. Still, despite his inconsistent behavior, Lew is sincere about his political beliefs. He has not taken the dwindling political awareness of the Jamaican poor very well, and has laid the entire blame for it at the feet of the drug gangs that plague the island. As they grew in power and boldness, his hatred of them has grown as well; whether as Lew or as Nightfall, he now attacks any drug traffickers — and sometimes simple users — on sight. Lew will even stop to challenge them while fleeing pursuit by the law!

Typical Dialogue: "Why do you fight me? Join me, and together we can overturn the capitalist, imperialist establishment!"

Point Total: 750

ST 11 (10 points) **DX** 13 (30 points)
IQ 13 (30 points) **HT** 12 (20 points)

Speed: 6.25 **Move:** 5

Damage: *Sonic Blast:* 10d; *Thrust* 1d-1; *Swing* 1d+1

Advantages: **Ally Group:** Caribbean drug network and his gang in Jamaica (large group), appears on 15 or less. (90 points)
Appearance: Handsome (15 points)
Contacts: Police, effective skill 18, usually reliable, available on 9 or less. (30 points)
Reputation +4 among poor Jamaican youth (10 points)
Unfazeable (15 points)
Unusual Background: Super (50 points)
Wealth: Very Wealthy (30 points)

Disadvantages: **Enemy:** Jamaican and International Law Enforcement on 9 or less (-30 points)
Enemy: Nightfall on 6 or less (-30 points)
Greed (-15 points)
Lecherousness (-15 points)
No Sense of Humor (-10 points)
Secret: ID (-20 points)

Super Advantages:
Flight (40 points)
Hard to Kill/5 (25 points)
Silence/5 (25 points)
Sonar, Range 20 (Radar Sense) (70 points)
Super Flight (20 points)

Super Powers: **Deafen-16 (10)** (Area Effect +50%, Increased Area x5 +100%, Not usable against the deaf or the hard of hearing -10%; 92 points)
Mimicry-17 (10) (44 points)
Sonic Blast-17 (10) (+1 level of Armor Piercing +50%, Instantaneous+20%, Full Power Only -10%, No Knockback -10%; 129 points)

Skills: Accounting-12 (2 points), Administration-16 (8 points), Area Knowledge (Jamaica)-15 (4 points), Area Knowledge (Port Antonio)-16 (6 points), Biochemistry/TL7 (Specialization: "recreational" drugs)-16 (2 points), Boating-13 (2 points), Brawling-13 (1 point), Carousing-13 (4 points), Chemistry/TL7-12 (2 points), Computer Operations/TL7-13 (1 point), Dancing-12 (1 point), Detect Lies-14 (6 points), English-12 (1 point), English (Jamaican)-13 (0 points, native tongue), Fast-Talk-13 (2 points), Gambling-12 (1 point), Guns (SMG)/TL7-15 (1 point), Interrogation-16 (8 points), Leadership-16 (8 points), Merchant-16 (8 points), Powerboat-12 (1 point), Sex Appeal-15 (8 points), Stealth-18/23 (1 point), Swimming-14 (2 points).

Quirks: Proud of his womanizing; aspires to control *all* drug traffic that flows through Jamaica; nervous about IST and DEA anti-drug efforts; ruthless about eliminating weaker competition; nominal Rastafarian.

Equipment: TL7 Kevlar Body Suit (PD 3, DR 30), 35 lbs.

Nationality: Jamaican

Sex: Male

Age: 27

Height: 5'10"

Weight: 150 lbs

Hair: Black

Eyes: Brown

Skin: Black



Story

John "Jackie" Palmer is a mutant who used his burgeoning sonics powers to work his way up through the hierarchy of the drug-dealing street gang in which he was a member. He developed a reputation for ruthlessness and efficiency; before he was twenty, he had taken command of his gang and two others nearby, welding them into a single, powerful operation.

Over the years since then, he has expanded hungrily with the increase in the Jamaican narcotics trade. He now heads an organization of hundreds of men, including many other supers, and controls more than 60% of all the drug traffic that flows through the island, making Palmer one of the richest men in Jamaica. Although he is the undisputed drug kingpin of the island, he wants more; he lusts for an absolute monopoly on Jamaica, controlling all its contraband. And after that, perhaps even the Caribbean?

Wailer's only fear is of the efforts of the United States' DEA and the United Nations' ISTs to shut him and his competitors down. He has suffered many losses to them, and has vowed not to go down without making it a war first. He is even considering making a pre-emptive strike, but Wailer is smart enough to realize all the possible ramifications of such a move; he's not willing to attack unless he has no other options left.

At this stage in his career, Wailer rarely if ever performs any of the routine functions of drug smuggling himself, leaving that to his many underlings. Most of the time, he spends his time in his luxurious home near Port Antonio. However, he will take the time to personally oversee operations that are *extremely* large or important, or which an employee has bungled terribly.

Typical Dialogue: "I gotta shipment of ganja goin' out, and I don' want nothing interferin' wit' it!"

IST Metahuman Criminal Profile: Name: Hannah Galdy / Alias: The Obeah Woman

Point Total: 950

ST 9 (-10 points) **DX** 14 (45 points)
IQ 15 (60 points) **HT** 12 (20 points)

Speed: 6.5 **Move:** 4

Damage: Thrust 1d-2; Swing 1d-1

Advantages: Acute Vision +3 (6 points)
 Ally Group: Her supporters, a medium-sized group with some formidable members, appears on 12 or less (50 points)
 Charisma +2 (10 points)
 Night Vision (10 points)
 Unusual Background: Super (50 points)

Disadvantages: Appearance: Unattractive (-5 points)
 Delusion: Believes Mama Manbo is an evil sorceress out to curse Jamaica (-5 points)
 Enemy: Law Enforcement orgs. on 9 or less (-30 points)
 Fanaticism: Jamaica for Jamaicans *only* (-15 points)
 Intolerance: Non-Jamaicans (-10 points)
 Overconfidence (-10 points)
 Skinny (-5 points)
 Reputation -4 evil sorceress among Jamaicans (-10 points)
 Sense of Duty to Jamaica and Jamaicans (-10 points)

Super Advantages:

Extra Life (25 points)
 Immunity to Poison (15 points)
 Invisibility (Special Effect: a powder sprinkled on the recipient. Affects Others +40%, Extended Duration x2 +60%, Limited Uses 4/day -20%, Touch Only -20%; 64 points)
 Reflection x10 vs. Everything (Special Effect: a talisman the recipient must wear. Affects Others +40%, Extended Duration x1 +30%, Limited Uses 4/day -20%, Touch Only -20%; 104 points)

Super Powers:

Bind-17 (15) (Special effect: a strand of her hair thrown at the target. 110 points)
 Healing-17 (10) (Reduced Fatigue Cost x4 +80%; 70 points)
 Set Duppy-17 (5) (Based on Animate Shadow; Extended Duration x6 +120%, Shadows Not Required +50%, Takes Extra Time x3 -30%; 91 points)
 Sleep-17 (10) (As per the Psi ability found on p. 166 of the *GURPS Basic Set*. Special Effect: Pins that are thrown at target. Telesend Not Needed +30%; 73 points)

Skills:

Acting-15 (2 points), Area Knowledge (Jamaica)-18 (4 points), Bard-17 (6 points), Brawling-14 (1 point), Calligraphy-13 (1 point), Dancing-13 (1 point), Diplomacy-17 (4 points), English-14 (1 point), English (Jamaican)-15 (0 points, native tongue), Gesture-16 (2 points), History (Jamaican)-14 (2 points), Intimidation-17 (6 points), Knife-17 (8 points), Leadership-18 (8 points), Occultism-16 (4 points), Physician/TL4-18 (10 points), Poisons-16 (2 points), Savoir-Faire-16 (2 points), Sex Appeal-13 (2 points), Staff-16 (16 points), Swimming-16 (1 point), Theology (Obeah)-17 (8 points).

Quirks:

Always wears something red, Never looks anyone directly in the face, Always carries a staff that is carved with snakes that have human heads, Unable to forgive any wrong done to her or her people, Always carries her bag of "things" (magical items and spell components).

Equipment: Clay Balls: Drain ST-18 (20) (Based on Absorb ST. User does not gain drained ST -40%; Limited Uses 4/day -20%; Reduced Range x2 -20%). Base cost: 57 points. Can Be Stolen By Stealth or Trickery -10%. Final Cost: 51 points. Eggshells: Confuse-17 (15) (Not Resisted by HT +20%; Resisted by Will -20%; Limited Uses 4/day -20%) Base cost: 48 points. Breakable: DR 0, HP 1 -15%; Can Be Stolen By Stealth or Trickery -10%. Final Cost: 36 points. Gold Earrings: Sense Super Power-16 (10) (No Obvious Effect +20%) Base cost: 60 points. Breakable: DR 2, HP 2 -15%; Can Be Hit at -8, -5%; Can Be Stolen By Stealth or Trickery/Not Obvious -5%. Final Cost: 45 points. Mirror on Turban: Precognition-18 (10) Base cost: 36 points. Breakable: DR 0, HP 2 -15%; Can Be Hit at -8, -5%; Can Be Stolen By Stealth or Trickery/Not Obvious -5%. Final Cost: 27 points.

Nationality: Jamaican

Sex: Female

Age: Indeterminate

Height: 5'8"

Weight: 100 lbs

Eyes: ?

Hair: Black

Skin: Black



Story

Hannah Galdy was once like many of the other practitioners of *Obeah* (see p. 6) — a sincere charlatan who believed in the black magic of Obeah. However, between her fourth arrest for fraud and her next public appearance, *something* happened to Hannah — something powerful. The powers of Obeah — or something quite like them — awoke in her. Although limited (usually by available components) in how often she may cast her spells each day, she still wields a great deal of power.

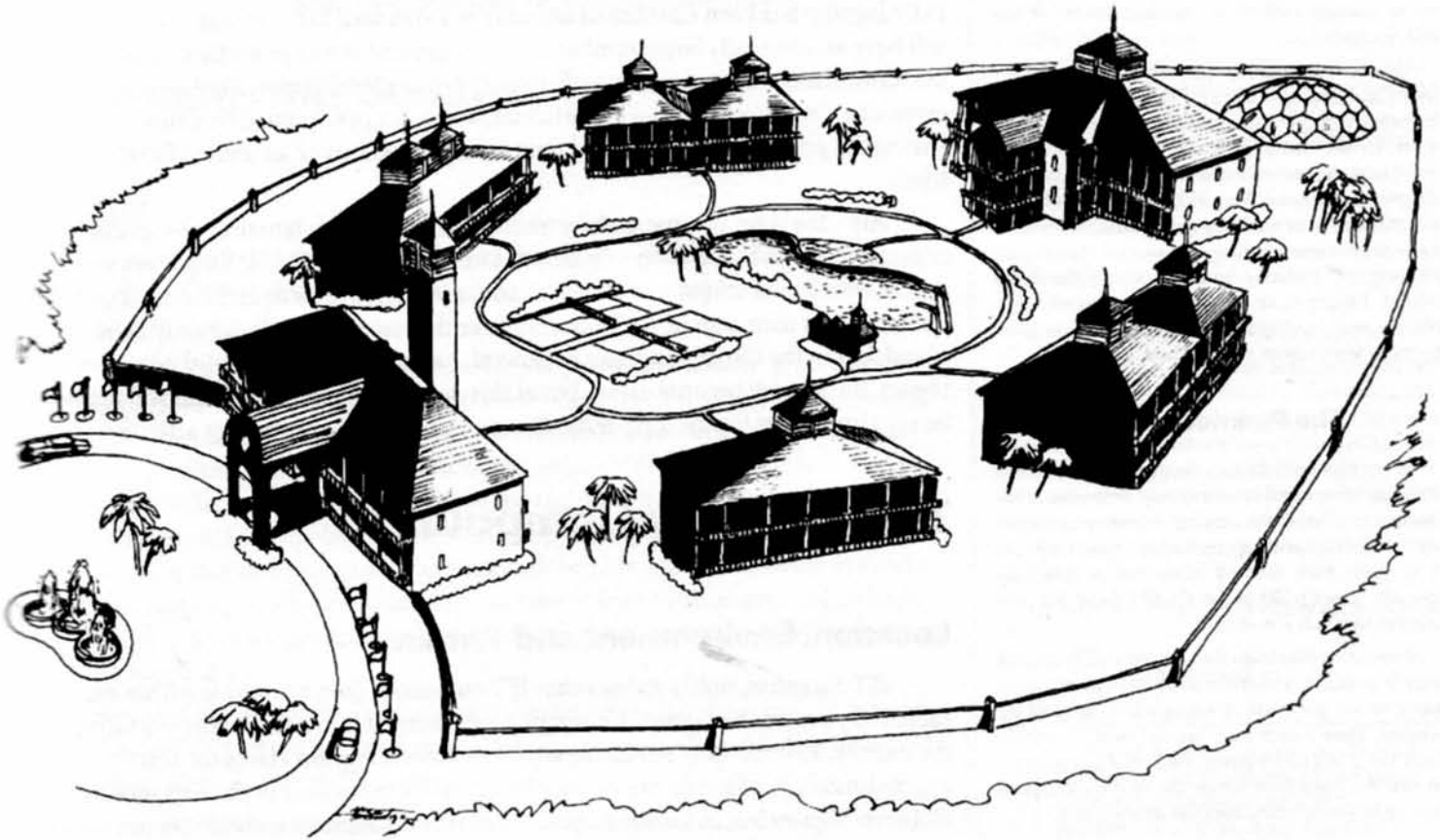
More power, perhaps, than the Jamaican government feels safe about. Hannah has gathered about herself a band of followers, including several supers, all of whom share a strong faith in her powers. They also share a faith in her vision, for Hannah despises the foreigners who visit Jamaica and longs for the days after the abolition of slavery and before the tourist trade, for a "golden" Jamaica inhabited by only Jamaicans. To accomplish her goals, the Obeah Woman and her followers strike at the tourist trade, seeking to drive out the foreigners. By doing so, she and her people have become the Jamaican government's most wanted criminals. The recent arrival of Mama Manbo (see p. 39) as part of the new IST embassy in Kingston has only inflamed her further, for Hannah believes that the Haitian super plans evil for Jamaica.

Since they share some of her views about non-Jamaicans, many Rastafarians grant the Obeah Woman a certain amount of respect, although there is no wide-spread support for her among their ranks.

The Obeah Woman's ability to magically reflect any and all incoming attacks — and to grant this ability to several of her followers at the same time — as well as her power to raise malign spirits (*duppies*) to attack her foes, make her especially dangerous. Since she has come into her power, no attempt to take her into custody has succeeded, and most have resulted in police and civilian casualties.

Typical Dialogue: "You are a foreigner. You will die. No discussion."

About Your New Embassy



As an incoming "charter" member of IST Kingston, you have a unique responsibility. Jamaica has its share of metahumans, on both sides of the law. It is also a central waystation for much of the narcotics traffic through the Caribbean. This is not considered a combat post, like IST Sinai or IST Jerusalem; you are not in Kingston as a member of a peacekeeping force. Your presence is more symbolic than anything else, although the Team has been assigned a range of duties that may bring the members into combat situations.

Primarily, IST Kingston is, as with other embassies elsewhere, a visible U.N. presence, with a careful eye on public relations and sympathies. You are permanently assigned to aid the anti-narcotics and other law enforcement efforts of the Jamaican government. And finally, your role in Jamaica is intended to be both observer of and deterrent to the belligerent (and potentially-belligerent) nations of the region.

However, duty at IST Kingston is not entirely drudgery.

"Club IST"

One of the main reasons for the extensive and luxurious facilities at the Jamaican IST embassy is to provide a location where members from around the world can spend R&R time without having to go through the trouble of finding a resort where they can vacation in anonymity. To this end, quarters are provided for far more supers than would ever be assigned here, as well as tennis courts, indoor and outdoor pools, and other facilities suitable for helping a highly stressed metahuman professional relax.

Relationship With Jamaican Authorities

IST Kingston is being eagerly welcomed by the Jamaican government. The task of dealing with the flow of cocaine, hashish and marijuana through the island nation is at times monumental, and the U.N.'s help is welcomed. Potential international relations problems, though, are a very real concern to the Jamaican government, which is trying to walk a very fine line between whole-heartedly supporting and aiding Caribbean anti-drug operations and not offending their more dangerous neighbors. As a result, a great deal of lip service will be paid to the team's major missions, but Jamaican backup and support will be sadly lacking for any operation that poses a serious possibility of worsening relations with any aggressive neighbor in the area.

This is not to say that Jamaican support for the embassy is an illusion. Quite the opposite — on the day-to-day level, IST supers will find a surfeit of official help. The supers will discover their embassy IDs give them almost unlimited privileges at all government facilities except for those of a sensitive military or intelligence nature. Even those can be opened to them with the proper paperwork (and maybe a Diplomacy roll or two).

Dressing For Success

Please be aware that for a Caribbean island, Jamaica has some conservative customs regarding clothing and dress. For diplomatic reasons, please try to comply with these customs when off the embassy grounds.

Throughout Jamaica, bathing suits and short-shorts are not proper attire for shopping and dining; in the evenings, women generally change to pants or skirts. Unlike Bermuda, shorts are not considered acceptable formal or semiformal wear for men. In Kingston, men wear long-sleeved shirts and trousers; women wear modestly-cut dresses. Please conform to Jamaican clothing expectations when performing any Embassy business outside the compound. Failure to do so, while not a punishable offense, may result in a lack of serious consideration by those with whom you are dealing.

The Perimeter Wall

The wall which defines the outer bounds of the embassy compound has no special defensive abilities in and of itself. It is nothing more than a simple wall, 10 feet tall and approximately 18 inches thick. It is made from dressed stone and is relatively smooth; as per p. 89 of the *GURPS Basic Set*, any attempt to climb it is at -3.

If someone tries to go *through* the wall instead of over or around it, it has DR 8 and 270 hit points. Both gates, which are made of wrought iron, are slightly weaker. Their 2-inch bars (spaced every 6 inches) have DR 3 and 60 hit points. Note that any attempt to ram the gates must divide the damage it causes among however many bars the attack spans.

Microwave Radiation

Microwaves cause intense heat in anything they pass through, at the rate of 10⁹/sec. for anything within 10 yards of the radar tower. For the effects of this heating, see *GURPS Basic Set*, p. 173.

The EX 34 Chain Gun 7.62x51mm

This single-barreled machine gun is detailed in *GURPS High-Tech* (pp. 103, 122); as it is very unlikely to malfunction and packs a considerable amount of power, it is usually the weapon of choice for embassies stationed in trouble zones where they may be subject to concerted attack. The chain gun has a damage of 7d and an Acc of 8. Its ½D is 1,000, and Max is 4,655. Its ROF is 9, with a recoil of -1. Any critical miss that indicates a malfunction of the gun must be rolled again; only on a second critical failure is there an actual malfunction.

Embassy Buildings

SEE: Well-lit carpeted halls, two workmen getting some last-minute work in, robot carts delivering mail, "wet paint" signs; outside, white stucco walls and red slate roofs.

HEAR: The murmur of an office at work, elevator doors opening, soft electronic tone of a ringing telephone, "Yes, certainly, your Excellency."

SMELL: The scent of new carpet, fresh paint.

Special Missions

Of course, the U.N. does have an ulterior motive for this. As noted elsewhere in this booklet, the long-term stability of Cuba is of vital concern to the Security Council. IST Kingston has been established not only as a standard IST embassy, but as one that will have an unusually large number of supers present at any given time. This provides IST Command with a constant, well-rested pool of metahuman talent to draw in the event of a Caribbean crisis — in particular, any event precipitated by Cuba — without risking the possible diplomatic and military repercussions of an unusually large formal team.

Also, the large volume of drug traffic flowing through Jamaica is of special concern to the U.N. Division of Narcotic Drugs and the CLE. IST Kingston's second special mission; in conjunction with Jamaican law enforcement authorities, embassy staff are to do their utmost to check and deter the narcotics trade not only on the island, but in the Caribbean Basin in general. As more ISTs are established in this region, the job will become easier, but at this date, quick, decisive action will prove to be very important for the long-term direction of the U.N.'s anti-drug activities.

The Embassy Compound

Location, Environment and Terrain

IST Kingston, unlike many other IST embassies, does not reside within the capital city proper, but rather, a short distance away. It is located on the Palisadoes, the narrow, 17-mile-long peninsula which encloses Kingston Harbour. It is approximately ¾ of a mile east of Port Royal, and 4 miles west of the entrance to Norman Manley International Airport. Downtown Kingston is about 2¼ miles away directly across the harbor. The embassy sits upon the westernmost tip of a small neck of land which extends about a half-mile north into the harbor from the body of the Palisadoes proper. The predominant terrain of this area is sand dunes, although the embassy grounds — and those of the nearby resorts — have been heavily landscaped, and are grassy with occasional trees.

The compound itself is some 250 acres in size, and surrounded by a 10-foot white stone wall. There are only two gates in this wall, both guarded by IST powered infantry in recessed guard stations on the inner side. The first gate is the smaller of the two, and is encountered first when travelling along the Palisadoes' one road; this is the service entrance, through which are brought the necessary supplies for the day-to-day operation of the embassy. Beyond this entrance a two-lane drive extends several hundred feet to Building 7. This structure is the service building; it is essentially a set of loading docks and a large freight elevator which extends to the underground support sub-basements.

Located some 400 yards west of the service gate is the larger, primary gate, used for most access to the embassy compound. Its delicate ironwork was hand-crafted by Jamaican smiths, and belies its impressive strength. The driveway from this gate leads to the main doors of Building 1, and continues on in a circular path to loop back upon itself. (See map, p. 22.) Across the driveway from Building 1 is the embassy's beach. The buildings themselves are set in a rough hexagon, with the CSC (Building 7) and the Receiving Dock (Building 8) set off slightly from the rest of the compound.

Approximately 100 yards north of Buildings 2 and 3 is a helipad, while a small dock extends into the surf approximately the same distance north of Building 1. At this dock will be found several

powerboats, useful for quick water transport to downtown Kingston, where a U.N.-owned slip is always open for docking. Larger vessels can use the Morgan's Harbor cove, or the commercial docks at Kingston proper. Some 100 yards east of the Combat Simulation Chamber (Building 7) are the UNET satellite dishes.

Approach and Security

External

The stone wall mentioned above marks the outermost limits of the embassy. Within its bounds, the embassy grounds are protected by a complex net of seismic sensors and hidden infrared cameras.

The compound is continuously monitored by very-low-altitude groundscan radar. All persons who are cleared to be on the embassy grounds carry transponders which allow the computer to selectively tag or eliminate their images from the radar information, making unauthorized persons immediately obvious. A more conventional radar scans the airspace above the embassy; it uses a frequency different from that employed by Manley International Airport, to prevent possible interference. (A reciprocal agreement between the airport and the U.N. allows the sharing of radar information through a telemetric link; in effect the embassy and airport radars back each other up.) Both the groundscan and conventional radars are installed in the "bell tower" of Building 1.

Warning! Flying members of the team are not to approach closer than 40 feet to the radar units at the top of the bell tower in Building 1! The microwave radiation density at that distance can be hazardous! (see sidebar, p. 20).

All security information gathered through the compound sensors is processed by the embassy mainframe and have its primary displays in the Security Chief's office and in the Security Center, both found in Building 6.

Although designed to appear Victorian "gingerbread" in style, all buildings in the embassy conform to IST standard construction (all walls DR 4, HP 360; all windows 6-inch tempered Plexiglas with DR 7, HP 35). Security turrets are present throughout the compound, indoors and out (frequently being hidden in the bushes). They are equipped with both stun and blast rifles; the Security Chief can control choice of armament from her office.

In addition, two synchronized, remotely-operated chain guns (see sidebar p. 20) are mounted under the roof of the tower on Building 1, within the 40-foot microwave radiation hazard zone. If needed, they can be operated only from the Security Center; there is no provision for manual operation. If necessary, the guns can be operated by the mainframe, which will use radar and ID transponder signals to determine valid targets based on their proximity (and presumed threat) to Building 1. For at least reason alone, embassy supers are encouraged *never* to be without their ID cards, especially in a combat situation!

Normally the chain guns are out of sight, but when they are activated, the tower's roof panels are blown free by explosive bolts to reveal the emplacements. Each gun is provided with a standard drum of 500 rounds each.

Powered Infantry Hatch

Within 100 feet of the embassy buildings is a large metal plate covered with dirt and grass; this is the powered infantry emergency deployment hatch. Secured by explosive bolts, this 20-foot square, hinged plate can be blown open at a moment's

Security Clearances

As noted on p. 11 of *GURPS International Super Teams*, there is a six-level security clearance system within the IST and its parent bodies. Level 1 is the lowest clearance allowing access to sensitive materials (Level 0 is unclassified), and 6 is the highest and reserved for members of the U.N. Security Council. Most of the lower-level administrative personnel are Clearance 1 or 2; a minimum Clearance of 1 is needed simply to be employed by the embassy.

Military Ranks 4 through 8 correspond to Clearance levels 1 through 5; unless otherwise noted, assume all IST staff, supers and normal alike, have the clearance appropriate to their rank or position of employment.

Clearance Restrictions

Despite its low-key resort look and feel, the embassy is very security conscious. The transponder signal broadcast by employee and guest ID cards (see sidebar, p. 22) allows the tracking of security violations. In some areas, such as the Security Control Center and the reactor control room, the embassy mainframe actually controls access and will not open doors to persons with insufficient clearance.

Access restrictions in the embassy are as follows:

Clearance:

0	Uncleared. Embassy grounds, the Plaza del Sol, "public" areas of Building 1, and the cafeteria on Sub-Basement A. Other locations are possible at the discretion of the Security Chief.
1	As for 0, plus: supers' quarters in Building 1, most administrative and management areas in Building 3, powered infantry facilities in Building 4 and below it, all Building 5 (gymnasium) facilities, most facilities in Building 6 not noted elsewhere, the CSC (Building 7), most facilities on Sub-Basement A not noted elsewhere, food storage and laundry facilities on Sub-Basement B.
2	As for 1, plus: Building 1's belltower, the remainder of Building 3, the Situation Room and the Security Control Center in Building 6, Building 8, most facilities on Sub-Basement B not noted elsewhere.
3	As for 2, plus: the backup mainframe room in Building 6, the embassy mainframe, desalinization plant and plasma-flame incinerator on Sub-Basement B, all areas on Sub-Basement C.
4+	No restrictions within the Embassy. These clearances pertain more to Command- and Security Council-level matters than to simple access in an embassy compound.

	Name: Jamliah Farah	Rank: 6
	Job Title: Assistant Security Chief	
Description: Male, Lebanese, age 28, 5'9", 145 lbs., black hair, black eyes.		
ID#: 5657-40837-5462		

Tracking Visitors and Employees

Every employee of the embassy carries a transponder that identifies him to the security system that runs the ground scan radar. This transponder is actually built into the employee's embassy ID card; these are designed using "smartcard" technology, which implants IC chips into cards not much larger than a credit card. Each embassy ID contains a unique code number which identifies the person carrying it to the computer. IST supers normally have their transponders incorporated into their com units. Guests are given temporary passes that also have transponders. Stolen IDs and passes must be reported immediately and will have their codes specially flagged.

When the groundscan radar detects someone within the compound who does not emit a transponder ID signal, the computer raises a security alert and highlights the unauthorized intruder on the display in the Security Control Center. Stolen cards trigger a more severe alert that requires deployment of powered armor forces.

Outside of Security, Administration, and the supers, no one is aware of the transponder functions of the cards.

notice, either from the Security Center or from the Powered Infantry Ready Room located immediately below it on Sub-Basement A. When open, the hatch reveals a 30-foot vertical shaft descending directly to the Ready Room.

Internal Security

Most buildings in the compound have unobtrusive guard stations manned by members of the powered infantry company, although in most cases not in their armor. As is standard for IST embassies at this time, all interior doors to secure locations are equipped with palmprint readers, as are elevators, particularly those that can access the sub-basements. Interior security turrets are equipped solely with stun weapons, except in the most sensitive portions of the embassy.

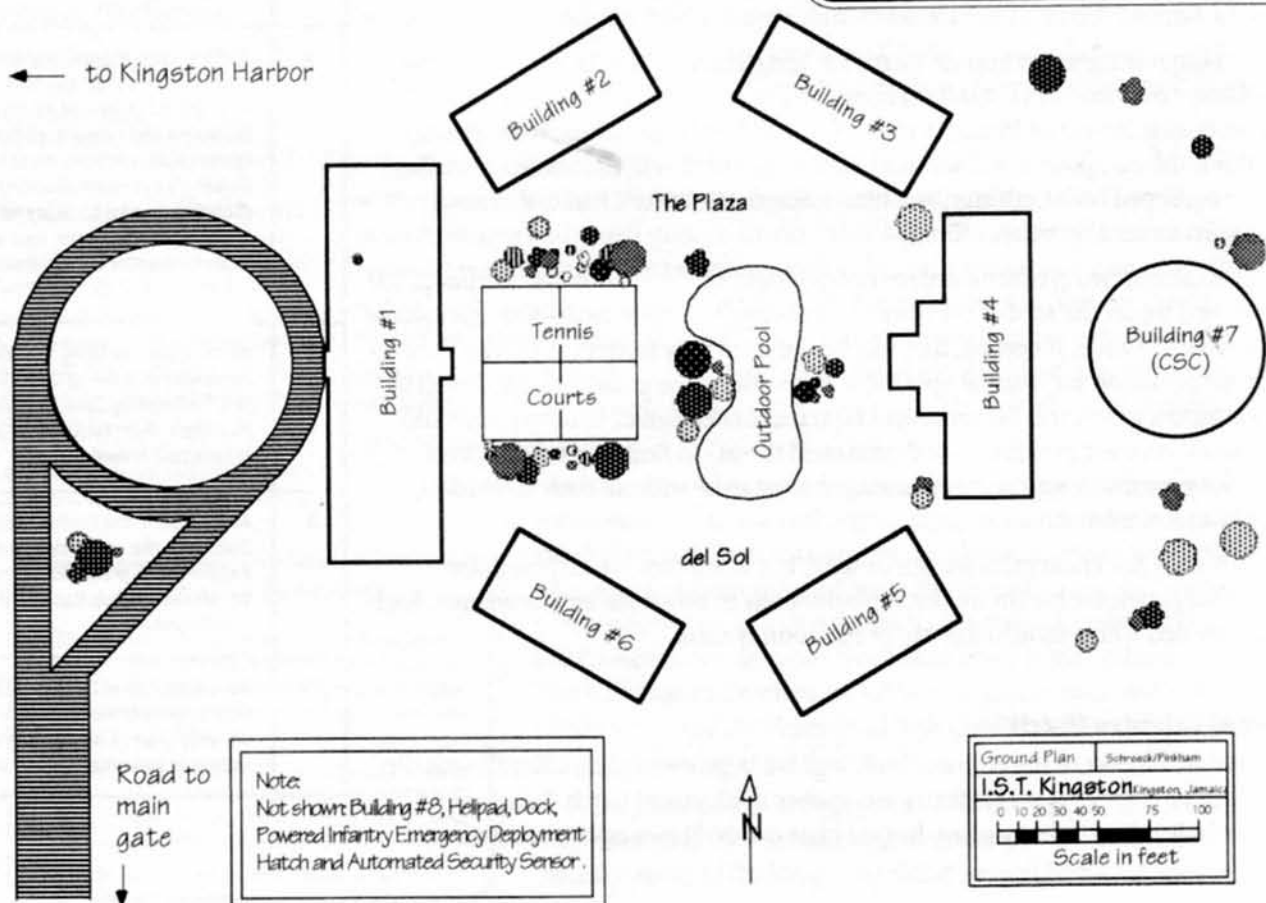
Complete fire-suppression is provided in every room in both above-ground and underground portions of the embassy.

Compound Layout

The Plaza del Sol

Between the six main buildings of the embassy compound is a broad plaza, paved with white stone. Here can be found a pair of tennis courts and an irregularly-shaped outdoor pool. Several native trees grow in the plaza, and raised flowerbeds filled

The Plaza del Sol	
SEE:	Swaying palms, colorful exotic flowers, off-duty staffers in the bright blue pool, passenger jets overhead, ships and boats in the harbor, Kingston across the water.
HEAR:	Slow gentle surf, air traffic from the airport, the "thwock-thwock" of tennis balls being volleyed, the horn of a cargo ship.
SMELL:	Salt spray, the tang of chlorine, coconut suntan lotion, scents of exotic flowers.
FEEL:	Gentle breeze off the sea, warm sun on bare skin.



with tropical blooms dot the area, filling the entire area with their exotic scent. Near the pool can be found wicker tables and high-backed chairs, as well as *chaises longues* suitable for sunbathing. The plaza is almost always filled with people on lunch hours, and visiting/resting supers can use it around the clock.

Another intended use for the plaza is outdoor embassy banquets and other festive occasions.

Note: larger building maps are printed on pages 32-35. For map details, see sidebar, this page, "Building Design and Construction."

Building 1

A three-story white building with a bright red roof, Building 1 dominates the embassy with its size and its tall, slender "bell tower," which rises an additional 60 feet above the rest of the structure. As noted above, this and the other embassy buildings (unless otherwise described) are built in a lacy, pseudo-Victorian resort style.

Building 1 serves two main purposes. Its first floor houses the personal offices of the Team Administrator and embassy majordomo, and the Public Relations office. In addition, there is a large projection/briefing room, used for staff meetings, press conferences and mission briefings. The first floor also provides access to the bell tower, which, as is noted elsewhere, houses the embassy radar units and remotely-operated chain guns, as well as the primary com unit repeater station.

The second and third floors contain suites for both staff and visiting supers. All suites are rated as double occupancy, but at the moment, only one person is assigned to a suite. Maid service is do-it-yourself, unless special arrangements have been made with the majordomo, simply for privacy (and security's!) sake. In addition to the suites, there are dayrooms and large libraries available on each floor. Up to 32 supers can be accommodated in double occupancy.

A Typical Suite

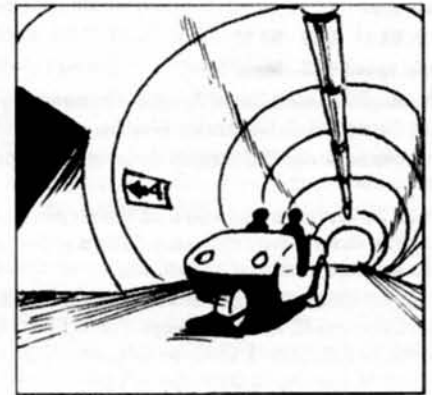
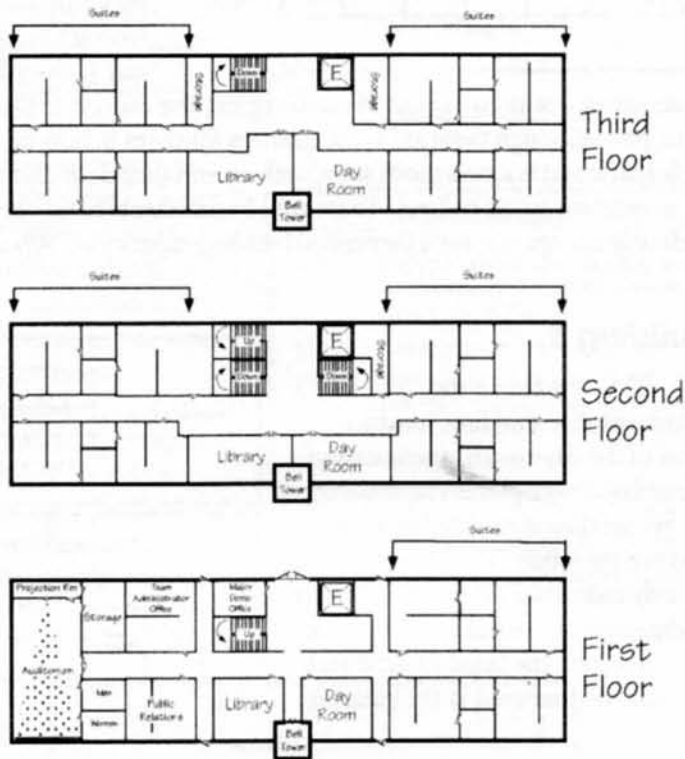
The suites designed for supers are divided into two rooms, plus a private bath. The outer room is comfortably furnished as a sitting room with a large sofa and several recliners; a television, telephone, several bookshelves and a desk complete its decor.

The remaining room is the bedchamber; two full-size beds and a desk furnish this room. A large walk-in closet and several bureaus provide storage for personal items. A private bath opens off this room, as well.

Building Design and Construction

Although it has the appearance of a resort, much of the construction and planning of the embassy is military in nature. In particular, the above-ground embassy buildings themselves are designed around a concept called Main Trunk Modular Architecture. In this design style, all the electrical conduits, telephone lines, plumbing and other services of a building are run through a single shaft that spans all the floors, and in the case of IST Kingston, all the way down to Sub-basement B, the primary service level of the embassy. Each building level is built with a two-foot crawl space under the actual floor, through which all service connections snake to their final destination. The floors themselves are tiles laid over the crawl space; any and all tiles may be removed for access to the crawlspace, for the ultimate in flexibility. A room may be completely rewired and refitted in a matter of a couple hours.

The main trunk shafts are indicated on the individual floor maps by being "X'ed" out. Although no doors are indicated on the maps, there are access panels to allow servicing and upgrading the systems.



Getting Around Underground

A visitor to the embassy might not notice, but after a while, the team members will: you'll never see a guard — in powered armor or not — walking across the Plaza del Sol or riding down the main access road to get to a duty station. They seem to simply appear at their posts without ever travelling there.

This is because all guard deployment is done through Sub-Basement B, which extends tunnels to every guard post and every building (except building 2) on the embassy grounds. Infantrymen either walk or use electric cart transport to get to the basement area below their posts, then take an elevator (or in a few cases, climb a ladder) topside.



Juanita Rodriguez

Team Administrator

Female, Puerto Rican, age 56, 5'6", 130 lbs., grey hair, black eyes

ST 9 DX 11 IQ 13 HT 10

Basic Speed: 5.25 Move: 5

Advantages: Common Sense; Diplomatic Immunity; Status 3; Strong Will +3; Unfazeable; Wealthy.

Disadvantages: Age (56); Honesty; Sense of Duty to the U.N.

Quirks: Dowdy on duty, far from it off; Never sweats or perspires; Ocean fishing enthusiast; Collects photos of great buildings; Confirmed bachelorette.

Skills: Accounting-12, Administration-16, Area Knowledge (Jamaica)-13, Area Knowledge (Puerto Rico)-14, Architecture (Hobby)-15, Computer Operations/TL8-14, Cooking-14, Dancing-12, Detect Lies-15, Diplomacy-17, English-13, Fast-Talk-15, Fishing (Ocean/Rod & Reel)-13, Law (International)-11, Leadership-13, Literature-11, Politics-14, Savoir-Faire-15, Spanish-13, Swimming-11.

Juanita Rodriguez is a professional diplomat and administrator with over 35 years of experience in international circles. Originally an assistant to the Puerto Rican representative to the American government in the late 1950s, she has moved steadily up through the ranks of her profession, until she reached a position of authority in the IST Command bureaucracy. In her most recent career move, she volunteered for duty as a team administrator, partly out of concern that she was stagnating in her position in Command.

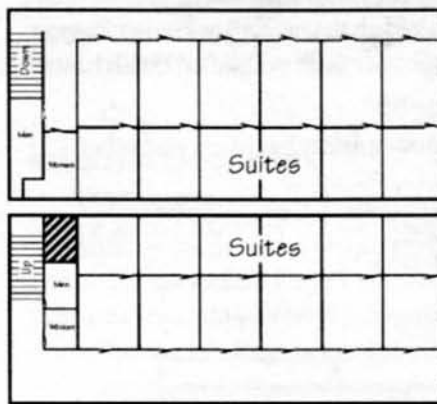
Rodriguez is sometimes regarded as something of an eccentric. Although when on duty she dresses conservatively (some say dowdy) and appears grandmotherly, off duty she has a penchant for flashy (but tasteful) clothing and unexpected hobbies such as deep-sea fishing. Either way, she is known as the "Iron Lady," for the strength of her opinions and convictions and for her dogged determination to achieve that to which she sets her mind.

Rodriguez' Office

SEE: Desk and cabinets precisely neat, photos of grand-nieces and -nephews on desk, a painting of her family's estate in Puerto Rico, Several mounted fish.

HEAR: Constant humming of the computer terminal, Spanish music playing very softly from a portable CD player, frequent interruptions for appointment scheduling and important decisions.

SMELL: Rodriguez' subtle perfume, cut flowers in a vase.



Second Floor

First Floor

Please note that any special bed and furniture requirements should be referred to the majordomo.

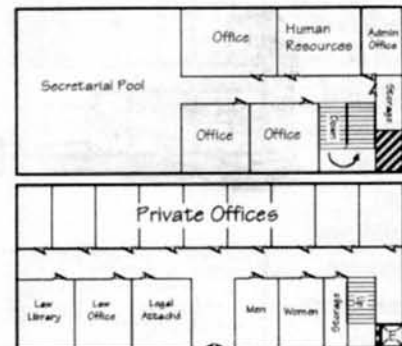
Building 2

Building 2 houses medium-to-upper level employees and administrators of the embassy who are required to be on 24-hour call. (Lower-level employees, and

those whose positions are less mission-critical, live outside of the compound, for the most part, although there are some quarters for them in Sub-basement A.) Again, each apartment is a two-room suite, with an entrance door and a curtained window on a common access hallway. There are 12 apartments here. They are officially rated as double occupancy, for a theoretical building capacity of 24 persons.

Building 3

This structure is the Administrative Building, in which most of the day-to-day operations of the embassy take place. The majority of this building is cubicled open floor and private offices. The lower is entirely individual offices. In addition to the embassy clerical force, Human Resources and the Legal Attaché and his staff are quartered in the building.



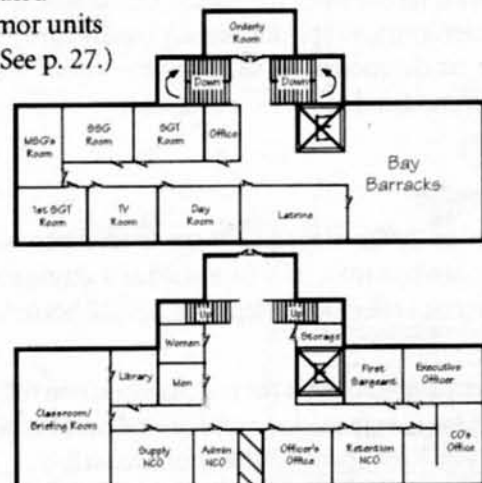
Second Floor

First Floor

Building 4

In this building will be found the quarters and staff offices of the U.N. Powered Infantry company assigned to IST Kingston. A total of 50 men are billeted here, either in the barracks (for enlisted men) or in personal and semipersonal quarters (for NCOs and officers), all on the second floor. On the first floor are found a general classroom, a library of military manuals (physical backups to computer-stored versions), bathrooms, and offices for the company commander, the executive officer, the retention NCO, and the other staff NCOs.

The actual armory and related installations for the powered armor units are found in Sub-Basement A. (See p. 27.)



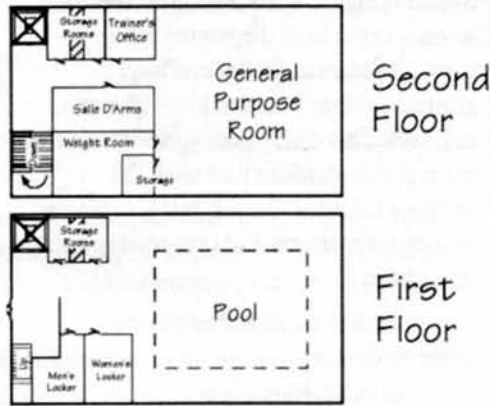
Second Floor

First Floor

Building 5

The sign on this building reads, "Fitness and Training Center." The lower level has a 45'x24' swimming pool, male and female locker rooms with showers and a pair of separate bathrooms. The second floor contains the weight room (equipped with the latest in pneumatic cylinder training machines), the *salle d'arms*, a general-purpose padded room (which occupies most of the upper level), an equipment locker, and offices for the trainers.

Metahuman staff, please note that the weight equipment in Building 5 is *not* designed for those with lifting capacity in excess of normal human maximums. If you are able to press/lift more than 1,000 pounds, please use the extra-high capacity training machines in the Combat Simulation Chamber (Building 7). Any staff member with metahuman strength who damages weight training devices intended for normal humans will have the cost of replacing those devices deducted from his pay! (Exception: those who discover their metahuman strength in the process of using training machines for normals will not be so penalized.)



Gymnasium

SEE: Exercise and aerobics classes, the latest training equipment, a karate class being drilled.

FEEL: Padding underfoot.

HEAR: The clank of weights, the "thud!" of someone tossed to the floor, the grunts and sighs of exertion.

SMELL: Sweat and work.



Devon Featherstone-Haugh

Legal Attaché

Male, British, age 47, 5'9", 150 lbs., brown hair (grey at temples), blue eyes.

ST 10 DX 11 IQ 14 HT 12

Basic Speed: 5.75 Move: 5

Advantages: Charisma +2, Language Talent +5, Status 2, Voice.

Disadvantages: Bad Sight (nearsighted, wears glasses); Code of Honor: Ethical Lawyer; Gluttony; Odious Personal Habit (Always Rumped, -5 points); Sense of Duty to U.N.

Quirks: Former trial barrister and still acts it; Keeps his wig but no longer wears it; Eats as much as he wants and never gains an ounce; Always carries a laptop PC and CD-ROM legal libraries; Always corrects a mispronunciation of his name.

Skills: Area Knowledge (Kingston)-14, Area Knowledge (London)-14, Bard-17, Brawling-11, Computer Operations/TL8-15, Cricket (Sport)-12, Detect Lies-13, English-19, Fast-Talk-18, French-17, German-17, Japanese-17, Law (Specializations: British/Jamaican, International for +5 in each)-15, Spanish-17, Writing-15.

Devon Featherstone-Haugh (pronounced "Fanshaw") was an acclaimed barrister in Great Britain before moving onto join the legal staff of the International Court of Justice at the Hague. From there he moved into IST Regional Command for North America. When the Kingston embassy was in the planning stages, he volunteered for the position of Legal Attaché, but his most recent previous assignment was as an advisor in the preparatory stages of the U.N. trial of Manuel Noriega.

Despite his perpetually-rumped and unkempt appearance (a running joke among his British colleagues was that even his barrister's wig was uncombed),

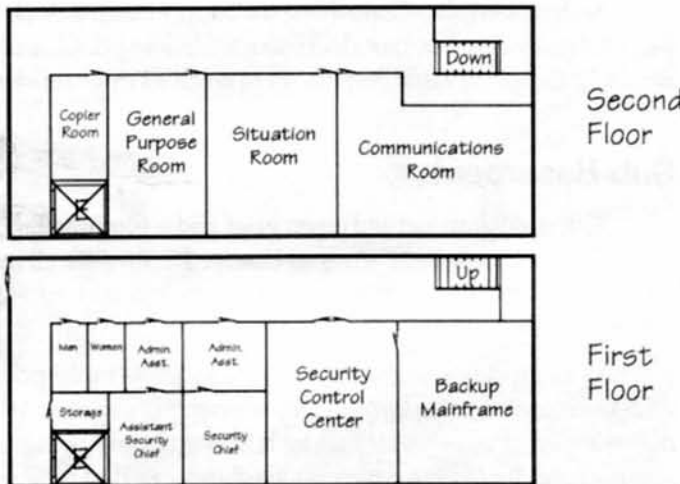
Featherstone-Haugh is the consummate professional. His encyclopedic knowledge of law combined with his extraordinarily persuasive presence makes him a fearsome opponent. Outside of a courtroom, though, he is friendly and easygoing, and has a love of ease and comfort which led him to request assignment to "Club IST." When off-duty, he will frequently be found lounging in (rumped) informal wear, taking in the sun.

Building 6

This is the Security Building. All security activities are handled at one point or another inside this building or in the sub-basements below it.

The first floor houses the offices of the Security Chief and the Assistant Security Chief, the Security Control Center and the backup mainframe, plus a pair of bathrooms.

The second floor has the communications room, the operations center (used for badge-making, fingerprint taking and the like), and the Situation Room, also known as Command Control and Coordination. This latter is a strategic center, dominated by a large table which is all one large computer screen, on which a generated image of the entire embassy compound — and, on lower resolutions, the terrain for about a mile on all sides — can be displayed, complete with the tagged groundscan



Featherstone-Haugh's Office

SEE: A pile for everything and everything in its pile, no free space or chairs, barrister's wig on a stand, cricket bat on wall.

HEAR: Ocean surf through the open window, "I need the history of that judge's rulings on this issue!"

SMELL: Musty legal volumes, ocean breeze.

FEEL: Gentle breeze off the sea, warm sun on bare skin.



Col. Valerie Schwartzmann

Security Chief

Female, Israeli, age 35, 5'10", 135 lbs., blonde hair, brown eye (other is missing, covered by eyepatch).

ST 9 DX 13 IQ 14 HT 10

Basic Speed: 5.75 **Move:** 5

Advantages: Absolute Timing; Appearance (Attractive); Rank 6; U.N. Military Package.

Disadvantages: One Eye; Overconfidence; Sense of Duty to Team; Sense of Duty to U.N.

Quirks: Proud of her numerous scars; Only drinks after an unsuccessful mission; Dislikes glass eyes and prefers to wear a patch; Only tells how she lost her eye when drunk; Does everything "by the book."

Skills: Administration-14, Area Knowledge (Israel)-16, Area Knowledge (Jamaica)-15, Area Knowledge (Jerusalem)-16, Area Knowledge (Kingston)-16, Battlesuit-15, Beam Weapon (Stunner)-15, Brawling-13, Computer Operations/TL8-14, Computer Programming/TL8-13, Demolition/TL8-13, Electronics Operation (Security Systems)/TL8-16, English-14, Guns (Blaster)-16, Guns (SMG)-16, Guns (Pistol)-16, Hebrew-14, Intelligence Analysis-15, Interrogation-14, Intimidation-17, Karate-15, Leadership-13, Musical Instrument (Guitar)-13, Professional Skill (Security)-17, Survival (Desert)-13, Swimming-14.

Formerly of the Israeli Army, Col. Valerie Schwartzmann joined the IST after most of her family was killed in the second tactical nuclear bombing of Jerusalem. Although her initial motivation was to pursue the PLO for personal revenge, she has since mellowed (somewhat). Her assignment to Kingston is a reward for years of devoted service; she has refused to take leave time until now, and it is hoped at IST Command that the resort atmosphere of the Kingston embassy will entice her to relax a little!

While not a martinet, Schwartzmann is strict and by-the-book in all things, even when off duty. However, she is not unsympathetic or unapproachable, and maintains a positive working relationship with her staff. She seems most friendly to supers, especially those equal to her in rank. While distinct, her accent in English is not strong, and only serves to emphasize an attractiveness that — despite her missing eye — provides her with an apparently unending string of suitors and lovers.

radar images of every person and object within range. On the walls are television screens capable of displaying images from all cameras on the embassy grounds, either normal, low-light or infrared. This room is designed to work in complete conjunction with the Security Control Center, but is intended for siege situations, not day-to-day operations.

The Situation Room and the Security Control Center are restricted to persons with Clearance 3 or better.

Building 7

The 80-foot geodesic dome houses the Combat Simulation Chamber. The main level is the 20-foot high Chamber itself, squared off within the dome, with support machinery in the spaces beyond. Above the Chamber proper is the control and viewing room, a tiny space that can house only two spectators and the operator/referee at any given time.

Usage of the CSC in full combat mode is to be scheduled through the Team Administrator's office. However, staff supers may use its weight and physical training equipment without prior request, as long as no other users have reserved the desired timeslot.

Building 8

As described elsewhere, this is the supply loading dock. It is nothing more than a pair of standard truck depot dock/doors, a loading floor, and a large (30'x15') hydraulic freight elevator that lowers to reach all three sub-basements.

Sub-Basements

Beneath the manicured green grass and sculptured terrain of IST Kingston is a veritable web of activity. Three sub-basements interlink all but one of the embassy buildings; except for Building 2, the staff quarters, each of the embassy structures has an elevator to these levels. They house all the "dirty work" of the compound.

All three levels resemble nothing so much as multispoked wheels, or perhaps spiderwebs, with their radiating and intersecting passages. While users and visitors may walk, most transport is managed in electric carts; most of these carts are autonomous, having computer "brains" that can find their way using the magnetic "path markers" embedded in the floors. They are used primarily to distribute supplies and mail throughout the complex.

These levels are very brightly lit at all times; there are hardly any shadows anywhere, although certain rooms may of course be dark when not in use. Most sub-basement corridors are 14 feet wide and 10 feet high; several others, particularly those near the armories and between the receiving docks (Building 8) and the food storage areas are 30 feet wide with 20-foot ceilings to permit passage of large transport vehicles.

Because all the sub-basements are below sea level,

The Security Control Center, Building 6

SEE: Walls of monitors displaying views from all over the compound, devoted staff intently working at consoles, computer-triggered alert announcing an intruder, groundscan radar screen showing all employees and their locations.

HEAR: The click of keyboards, "Sector 4 clear," intruder alert tone, all clear tone.

SMELL: Ozone and concentration.

Schwartzmann's Office

SEE: Security displays on several computer monitors, framed photos of the young members of a kibbutz (including her), certificates and medals of achievement.

HEAR: The scratch of a pencil or the click of computer keys, the faint hiss of an air purifier/ionizer.

they are thoroughly waterproofed. In particular, the reactor level is provided with complete airtight seals.

Sub-Basement A

The primary service level, Sub-Basement A houses almost half of the embassy proper.

Under Building 4 will be found the armory and technical workshops for the Powered Infantry, as well as a standard machine shop, and extensive spare parts and fuel storage. A short distance away is the Powered Infantry Ready Room, with its camouflaged emergency deployment hatch. When not deploying in an emergency, infantrymen use the elevator closest to their duty station.

Beneath Building 6 are found the embassy's holding cells. Six of these are deepsleep detention cells, while 10 more are conventional jail facilities. An adjacent room holds several chairs, and may be used to hold excess pacified prisoners. The Security armory is nearby, holding not only weaponry for the security staff, but also that of any IST member who relies upon high/ultra-tech equipment. The armory also contains a charging shelf for pacifier helmets, of which there are 25 stocked.

Directly below the geometric center of the embassy complex is found the dispensary and morgue; the medical facilities have 5 beds and can handle any number of outpatients. Its supplies include a complete collection of pharmaceuticals, including Adder drugs, Morphazine, Revive capsules, Crediline, Neurovine and Hypercoagulin. A full operating theatre — including seating for 10 in the viewing room — gives the staff surgeon(s) the latest in early TL8 medical facilities. For those who don't make it, the morgue contains complete autopsy facilities and storage for up to 10 bodies.



Jamiliah Farah

Assistant Security Chief

Male, Lebanese, age 28, 5'9", 145 lbs., black hair, black eyes.

ST 10 DX 11 IQ 10 HT 13

Basic Speed: 6.00 Move: 6

Advantages: Charisma +3; Common Sense; Rank 4; U.N. Military Package.

Disadvantages: Honesty; Odious Personal Habit: Gung Ho (-5 point level); Overconfidence; Sense of Duty to Team; Sense of Duty to U.N.

Quirks: Wants to learn to play baseball; Lives at the security console; Fiercely loyal to Col. Schwartzmann; Likes explosions and fireworks; Enthusiastic and outgoing.

Skills: Administration-11, Area Knowledge (Jamaica)-9, Area Knowledge (Kingston)-11, Area Knowledge (Lebanon)-11, Brawling-14, Computer Operations/TL8-14, Electronics Operation (Security Systems)/TL8-15, English-12, Guns (Pistol)-14, Guns (SMG)-14, Intelligence Analysis-13, Karate-15, Lebanese-12, Professional Skill (Security)-16, Swimming-10.

Captain Farah joined IST Command out of the Lebanese Army, where he had reached the rank of Lieutenant. After several years with them as a security specialist, he felt that he had no further possibilities for advancement, and offered his services to the U.N. His decision to change employers was a wise one; within a year he had been promoted to captain and transferred to the position of Assistant Security Chief for IST Kingston.

Farah loves new experiences and new people. He is engagingly outgoing and enthusiastic, and makes friends instantly. If he has any fault that might alienate people, it's that his excessive enthusiasms include his work, and this makes him appear to be quite "gung ho" about the military.

Dispensary

SEE: High-tech rooms, bright lights, sparkling-clean surfaces everywhere, a relaxed intensity among the staff.

HEAR: Electronic noises from sensors and monitors, the squeak of rubber-soled shoes on the smooth floors, the gentle susurrant of the ventilation system.

SMELL: Disinfectant über alles.



Dr. Chia-Lin Meng

Chief Medical Officer

Chinese female, age 34, 5'7", 135 lbs., black hair, brown eyes.

ST 11 DX 11 IQ 14 HT 10

Basic Speed: 5.25 Move: 5

Advantages: Appearance: Very Beautiful; Common Sense; Security Clearance 3.

Disadvantages: Bad Temper; Code of Honor (Physician's/Hippocratic Oath; -10 point level); Odious Personal Habit: Sarcasm (-5 points); Sense of Duty to embassy staff and U.N.

Quirks: Always up-to-date on the latest methods; Has the best bedside manner west of Geneva; Reads three international newspapers a day; Very informal about her clothing; Outdoorswoman by hobby.

Skills: Chinese-14, Climbing-12, Computer Operations/TL8-15, Diagnosis/TL8-14, English-14, First Aid/TL8-18, Hobby (Naturalist)-16, Physician/TL8-18, Physiology/TL8-16, Savoir-Faire-17, Surgery/TL8-16, Staff-9, Survival (Everywhere; default from Naturalist)-13, Swimming-12.

Dr. Meng is a former Chinese national who defected (from the safety of a United Nations installation in the United States) in the wake of the Tienanmen Square massacre. She has served the IST since she finished her residency, and has never had a private practice. She is a talented surgeon, and one of the first to have been trained entirely in TL8 techniques.

Chia-Lin is something of a firebrand at heart, an aspect of her personality she tries to hold at a minimum while she is on duty. However, her temper still manages to earn her a certain amount of dislike wherever she goes, despite her cheery and friendly manner.

Dr. Meng has taken the "resort" atmosphere and pleasant environment of the embassy to heart, and rarely appears in full "business" clothes except at official functions. Most of the time she can be found in informal garb such as cut-off jeans, halter tops, or even a bikini. Even when on duty in the dispensary she can usually be found wearing a white physician's coat over shorts and a T-shirt.

Near the dispensary is a bank of laboratories, including a state-of-the-art forensics lab.

Also present on this level are the embassy cafeteria, which can serve and seat 200 persons at one time — and whose kitchens can prepare any banquet — no matter the complexity. The grill remains open until 1 AM, and the entire kitchen never closes completely; staff members desiring a midnight snack are free to wander in and make themselves a sandwich — or a complete dinner — at any hour.

Spare quarters — spartan but serviceable — occupy a large section of the level, but are at present not in use. A rifle and pistol range is located not far from the Infantry section; computer-controlled, it has "Hogan's Alley" capabilities.

Kitchens

SEE: Staff bustling back and forth, pots and pans hanging from ceiling racks, huge stock pots atop burners, Chef Quinn directing traffic with a broad grin.

HEAR: Vegetables being chopped, an industrial mixer, the rattle of pots or dishes, a timer going off, "Get that soufflé in the oven!"

SMELL: Spices, broths and soups simmering, all sorts of wonderful things to eat.

TASTE: Curried goat, "matrimony," thick juicy steaks, barbecued pork . . . and much, much more.

Sub-Basement B

The next sub-basement down is the primary service level. All environmental control is found on this level: air filtering and conditioning, sanitary functions and power regulation. Here also are found the embassy's two 10,000-gallon fresh water tanks and a purification/desalinization plant. Waste water and garbage are processed together through a plasma-flame incinerator that yields almost nothing but carbon dioxide and water vapor.

Beneath the kitchens and cafeteria on Sub-Basement A are the primary food storage areas: a pantry and refrigerator which hold about two weeks' worth of fresh food, and a storeroom and freezer which hold an additional month's worth of frozen and dry or canned foods. Another storeroom is stocked with shelf-stable (10-year lifespan) pre-packaged meals. In the same area are the embassy's long-term storage and security vault.

The embassy laundry room is also on this level.

This level also houses the embassy mainframe computer and its affiliated support facilities, as well as its backup power supply — a rack of RPC E-cells. The embassy backup power supply — massive storage batteries continuously charged by the fusion plant — is located here. The computer center is a mandatory secure zone, requiring Clearance 3 or better for access.

Sub-Basement C

This is the reactor level. The fusion plant, its fuel tanks, and the fuel extractor apparatus and its tanks are all found here, along with the reactor control room. Like the computer center, the reactor level is a mandatory secure zone, requiring Clearance 3 or better for access.

Staff and Complement

There are a wide variety of professions employed at IST Kingston.

Supers

As of the printing of this guide, the exact number of supers to be assigned to IST Kingston has not been determined. The number of supers assigned to an embassy normally ranges between 8 and 20 persons.

Powered Infantry

A "short company" of infantry has been assigned to IST Kingston. It is broken down into 5 platoons of 10 men each. Four of these platoons are combat-specific and are led by a sergeant and a corporal. The fifth platoon is a "headquarters" platoon made up of the company commander (Captain Antonio Soares), an executive officer (a first lieutenant), 2 second lieutenants, a first sergeant, 2 master sergeants, and 3 staff sergeants. The HQ platoon handles all administrative tasks for the infantry company.

Service and Support

In addition to its military complement and its administrative upper echelon, IST Kingston employs a large number of other professionals. At the time of this printing, this includes 12 security experts, 103 administrative and clerical workers, 47 service personnel (kitchen, janitorial, plumbing, groundskeepers and the like), 31 medical and support specialists plus a reactor technical staff of 30 persons.

Telephones

The embassy is served by its own PBX phone system. Extensions within the compound are 4 digits in length, in the following pattern: The first digit is the building in which the extension is physically located; the second is the floor. (Underground levels A, B and C are considered one building for this purpose, and are assigned the building code "9," and floor codes 1 to 3, respectively. The Plaza del Sol has several extensions which start with "0.") The third and fourth digits are arbitrary room/line numbers, from 01 to 99.

The embassy PBX is a state of the art digital phone system, with a full suite of advanced capabilities, including call forwarding and voice mail. The PBX computer also provides "call following," where a person's calls are automatically transferred to the phone closest to him, no matter where he is in the compound. This is achieved through periodic updates of transponder information from the security computer.

Contacts

Although a full extension directory is provided in your complete orientation packet, the following brief listing should be sufficient for most immediate needs.



Taddeuz Walouski

Medic

White male, Polish, age 28, 5'7", 140 lbs., blond hair (receding hairline), grey eyes.

ST 8 DX 13 IQ 14 HT 10

Basic Speed: 5.75 Move: 5

Advantages: Appearance: Attractive; Empathy; Security Clearance 3.

Disadvantages: Dependent: Wife on 9; Honesty; Impulsiveness.

Quirks: Extreme xenophile; Addicted to cookies and cream ice cream; Always carries a harmonica around although he can't play it; Supports environmentalist and "Green" groups; Lives with his wife in the embassy compound.

Skills: Acting-12, Climbing-12, Computer Operations/TL8-15, Diagnosis/TL8-14, English-13, First Aid (Human)/TL8-18, First Aid (Meeranar)/TL8-14, Guns (Blaster)-16, Hobby (Sleight of Hand)-16, Judo-14, Myeerrarr-12, Polish-14, Running-11, Sex Appeal-11, Teaching-12.

"Tad," as he is known, is small and wiry, but tough, willing to rush into the midst of a super-combat in order to drag out a wounded and unconscious participant. His guts and gumption are so impressive that some of the powered infantry soldiers consider him a complete wildman, and grant him no small amount of respect. He has in the past served with several of the infantrymen, and they are among his small circle of friends.

During one of his earlier assignments, Taddeuz spent most of a year working with several Meeranon. In that time he gained a good working knowledge of both their language and physiology, the latter well enough to learn some first aid techniques. At the request of the U.N., he has taught several classes in both subjects.



Lloyd Quinn

Chief Cook

Black male, Jamaican, age 47, 6'2", 190 lbs., black hair, brown eyes.

ST 10 DX 12 IQ 12 HT 10

Basic Speed: 5.50 Move: 5

Advantages: Acute Taste and Smell +3; Acute Vision +5; Security Clearance 1.

Disadvantages: Honesty; Odious Personal Habit: Sings reggae loudly off-key while working (-10 point level).

Quirks: Likes to juggle but doesn't know how; Expansive in speech and movement; Likes bare-shouldered women; Doesn't wear a watch, but looks at his wrist when he wants to know the time.

Skills: Administration-13, Area Knowledge (Jamaica)-14, Area Knowledge (Kingston)-15, Baseball-12, Brawling-13, Carousing-14, Climbing-10, Cooking-18, English-12, English (Jamaican)-12, Fast-Draw (Pistol)-12, French-11, Guns (Pistol)-12, Lockpicking-12, Merchant-14, Running-12, Spanish-11, Swimming-11.

Lloyd Quinn is a life-long resident of Kingston, Jamaica, and one of its better chefs. Trained in the culinary institutes of France, as well as being proficient in the local cuisine, Quinn can handle any meal request that can be made of him, often in a surprisingly short amount of time. His position at IST Kingston is his first job with the U.N.; he was hired away from the restaurant staff of one of the most expensive hotels in the city.

Quinn is a large and expressive man, with a broad good nature which never falters, even when others might grow enraged. He laughs often and loudly. His size may make him seem intimidating, but his personality more than makes up for it.

Typical Dialogue: "You want me to come up with a sit-down feast for four hundred in *how* much time? No problem, mon."

IST Kingston Phone List

June 19, 1994

Juanita Rodriguez	Team Administrator	1101
Devon Featherstone-Haugh	Legal Attaché	3102
Human Resources		3112
Public Relations		1105

Combat Simulation Chamber Control Room	8201
Fitness Center	5101
Forensics Lab	9161
Plaza del Sol	0101
	0102
	0103

Emergency	9100	
Dispensary	9155	
Dr. Chia-Lin Meng	Chief Medical Officer	9151
Pharmacy	9159	

Capt. Antonio Soares	Commander	4110
Infantry Administration		4101
Infantry Armory		9177

Main number	6111	
Col. Valerie Schwarztzmann	Security Chief	6101
Lt. Jamillah Farah	Asst. Security Chief	6106
Detention Center	9133	
Operations	9210	

Embassy Switchboard/Information	00	
Housekeeping	9110	
Kitchen	9122	
Lloyd Quinn	Chief Cook	9125
Laundry	9215	
Fritz Reinwalter	Majordomo	1104

Backup Mainframe Room	6125	
Environmental Control	9233	
Computer Center	9210	
Debralee Marks	Mgr of Computer Services	9208
Jonathan Prince	Mgr of Telephone Services	9199
Reactor Control	9301	

Supplies and Equipment

IST Kingston is designed — like all IST embassies — to be as close to self-sufficient as possible. To this end, all consumable items are stocked for six weeks of normal usage, with multiple sources for restocking all items.

Food, Water and Power

The compound has been provided with mechanisms that provide all of its power and water; only food needs to be brought in from the outside, and consistent with IST policy, no less than six weeks' supply, both fresh and frozen/canned/preserved, is stocked at any given time on Sub-Basement B.

The embassy's water supplies are not infinite, but are virtually inexhaustible. Two 10,000-gallon tanks store a large supply of fresh water at all times, and in the event that more may be needed, the embassy's desalinization plant (combined with its proximity to Kingston Harbour) can easily provide all that is required. If for any reason the desalinization plant fails, the plasma-jet waste disposal system produces pure water vapor as a by-product of its operation. This vapor is usually cooled and vented into the atmosphere, but if needed, the cooling process can be used instead to condense the vapor and divert it to the embassy holding tanks.

Ammunition and Weapons

IST Kingston's non-super military forces rely primarily on blasters and other RPC-powered weaponry. In order to properly support their needs, a stockpile of several thousand cells of assorted sizes is kept in the armories on Sub-Basement A.

In addition, sufficient conventional weaponry (primarily American-made M-16 assault rifles) to arm 100 additional persons — and ammunition on the order of 500 rounds per weapon — are also kept ready. Some 10,000 rounds of ammunition for the bell tower chain guns are also in storage on Sub-Basement A. To aid in the reloading of the chain guns, a reloader truck on a cherry picker is kept in the armory area; this is taken out via the receiving dock in Building 8 when needed. (GMs should note that reloading the chain guns takes 20 to 30 minutes per gun, and requires that the embassy radar systems be turned off for the duration of the operation!)

Computer System

The embassy mainframe is a standard IST-issue system (as described on p. 51 of *GURPS International Super Teams*): A Complexity 6 optical mainframe with online disk storage of 2048 gigabytes. The standard IST software packages (as described on p. 22 of *GURPS IST*) have been loaded on it.

Communications

Within Kingston and the surrounding countryside, standard IST com units will be more than sufficient for communication between supers and each other or the embassy. However, members are warned that as of the opening date of the embassy, transmission/relay cells have not yet been erected across the entire country, and supers active outside the major cities will require more conventional (and larger) hand-held radio equipment in order to communicate beyond the usual 2-mile radius.



A.J. "Tom" Tohmatsu

Head Trainer

Japanese/Okinawan Male, age 47, 5'11", 155 lbs., black hair, brown eyes.

ST 10 DX 16 IQ 13 HT 12

Basic Speed: 7.00 Move: 8

Advantages: Alertness +2, Combat Reflexes, Security Clearance 1.

Disadvantages: Bad Sight (Nearsighted, wears contacts); Pacifism (Cannot Kill); Sense of Duty to embassy staff.

Quirks: Nurtures a single cactus plant; Meditates twice a day; Collects Oriental weaponry; Constantly puts down Bruce Lee; Always in control and prefers it that way.

Skills: Administration-13, Breath Control-12, Calligraphy-16, Climbing-15, English-13, First Aid/TL8-14, Karate-18, Japanese-13, Judo-18, Philosophy (Oriental)-11, Running-12, Savoir-Faire (Dojo)-14, Tactics-14, Teaching-16.

"Tom" Tohmatsu is the chief of the small training team assigned to the embassy. He is an accomplished martial artist in both karate and judo styles, and had been sensei of his own dojo before becoming a member of the IST. He runs both his classes and the embassy gymnasium with the same ironhanded manner; behind his back, some of the embassy staff have already begun calling him "the steel tiger."

Although relaxed and informal among equals, to his students he presents the cheerful demeanor of an ill-mannered drill sergeant. He is demanding and refuses to accept anything but excellence from his students and staff alike.

GMs who own *GURPS Martial Arts* should feel free to detail Tohmatsu's proficiencies in the styles of their choice.

Supplies

IST Kingston gets all its supplies — both food and janitorial — from one source: Robbins Hotel/Restaurant Suppliers, a wholesaler that fights with two competitors for the lucrative market provided by the hotels and restaurants of Kingston. It is run by Gerald Robbins, a 57-year-old native Jamaican businessman who successfully bid for the embassy supply contract. Naturally enough, Robbins and his firm were extensively checked and security-cleared before the contract was finalized and signed. IST Command is satisfied to their reliability.

However . . . if the GM desires, an adventure or even an entire campaign subtheme can be built

around the possible subversion of this reliable supply source. The story need not be so blatant as the outright contamination or poisoning of the IST food stocks, but could be as simple as a gradual decline in food quality. Reasons behind problems with supplies could be anything from sabotage by unfriendly forces to personal greed leading to embezzlement via charging premium prices for lower-quality food.

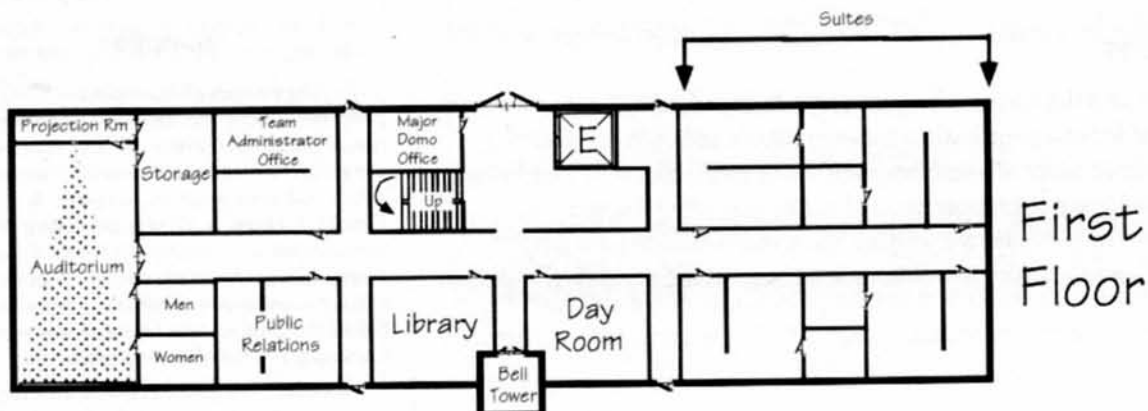
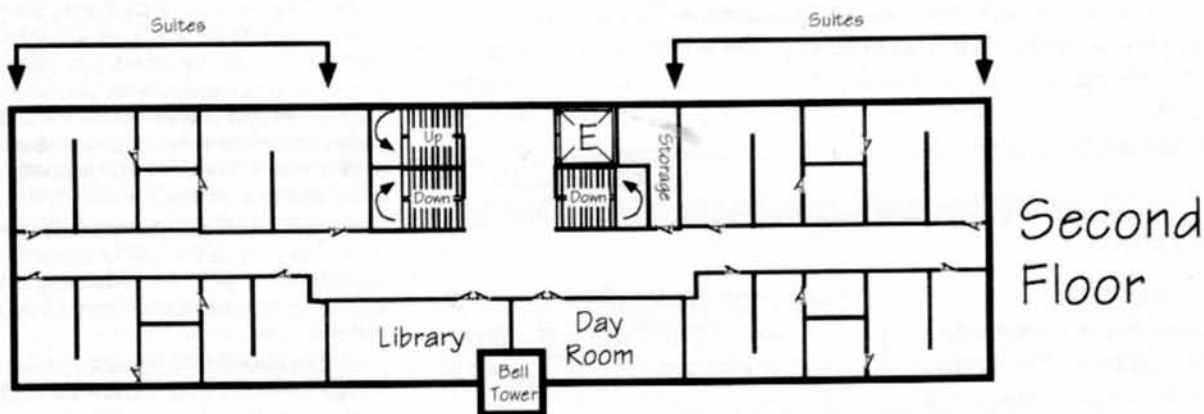
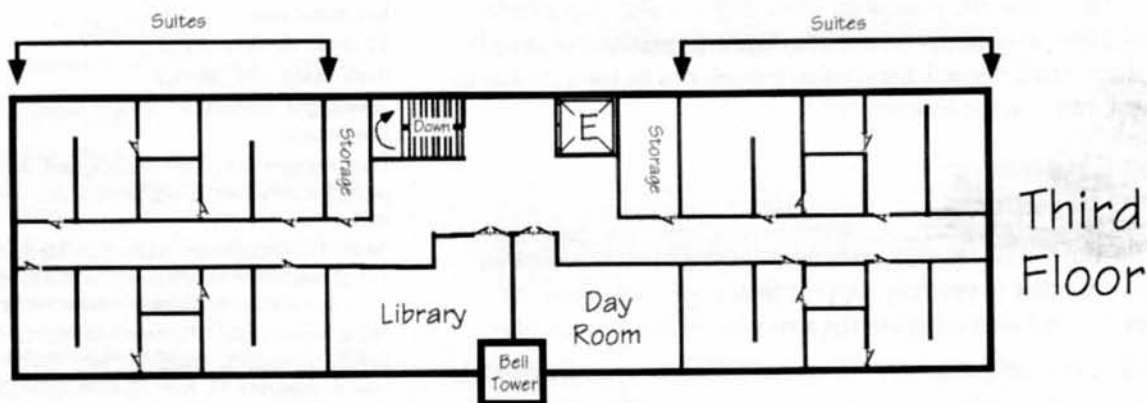
Building Maps

The following four pages contain larger building maps of IST Kingston than previously shown.

IST Kingston
Building #1, Three Floors

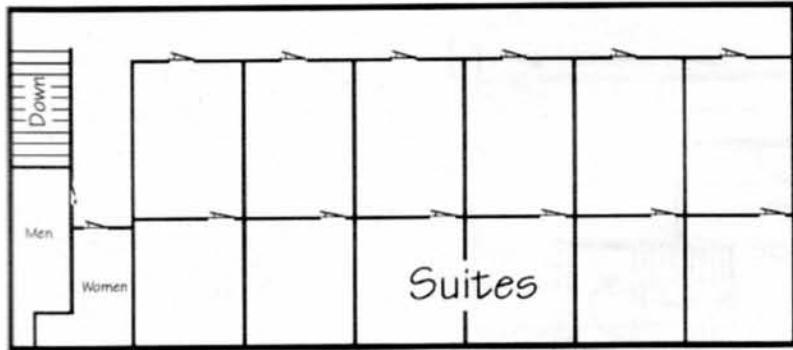
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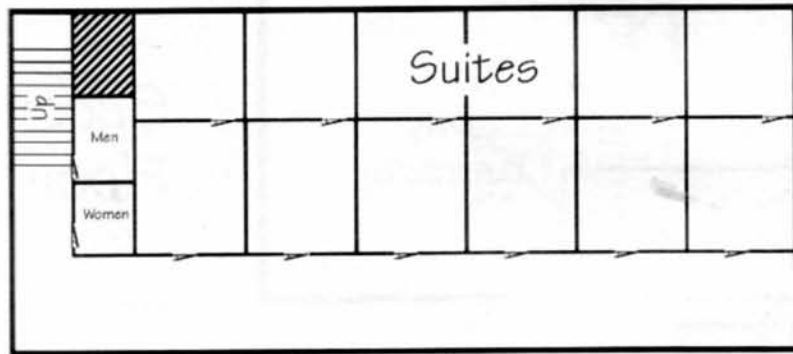


IST Kingston
 Building #2, Two Floors

UN Contract # 853054-785/2.1-2



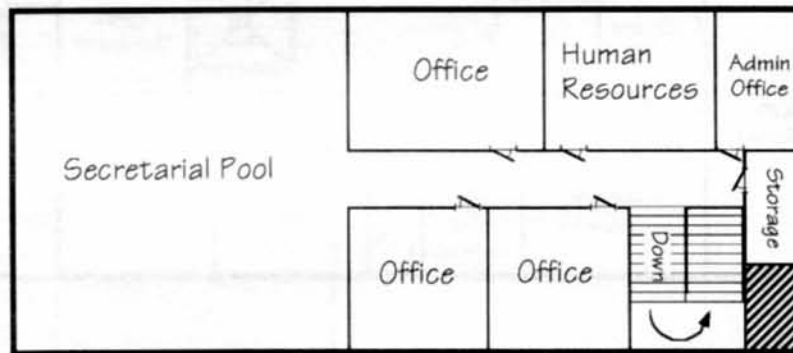
Second Floor



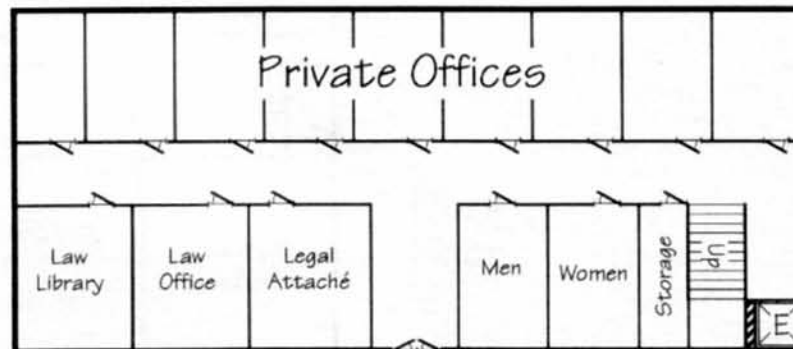
First Floor

IST Kingston
 Building #3, Two Floors

UN Contract # 853054-785/3.1-2

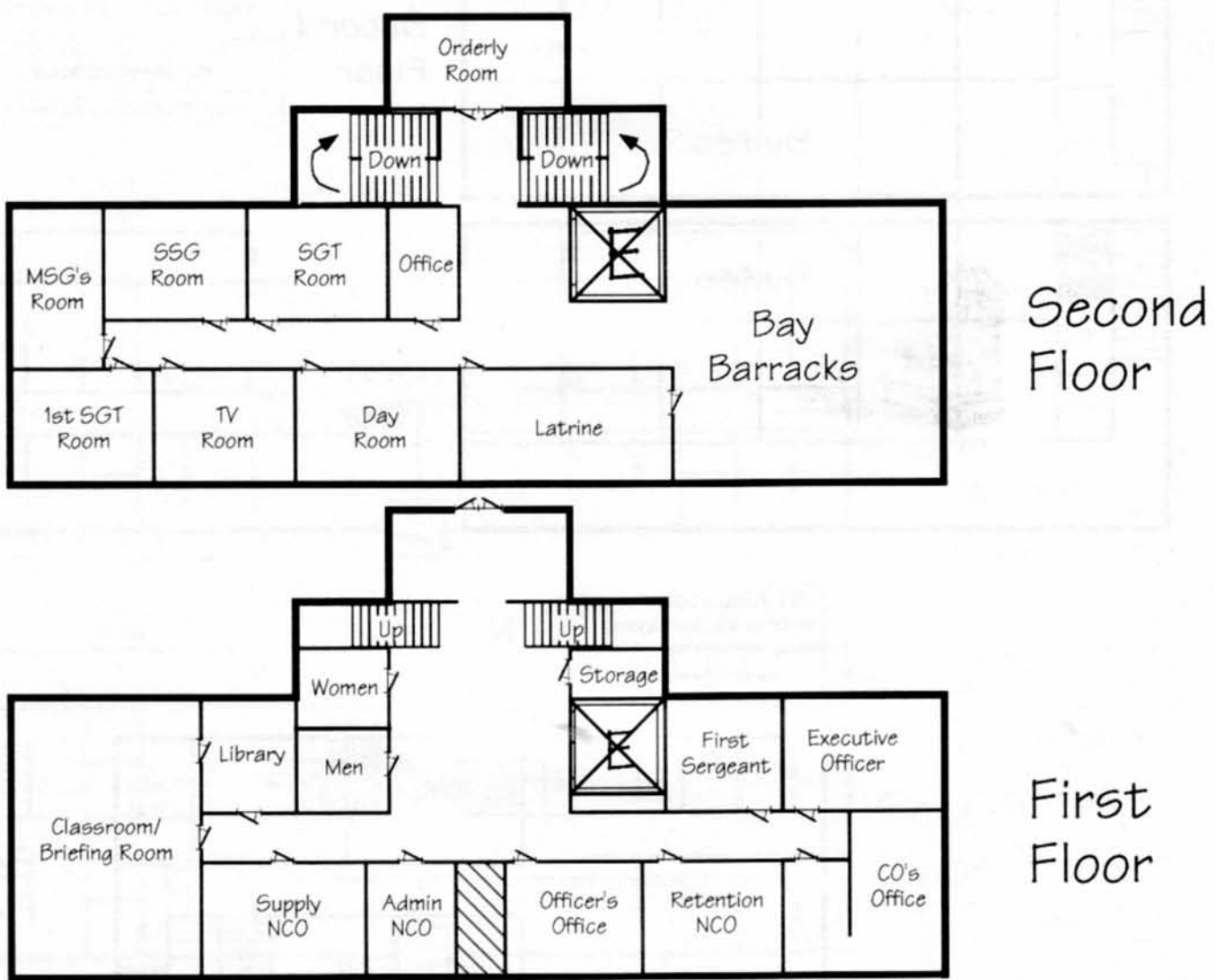


Second Floor



First Floor

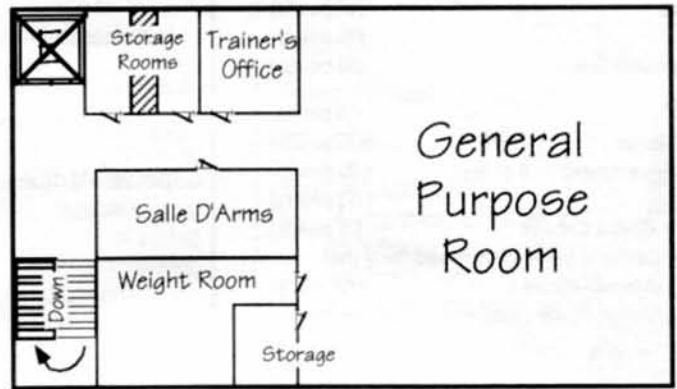
IST Kingston
 Building #4, Two Floors
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 feet
 UN Contract # 853054-785/4.1-2



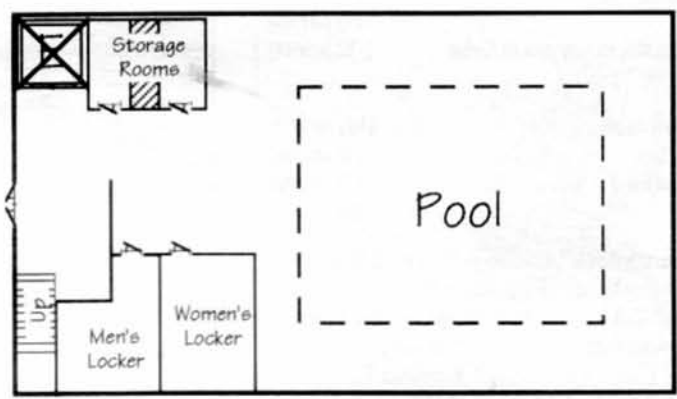
IST Kingston
 Building #5, Two Floors

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 feet

UN Contract # 853054-785/5.1-2



Second Floor

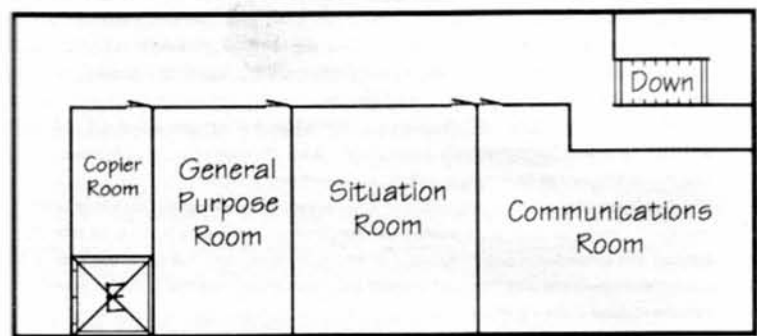


First Floor

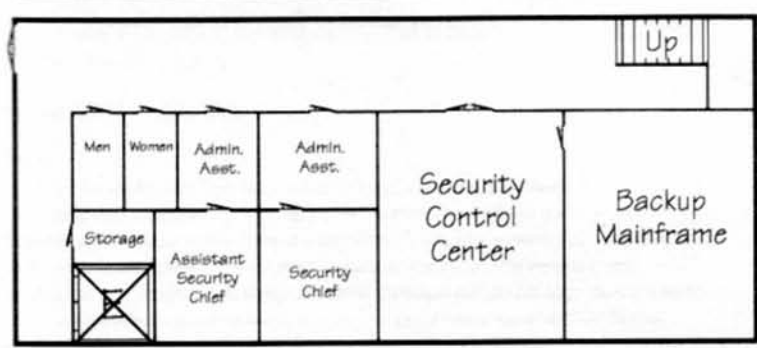
IST Kingston
 Building #6, Two Floors

0 5 10 15 20
 feet

UN Contract # 853054-785/6.1-2



Second Floor



First Floor

Point Total: 600

ST 90 (205 points) **DX** 14 (45 points)

IQ 11 (10 points) **HT** 12 (20 points)

Speed: 6.5 **Move:** 6 ground, 24 flying.

Damage: *Thrust* 10d; *Swing* 12d

Advantages: Appearance: Attractive (5 points)
 Combat Reflexes (15 points)
 IST Rank 4 (85 points)
 Unusual Background: Super (50 points)

Disadvantages: Bad Temper (-10 points)
 Hero's Code of Honor (-15 points)
 Enemy: Cuban Government on 6 or less (-20 points)
 Impulsiveness (-10 points)
 Intolerance: Pro-Castro Cubans (-5 points)
 Minor Delusion: Castro is behind every bad thing that happens in the Caribbean. (-5 points)
 Odious Personal Habit: Pouts when she doesn't get her way. (-5 points)
 Overconfidence (-10 points)
 Sense of Duty to family (-5 points)
 Stubbornness (-5 points)
 Vow (Major): Get her family out of Cuba (-10 points)

Super Advantages: Damage Resistance 55 (165 points)
 Flight (40 points)
 Increased Density x 2 (10 points)
 Super Flight (20 points)

Skills: Agronomy/TL7-10 (1 point), Area Knowledge (Cuba)-13 (4 points), Area Knowledge (Jamaica)-11 (1 point), Area Knowledge (Kingston)-11 (1 point), Area Knowledge (Pinar del Rio)-12 (2 points), Computer Operations/TL8-11 (1 point), English-11 (2 points), Flight-15 (4 points), History (Int'l., U.N.)-10 (2 points), Karate-14 (4 points), Knife-16 (4 points), Navigation/TL7-11 (4 points), Spanish-11 (0 points, native tongue), Strategy-10 (2 points), Swimming-14 (1 point), Tactics-10 (2 points).

Quirks: Incompetent at any kind of domestic or housekeeping skill; naive; sloppy, but embarrassed when it is pointed out; swears colorfully in Spanish; motormouth.

Equipment: Com Unit
 Inertial Compass (*GURPS IST*, p. 52, 1 lb.)

Nationality: Cuban

IST Rank 4

Sex: Female

Age: 19

Height: 4'8"

Weight: 130 lbs

Hair: Black

Eyes: Brown

Skin: Olive

Special Abilities: Flight,
 Karate



Story

Maria Enriquez was born on a farm outside the Cuban town of Pinar del Rio. Despite the Castro regime's almost compulsive search for newly-appearing metahumans, Maria was able to hide her super powers and live a life relatively free from government interference — until someone in her neighborhood snitched on her. One day, when she was away from the town, her home was raided and her family was seized as insurance of her "voluntary" enlistment in the supposedly civilian Cuban metaforce. In the process her father was shot and left for dead. Maria returned to find him on the floor of their home, and held him in her arms as he died. With his final words he urged her to flee the country, which she did, swearing to return and rescue the rest of her family.

Flying across the Caribbean, she made her way to Miami and presented herself at the IST embassy there. Now just out of basic training at the Orkney Islands camp, she has been assigned to Kingston as both muscle and as resident expert on Cuba.

She bears a strong grudge against the Cuban government, and sometimes needs to be restrained from flying off on a one-woman invasion. Even when her temper does not take off with her, she is constantly looking for ways to rescue her family, who are still in captivity. And she remains convinced that Fidel Castro heads a complex conspiracy that is behind every uprising or upset in the Caribbean.

Typical Dialogue: (Rapidfire stream of Spanish obscenities.)

IST Agent Profile:**Name: Mara Lucey / Alias: The Wavemistress**

Point Total: 600

ST 11 (10 points) DX 15 (60 points)

IQ 12 (20 points) HT 11 (10 points)

Speed: 6.5 Move: 6 ground, 48 swimming.

Damage: Water Cannon 8d; Shockwave 10d; Thrust 2d-1; Swing 3d+2

Advantages: IST Rank 4 (85 points)
Unusual Background: Super (50 points)

Disadvantages: Dependent: Retarded & institutionalized brother on 6 or less (-8 points)
Honesty (-10 points)
O.P.H.: Smells of old seaweed & sea water when in Body of Water (-10 points)
Overconfidence (-10 points)
Pacifism: Cannot Harm Innocents (-10 points)
Secret Identity (-10 points)
Sense of Duty to Teammates (-5 points)
Vow, Major: Fight drug trade in and around Jamaica (-10 points)

Super Advantages: (Super advantages noted with a "*" possess the limitation "Only in Body of Water" for -10%.)

Amphibious (10 points)
Body of Water (Light Encumbrance +20%) (48 points)
Dark Vision (*) (23 points)
Discriminatory Smell (*; Only in Water -30%) (9 points)
Gills (*) (9 points)
Invisibility (*; Only in Water -30%; Light Encumbrance +20%; 32 points)
Invisibility to Machines (As Invisibility above) (16 points)
Pressure Support (*) (13 points)
Super Swimming C 3 (2 levels *) (28 points)
Temperature Tolerance (*; Cold only -40%) (5 points)

Super Disadvantages: Dependency: Sea water, daily (-15 points)

Super Powers: Control Water-16 (20) (Control Liquid: Water only -30%, Increased Area C 5 +100%; 92 points)
Shockwave-18 (10) (Only in Body of Water -10%, Only Underwater -30%, Touch Only (0 range) -20%; 52 points)
Water Cannon-18 (8) (Only in Body of Water -10%; 63 points)

Skills: Animal Handling (Porpoises)-16 (2 points), Area Knowledge (Jamaica)-13 (2 points), Area Knowledge (Kingston)-13 (2 points), Area Knowledge (Jamaican territorial waters)-14 (4 points), Area Knowledge (Trenchtown)-15 (6 points), Computer Operations/TL8-12 (1 point), Demolition/TL7-12 (2 points), English-12 (0 points, native tongue), Fast-Talk-13 (4 points), History (Int'l., U.N.)-11 (2 points), Karate-15 (4 points), Musical Instrument (Recorder)-12 (4 points), Scuba-12 (2 points), Singing-12 (2 points), Stealth-15 (2 points), Strategy-11 (2 points), Streetwise-13 (4 points), Tactics-12 (4 points), Underwater Demolition/TL7-13 (4 points).

Quirks: Bob Marley fan; idly chats with nearby fish and dolphins when underwater; enjoys her water form and stays in it as much as possible; speaks with a very thick Jamaican accent; spends at least one afternoon a week visiting her brother.

Equipment: Com Unit

Story

Mara Lucey is a Jamaican, born on the lush northern shore of the island, in Montego Bay. Her parents were employed in the tourist industry and were well-off, compared to the bulk of the population. Mara herself was raised in the relative luxury of one resort hotel after another. Mara's parents called her a "water babe," for almost before she could walk, she was swimming — first in hotel pools, then in the gentle Jamaican surf. By her early teens she was known as a daredevil, swimming in rough surf and in dangerous areas where no one else would dare go.

Nationality: Jamaican

IST Rank 4

Sex: Female

Age: 22

Height: 5'9"

Weight: 140 lbs

Hair: Black

Eyes: Brown

Skin: Olive

Special Abilities:

Amphibious, Invisible to Machines, Controls Water: Shockwave, Water Cannon.



It was during one of her swimming jaunts, during the off-season when she was 18, that Mara first discovered her metahuman powers. Floating idly in warm, shallow water, she basked in the sun and let herself fall asleep, only to awake to a sudden sense of... otherness. Mara raised one hand to rub her eyes, and discovered that she was no longer a creature of flesh — a hand of shimmering sea-green water loomed before her. Shaken, she panicked, and found herself instinctively diving. That did not shock her so much as her realization that she was breathing water.

After her initial confusion and panic wore off, Mara's natural exuberance took over, and she soon found out she could switch back and forth at will between flesh and water — much to her relief. She hid her newfound metahumanity from her parents for the next 10 months as she explored her limits, discovering and practicing with her powers. With her new abilities, her sea ventures became much more wide-ranging, and she soon befriended a band of porpoises which lived some miles out to sea north of Montego Bay. Although she had no real means of communication with them, she soon gained their trust and learned how to work — and play — with them.

Once she was absolutely sure of herself and her powers, Mara went public. As the Wavemistress, she was welcomed with enthusiasm by the resort community as both protector and tourist attraction. However, after nearly two years of celebrity status, she found herself wanting something more. When she heard of the imminent establishment of a Jamaican IST embassy, Mara immediately volunteered to serve there. She has just finished her basic training and is back on Jamaica for the first time in nearly six months. While in Basic, Mara volunteered for a special course in demolitions; she has a good knowledge of the discipline, but only a little practical experience. While still a bit uncertain about her duties and responsibilities, Mara is excited about her role as Jamaica's representative on the team.

Mara has one other love besides the sea, and that is her older brother John. Severely retarded, John had been institutionalized by their parents in his late teens, and he remains in a Kingston hospital. Mara's assignment puts her — to her delight — near her brother, who reciprocates her love and attention to the best of his ability. Mara makes it a point to visit him for several hours no less than once a week.

Typical Dialogue: "All right! Time to get wet and wild!" "Gotcha, mon — you're hosed!"

IST Agent Profile:**Name: Ricardo Pagan / Alias: Húrican**

Point Total: 700

ST 10 (0 points) **DX** 10 (0 points)
IQ 12 (20 points) **HT** 11 (10 points)

Speed: 5.25 **Move:** 10 flying, 2 in wheelchair**Damage:** *Wind Blast:* 15d; *Wind Jet:* 10 dice (knockback only); *Thrust* 1d-2; *Swing* 1d

Advantages: Alertness +2 (10 points)
 IST Rank 5 (90 points)
 Status 2 (includes default Status from Rank) (5 points)
 Unusual Background: Super (50 points)
 Wealth: Comfortable (10 points)

Disadvantages: Bad Temper (-10 points)
 Curious, Extremely (-10 points)
 Duty to IWO on 6 or less (-2 points)
 Hero's Code of Honor (-15 points)
 Impulsiveness (-10 points)
 Jealousy (-10 points)
 Lameness: Legless (-35 points)
 Weak Will -1 (-8 points)

Super Advantages:
 Flight (40 points)

Super Powers: Control Weather-17 (20) (Increased Area x4 +80%; 208 points)
 Whirlwind-15 (20) (Emergencies Only -30%, Full Power Only -10%, Unreliable 11 or less -20%; 68 points)
 Wind Blast-15 (15) (118 points)
 Wind Jet-15 (10) (Fan x5 +50%; 103 points)

Skills: Area Knowledge (Jamaica)-12 (1 point), Area Knowledge (Kingston)-12 (1 point), Area Knowledge (Puerto Rico)-14 (4 points), Area Knowledge (San Juan)-14 (4 points), Artist (Watercolors, Hobby skill)-12 (2 points), Computer Operations/TL8-12 (1 point), Diagnosis/TL8-15 (8 points), English-12 (2 points), First Aid/TL8-15 (Default from Physician), History (Int'l, U.N.)-11 (2 points), Meteorology-12 (2 points), Physician/TL8-15 (10 points), Physiology/TL8-12 (6 points), Research-14 (6 points), Savoir-Faire-14 (Default from Status), Spanish-14 (2 points, native tongue), Strategy-11 (2 points), Surgery/TL8-14 (14 points), Swimming-12 (4 points), Tactics-11 (2 points).

Quirks: Prefers to fly instead of using his wheelchair; hates being considered handicapped; still somewhat bitter over his crippling accident; divorced and misses his daughter; finds Dr. Meng attractive in spite of himself.

Equipment: TL8 Emergency Medkit (1 lb.)

Nationality: Puerto Rican

IST Rank 5

Sex: Male

Special Abilities: Flight, Controls

Age: 42

Weather: Wind Blast, Whirlwind, Wind Jet

Height: 4'

Weight: 120 lbs

Hair: Black

Eyes: Dark Brown

Skin: Olive

**Story**

Ricardo Pagan was a promising young physician, educated in the best schools under a United States government project. When he finally received his M.D., the project reassigned him back to his home town of San Juan, Puerto Rico. A mutant, Ricardo always possessed his powers to some degree, but for most of his life he was completely unaware of them.

Settling in San Juan with his wife and infant daughter, Ricardo soon established himself as a talented — if slightly temperamental — surgeon. Once, after making an unavoidable error during surgery for which he erroneously blamed himself, Ricardo grew furious. His marginal powers manifested full force under the whip of his emotional state, and raised a huge storm from the already-overcast conditions. Forced off the road by a rain-caused landslide, he crashed his car into a deep ravine; his legs suffered damage so severe that they had to be amputated.

Forced into a wheelchair, Ricardo's already-temperamental nature worsened. He became morose and precipitated the disintegration of his marriage. In the ugly divorce that ensued, he lost custody of his daughter.

A routine check of unusual weather patterns in 1987 led representatives of the International Weather Organization, after some investigation, to Ricardo. The young doctor was shocked to discover the powers he possessed, and soon realized that his inability to control them might have been the cause of his crippling accident. The IWO recruited Ricardo, and trained him in the use of his powers. He was instrumental in the first major success of the IWO, the shut-down of Hurricane Gilbert.

After several years in the IWO, which had stationed him in Bangladesh, Ricardo transferred into the IST — for a little "peace and quiet," in his words. He still remains an active member of IWO.

Typical Dialogue: "Try it, sucker. I'll blow you away."

Point Total: 650

ST 9 (-10 points) DX 12 (20 points)
 IQ 14 (45 points) HT 10 (0 points)

Speed: 5.5 Move: 4

Damage: Thrust 1d-2; Swing 1d-1

Advantages: Clerical Investment (5 points)
 Common Sense (10 points)
 IST Rank 5 (90 points)
 Musical Ability +2 (2 points)
 Patron: Loa (Group of powerful beings with special abilities) on 9 or less (35 points)
 Reputation +4 among Haitians (7 points)
 Strong Will +3 (12 points)
 Unfazeable (15 points)
 Unusual Background: Super (50 points)

Disadvantages: Age: 64 years old (-42 points)
 Hero's Code of Honor (-15 points)
 Sense of Duty to teammates (-5 points)
 Weirdness Magnet (-15 points)

Super Disadvantages:

Vulnerability x3 levels to water, fatigue damage only (-23 points)

Spirit Powers: All spirit powers are usable only once per day (-40%), take extra time C2 (-20%), require drumming during the concentration time (-10%), and require her to make a Patron roll (-20%).

Dambala (serpent spirit of the rainbow and floods): Flood-15 (8)
 (Water Cannon; Limitations as above, Area Effect +50%, Doesn't Harm User +20%, Increased Area x2 +40%; 77 points)

Bade (spirit of the winds): Whirlwind-15 (20) (-75% maximum from Limitations above; 53 points)

Shango (spirit of lightning and thunder): Lightning-15 (10)
 (Limitations as above, Link to Sonic Blast +10%; 41 points)
 Sonic Blast-15 (10) (Limitations as above, Link to Lightning +10%; 41 points)

Legba (guardian of crossroads and barriers): Force Wall (DR 35, Limitations as above, Affects Others +40%, Wall +30%; 84 points)

Ezili (spirit of feminine grace and beauty): Fascinate-16 (15) (Confuse. Special effect: She becomes young and unearthly beautiful. Limitations as above, Area Effect +50%; 52 points)

Skills:

Animal Handling-12 (1 point); Area Knowledge (Anse-a-Veau, Haiti)-14 (1 point); Area Knowledge (Haiti)-14 (1 point); Area Knowledge (Jamaica)-14 (1 point); Area Knowledge (Kingston)-14 (1 point); Bard-14 (2 points); Computer Operations/TL8-14 (1 point); Cooking-15 (2 points); Dancing-11 (1 point); Detect Lies-17 (10 points); English-14 (2 points); French-13 (1 point); Haitian Creole-14 (0, native tongue); History (Int'l/U.N.)-13 (2 points); Hypnotism-15 (6 points); Karate-12 (4 points); Knife-12 (1 point); Leadership-14 (2 points); Musical Instrument (Drum)-14 (1 point); Naturalist (Specialization: Caribbean forests)-17 (1 point); Occultism-15 (4 points); Physician/TL5-16 (8 points); Poisons-14 (4 points); Singing-13 (2 points); Strategy-13 (2 points); Tactics-13 (2 points); Theology (Voudoun)-16 (8 points).

Quirks:

Utters odd little proverbs in Haitian Creole; wears bright silk dresses and head wraps all the time; has a slight touch of arthritis; feisty; pities the Obeah Woman, but does not underestimate her.

Equipment:

Small wooden drum on shoulder strap (2 lbs.)
 Second Chance Hardcorps vest with inserts (25 lbs.)

Super Equipment:

Asson (Beaded gourd rattle): Telecontrol-16 (10) (No prerequisites needed +30%, Takes Extra Time C2 -20%). Base cost: 63 points. Breakable (DR 2, HP 5) -15%. Can be hit at -4 -15%, Can be stolen with a contest of ST -30%; final cost 25 points.

Graveyard powder: Blind-16 (7) (2 uses/day -30%, Reduced Range C1 -20%). Base cost: 42 points. Packets are Breakable (DR 0, HP 1) -15%, and Can be stolen by stealth or trickery -10%; final cost 32 points.

Nationality: Haitian

IST Rank 5

Sex: Female

Age: 64

Height: 5'6"

Weight: 110 lbs

Hair: White

Eyes: Brown

Skin: Black

Special Abilities: Flood, Whirlwind, Sonic Blast, Lightning, Fascinate



Story

Jeanne Dumonde lived most of her life on the island of Haiti, in Anse-a-Veau, a remote, primitive village. In her youth, the local *houngan* (Voudoun priest) detected potential in Jeanne, and took her under his wing. Over the next few years, he guided her through the intricacies of Voudoun, and under his tutelage she became a *manbo* — a priestess.

For decades she served the needs of her village, calling and placating the various members of the Voudoun spiritual hierarchy. Over the years she grew in power until she could serve as a *chwal* (literally, "horse") for several powerful *loa* — quasi-godlike spirits, who might deign to inhabit her body and briefly grant her special powers; she is accomplished enough that she has the Voudoun gift known as *la prise des yeux* — the ability to remain conscious and to a degree in control while the loa rides her.

With the founding of the IST, Jeanne felt a prompting from the spirits whom she served, urging her to go to Port-au-Prince and volunteer. This she did, and she has never regretted the decision. She has been a member for almost a decade, and has considerable experience in almost every facet of the IST, short of command. Jeanne knows of the Obeah Woman and her enmity towards Mama Manbo, and has great pity for her; she nurses a half-formed hope that the criminal sorceress can somehow be returned to the bright path.

The GM may note that Mama Manbo's actual powers appear quite limited. This is because much of the day-to-day use of her Voudoun abilities are expressed as rolls for Patron appearance and by her Occult and Theology skills. Only those cases where loa may directly provide her with superabilities are described in power terms; besides this, loa may also provide information (either clearly or in riddles) and advice.

There are many different loa and other Voudoun spirits beyond those listed in the "Spirit Powers" section; Mama Manbo may make a Patron roll for each individual spirit she chooses to call for help. The GM should remember, though, that each spirit is limited to a specific sphere of influence, and cannot be of aid outside that sphere. Since it is beyond the ability of this entry to provide proper detail on the various Voudoun spirits, it is recommended the GM consult occult references for more names and characteristics.

Typical Dialogue: "You don't think a little old woman like me can stop you?"

IST Agent Profile:**Name: Michel le Clerc / Alias: Savate**

Point Total: 625

ST 12 (20 points) **DX** 17 (100 points)**IQ** 18 (125 points) **HT** 10 (0 points)**Speed:** 6.25 **Move:** 5**Damage:** *Thrust* 1d-1; *Swing* 1d+2; *Kick* 1d; +4 with Karate.

Advantages: Appearance: Attractive (5 points)
 Charisma +1 (5 points)
 Eidetic Memory/2 (60 points)
 Gadgeteer (25 points)
 IST Rank 6 (95 points)
 Status 3 (includes default Status from Rank) (5 points)

Disadvantages: Bad Temper (-10 points)
 Hero's Code of Honor (-15 points)
 Compulsive Carousing (-5 points)
 Intolerance: Drug traffickers and pushers (-5 points)

Skills: Area Knowledge (Bordeaux)-19 (½ point), Area Knowledge (France)-19 (½ point), Area Knowledge (Jamaica)-19 (½ point), Area Knowledge (Kingston)-19 (½ point), Area Knowledge (Vietnam)-14 (default), Armory (Battlesuit)/TL8-19 (1 point), Battlesuit/TL8-19 (1 point), Brawling-20 (8 points), Climbing-18 (4 points), Computer Operations/TL8-19 (½ point), Demolition/TL8-19 (1 point), Diplomacy-18 (1 point), Electronics (Sensors)/TL8-18 (1 point), Electronics (Weapons)/TL8-18 (1 point), Electronics Operations (Sensors)/TL8-18 (1 point), Electronics Operations (Weapons)/TL8-18 (1 point), Engineer (Battlesuit)/TL8-18 (1 point), English-18 (½ point), Fencing-18 (4 points), French-18 (0, native tongue), Guns (Assault Rifle)/TL7-21 (4 points), Guns (Pistol)/TL7-20 (2 points), History (Int'l., U.N.)-17 (½ point), Judo-22 (32 points), Jumping-19 (4 points), Karate-22 (32 points), Knife-20 (8 points), Knife Throwing-20 (8 points), Leadership-21 (2 points), Mechanic (Battlesuit)/TL8-19 (1 point), Parachuting-20 (8 points), Physics/TL8-18 (1 point), Research-19 (1 point), Savoir-Faire-20 (default from Status), Scrounging-22 (2 points), Scuba-19 (1 point), Spear (Rifle and bayonet)-18 (4 points), Stealth-19 (8 points), Strategy-22 (3 points), Survival (Desert)-19 (1 point), Survival (Jungle)-19 (1 point), Survival (Woodland)-19 (1 point), Shortsword (Machete)-18 (4 points), Tactics-22 (3 points), Tracking-19 (1 point), Traps/TL8-19 (1 point), Vietnamese-18 (½ point).

Quirks: Sensitive to comments about his mental health, even innocent, joking ones. Writes weekly letters to his mother. Keeps a photograph of his father on his desk. The frame is adorned with his medals. Always spends at least one hour a day practicing a weapon or combat skill. Finds Jamaican jerk-style food too bland for his taste.

Equipment: Second Chance Hardcorps vest with inserts (PD 2, DR 35; 25 lbs.)
 Heckler & Kottch G3 assault rifle (7d Cr, SS 14, Acc 10, ½D 1,000, Max 4,655, ROF 10*, Rcl -7, 20 shots/clip; 11 lbs.)
 IMI Eagle automatic pistol (3d Cr, SS 12, Acc 3, ½D 230, Max 2,500, ROF 3-, Rcl -3, 9 shots/clip; 4.5 lbs. Loaded with AP bullets)
 Spare clips, 2 for each of the above.

Story

In 1953, Michel leClerc was born on a Southern Vietnamese plantation to French parents. As a child, he was brought up on his father's stories of "the brave legionnaires at Dien Bien Phu." The elder leClerc was a former legionnaire, and taught his young son the rudiments of many martial arts and military skills.

Nationality: French/Vietnamese

IST Rank 6

Sex: Male

Age: 33

Height: 5'11"

Weight: 155 lbs

Hair: Light Brown

Eyes: Brown

Skin: White

Special Abilities:

Gadgeteer,
Eidetic Memory,
Karate, Judo

When Michel was 10, his father died, and his family left Vietnam to move back to the vineyards of Bordeaux. At the age of 18 he left the family lands to join the military, where his early training under his father held him in good stead; he soon became *the* top soldier among the normals in the French Foreign Legion. From there he moved on to the U.N. Peacekeeping Forces, and then to Interpol, where he specialized in undercover anti-narcotics efforts.

Over the years he served Interpol, Michel began to loathe the druglords for whom he worked in his deep-cover persona. However, to preserve his cover and continue with his mission, he had to suppress his hatred; not surprisingly, a dangerous state of near-psychotic disassociation formed as he was forced to deal with the druglords and witness their atrocities.

Michel's superiors were shocked and stunned when he finally snapped. For no apparent reason, Michel sabotaged an airplane his "bosses" used. After Michel dutifully reported his sabotage and the deaths of his bosses in the ensuing crash, Interpol recalled him and removed him from duty. His mental state saved him from prosecution, and after several months of counseling and therapy, Michel was released from his position by Interpol. Despite his history, IST Command immediately recruited him, not only because of his personal formidability, but because of his extensive antinarcotics experience. For the last two years, he has spearheaded a number of IST anti-drug efforts, but his assignment to IST Kingston is his first to a specific embassy.

If the GM owns *GURPS Martial Arts*, he may want to modify Savate as follows: Add to Advantages Iron Hand (15 points), Military Hand-to-Hand Style (6 points) and Savate Style (9 points). Reduce Instant Gadgeteer (50 points) to Gadgeteer (25 points). Add to Skills Boxing-19 (8 points), Breaking Blow-18 (4 points), Broadsword (Cane)-18 (4 points) and Power Blow-18 (4 points). *Martial Arts* version point total 650 points.

Typical Dialogue: "Don't think that being a metahuman can protect you from me!"

IST Agent Profile:**Name: Charlotte Locke-Hartwood / Alias: Sydney**

Point Total: 661

ST 9 (-10 points) **DX** 13 (30 points)IQ 16 (80 points) **HT** 10 (0 points)**Speed:** 5.75 **Move:** 5 ground, 20 flying in battlesuit.**Damage:** *Sonic Blast* 5d Stun; Heavy Blaster Rifle 16d Imp;
Thrust 1d-2/2d+2; *Swing* 13-1/5d-1**Advantages:** Common Sense (10 points)
IST Rank 5 (90 points)
Peripheral Vision (15 points)
Unusual Background: Super (50 points)**Disadvantages:** Code of Honor: Ethical Psi (See text) (-10 points)
Curiosity, Extreme (-10 points)
Pacifism: Cannot Kill (-15 points)
Sense of Duty to Children (-10 points)**Super Advantages:** IST Standard Issue Battlesuit (168 points)**Super Powers:** Telepathy-15: (75 points)
Mental Blow-22 (16 points)
Mind Shield-22 (16 points)
Psi Sense-19 (10 points)
Telereceive-20 (12 points)
Telesend-20 (12 points)
ESP-10: (30 points)
Precognition-15 (2 points)
Psychometry-26 (24 points)**Skills:** Area Knowledge (Australia)-12 (0 points), Area Knowledge (Jamaica)-16 (1 point), Area Knowledge (Kingston)-16 (1 point), Area Knowledge (Sydney)-12 (0 points), Artist (General art skills)-14 (1 point), Battlesuit-17 (4 points), Beam Weapon/TL8 (Stunner)-17 (4 points), Brawling-15 (4 points), Computer Operations/TL8-16 (1 point), Cooking-16 (1 point), Detect Lies-15 (2 points), Driving (Range Rover)-12 (1 point), Driving (Stock Car)-12 (1 point), English-16 (0 points, native tongue), First Aid/TL8-16 (1 point), Guns (Pistol)/TL7-16 (2 points), Guns (Blaster Rifle)/TL8-16 (2 points), History (Int'l, U.N.)-15 (2 points), Karate-13 (4 points), Professional Skill (Child Care)-16 (2 points), Survival (Outback)-15 (1 point), Strategy-15 (2 points), Tactics-15 (2 points), Teaching-16 (2 points).**Quirks:** Enjoys camping and hiking; constantly repainting her armor in different color schemes; feels uncomfortable in the armor, but acknowledges its usefulness; spends off-duty time as a volunteer at a child-care center; doesn't bother with a secret identity.**Equipment:** Flare gun (1 lb.)
IMI Eagle .44 pistol (3d Cr, SS 12, Acc 3, 1/2D 230, Max 2500, RoF 3-, Rcl -3, 9 shots per clip, AP rounds; 4.5 lbs.)
IST Standard Issue Battlesuit (See *GURPS IST*, pp. 50-51)
Spare clip for .44, AP rounds (1 lb.)
TL8 first aid kit (2 lbs.)

Nationality: Australian

IST Rank 5

Sex: Female

Age: 32

Height: 5'6"

Weight: 125 lbs

Hair: Blond

Eyes: Brown

Skin: Very Tan

Special Abilities: ESP,
Telepathy**Story**

Codenamed for her hometown in New South Wales, Australia, "Sydney" is really Charlotte Locke-Hartwood, a former kindergarten teacher. Her psionic gifts were not innate; she gained them only recently. Charlotte liked (and still likes) to camp in the Australian outback; on a summer vacation to Ayers Rock two years ago, she interrupted the ceremonies of an aborigine shaman; thrown awry by her unexpected appearance, the shaman's magic drew her into the mysterious *dreamtime* of aboriginal belief.

She was rescued by the shaman and returned to the "real world," but not before the experience altered her irrevocably — she exited the dreamtime with her psychic senses opened and activated: she had become an esper and a telepath. Recognizing her new gifts, the shaman spent time teaching her the rudiments of their use and control. She gained her codename from him — she was never sure if he didn't understand or didn't care that she was from Sydney, not named Sydney, but that's what he called her.

Over the past two years, she has gained great skill with her abilities. Because of her relative defenselessness to physical threats, she has been assigned a standard-issue IST battlesuit. Although she feels uncomfortable in the suit, she has become quite adroit with it and its weapons. She never uses her deadly weaponry on anyone she isn't sure won't be killed by it; as a result she relies on the sonic stunner more than anything else. She also feels that the battlesuit is a little drab; as a result, she frequently repaints it in bright colors that wouldn't be out of place in a kindergarten classroom.

She has a code of honor appropriate to an ethical psi: Do not invade another's mental privacy without permission, except in an emergency. Do not use psi lightly or for personal gain. Prevent fear of psionic powers by responsible behavior.

If the GM owns *GURPS Psionics*, he may want to use the following selection of skills instead of those listed above. Under Telepathy: Aspect-16 (4 points); Mental Blow-21 (14 points); Mind Shield-21 (14 points); Psi Sense-17 (6 points); Signature Sniffer-18 (8 points); Telereceive-19 (10 points); Telesend-19 (10 points). Under ESP: Combat Sense-18 (8 points); Psychometry-19 (10 points); Seekersense-18 (8 points). This version of Sydney has as an Aspect image a strong but compassionate maternal figure.

Typical Dialogue: "The children! Save the children first!"

Somebody Doesn't Like Us Here!

Adventure Setting

The hooded figure remained in the shadows. With a flick of its hand it sent a manila envelope skittering across the table. "In there are the complete plans to the new embassy," it said, its voice disguised with the obvious electronic buzz of a voder. "I want you to hit it — and hit it hard. I don't want a single brick left."



The Mission

The mission is to inflict crippling damage to the embassy's effectiveness as a fighting force.

This raid relies on the Embassy's mistaken belief that they are in no danger of an immediate attack here in Jamaica. A series of lightning-quick strikes will take advantage of that delusion, trapping both powered infantry and metahumans in their quarters and inflicting massive damage upon them. With the grounds secure, a demolitions team will mine the entire compound, and when all forces are clear, detonate, destroying strategically important zones of the embassy and flooding its lower levels with sea water.

If properly executed, this attack will neutralize the threat of the U.N. forces, and allow us to continue our activities unhampered.

Initial Deployment Time

This mission will begin one hour after "lights out" for the embassy's infantry barracks.

Stage Knight

The objective of this stage is to punch a hole in the embassy security net. Force 1 will enter the embassy compound under cover of their stealth powers. Once inside, they will proceed to Building 6 and attempt to disable either the entire security center on floor 1, or selected systems pertaining to the grounds and Buildings 1 and 4. One of their goals is to disable the automatic assumption of security control by the embassy mainframe.

Upon completion of this stage, a confirmation signal of "Knight to king's pawn 1" will be transmitted.

Standard Operating Procedure

At the start of Stage Knight, embassy security measures should be in standby ready mode. If Force 1 is detected, the mainframe will attempt to identify them. Failing proper identification, a silent alarm will go off, alerting infantry forces. The closest powered infantrymen will be dispatched to intercept the intruders, while additional forces move to their ready room and equip themselves. As soon as the dispatched armor confirms the presence of hostiles, the embassy will go to full alert status, which includes immediate activation of all exterior and corridor lighting and the deployment of the tower chain guns.

Contingency Plans

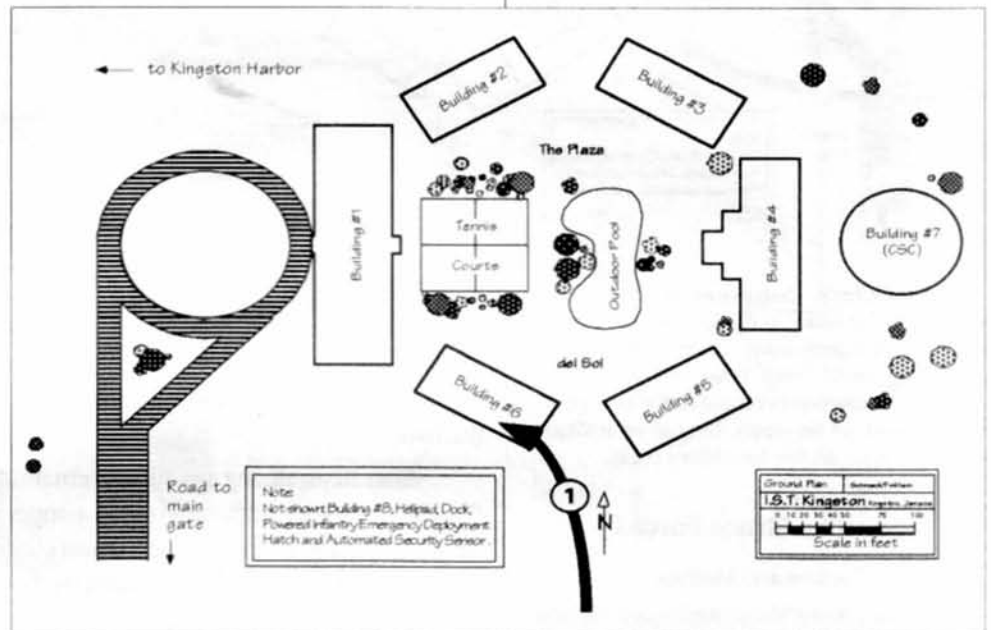
The goal of Stage Knight is undetected entry. If this goal is compromised, the entire operation is to be aborted. Members of Force 1 are *not* to engage the opposition unless no other option is left to them, and should retreat either to their starting

Using This Adventure

This section presents a "mini-adventure" — a skeleton for a complete adventure. It is left intentionally incomplete both to allow the GM to customize it to his needs, and to keep players who might read this supplement from knowing too much about the action herein.

Of the three sample metavillains provided on pp. 17-18, Wailer and the Obeah Woman both have extensive groups of followers or employees, both normal and super, who could be employed in a raid on the embassy. Or it could be a team of foreign agents, or hired mercenaries. In any case, it is best that the primary team be mostly or entirely composed of supers. Secondary teams of normals could be used as distractions or, on the other hand, as a main body to follow up the supers once the latter have created a hole in the security net.

The exact type of attack is highly dependent upon the GM's needs, and the flavor of the campaign which he wants to run. Note that in a more realistic campaign, the organization and deployment of a huge team of normal commandoes would be difficult to achieve without alerting the authorities.



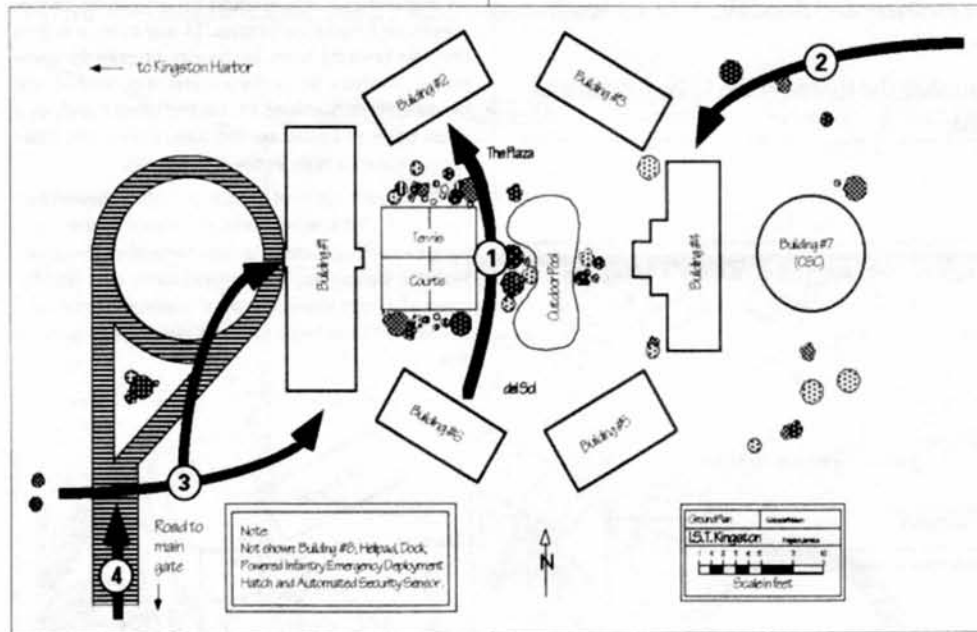
Also note that the plan as outlined here is highly organized and precisely timed. A less well-organized group — such as the Obeah Woman's enthusiastic but poorly-trained followers — may need to rely upon surprise and a surfeit of weaponry such as rocket-launched grenades, rather than skill and patience. But the basic structure and sequence of the attack should remain approximately the same.

Composition of the Attacking Force

Several power types are required for the successful execution of this strike on the embassy. The initial force deployed in the stage codenamed "Knight" should be equipped with stealth-oriented powers; Insubstantiality or Invisibility to Machines are particularly useful here. Another possibility would be Morphing supers capable of duplicating a known embassy employee, and somehow getting the

original's ID card. Shrinking supers could also possibly defeat the grounds sensors, or could be carried in on the person of an authorized visitor.

In Stage En Passant, Flight and offensive powers are the most immediately useful. Flyers who can carry heavy weaponry can take the place of the more conventional energy blaster villains. ("Watch out, Mosquito! One's coming at you from 7 o'clock high, and he's got a rocket launcher!") Explosive attacks will be especially effective. Force 3 can make good use of Absorb Super Ability and Earthquake.



In Stage Check, Demolitions and Engineering skills will be necessary, as well as super abilities that will protect the demo team from the embassy security turrets should Force 1 fail to neutralize the automatic assumption of control by the mainframe. Force 4 need not be supers, but can be sufficient normals to carry all the demolitions packs.

Sample Attack Forces

Backers and Motives

Select one: Wailer (defuse the threat to his profits); Cuban agents (destroy a base from which attacks can be launched upon Cuba); Guatemala/Dr. Radiation (reflexive anti-U.N. strike, prior to extensive economic warfare upon the Caribbean basin). Two-tiered backers are possible — Cuba manipulating Wailer, for instance.

Force 1

A set of 4 supers hired through the Exchange, including 2 insubstantials, a shrinker, and a morph. Pre-attack plans include identifying and kidnapping an embassy employee so that the morph can use their shape and their ID badge.

Force 2

25 normals (Typical Gang Members as per p. 13) in Second Chance Standard vests with assorted sidearms, equipped as below; plus 6 supers: 3 flying blasters, 1 flying brick, and 2 martial arts masters. The latter are assigned the task of neutralizing the sleeping infantry.

positions or to the water-based Force 3. If Force 1 has not confirmed success within 15 minutes, and there is no sign of alert, the next stage will proceed under the assumption that the security has been disabled, but communications have failed.

Stage En Passant

Once Force 1 has returned its confirmation signal, Forces 2 and 3 will enter the embassy grounds. Force 2 will approach from the east, and Force 3 will deploy from their position in Kingston Harbour (Force 3 will be emplaced in Zodiac inflatable boats a half-hour before the operation starts).

Force 2's designated target is embassy building number 4, the powered infantry barracks, and if the location is available by deployment time, the hidden infantry deployment hatch. Their goal is to prevent the activation of the powered infantry. There are several options they may take, depending upon the readiness of the opposition. In the best-case scenario, Force 2 will encounter the majority of the infantry force unarmored and possibly asleep in their barracks, and will engage and disable as many as possible. If the opposition is not taken by surprise, Force 2 will engage as many as possible, but will also attempt to damage building systems so that access to the

lower levels and armory are prevented.

Simultaneously, Force 3 will attack Building 1. Their goal is to disable as many embassy supers as possible. The preferred method is not direct confrontation, but by causing the building to collapse, using superpower nullification, or a combination of the two.

After neutralizing any forces remaining in the security center, Force 1 will enter Building 2 to seize high-ranking non-super personnel as hostages for potential use as bargaining chips or for ransom. Upon completion of this task, they may, at their discretion, retreat with the hostages, or if necessary, use the hostages to halt resistance.

Force 4 will enter the compound with demolition supplies and equipment.

Wholesale destruction — with the possible exception of Building 1 — is not an objective at this point. Goals to emphasize are the minimization or elimination of any possible resistance, and the taking of as many important hostages as can be carried out of the compound.

Upon the completion of their respective assignments, each force will radio a confirmation signal. Force 1 will transmit "Knight takes bishop." Force 2 will transmit "Knight takes rook." Force 3 will transmit "Knight takes queen."

Standard Operating Procedure

The assumption is made that Stage Knight was successful and Force 1 was not detected. In such a case, the attacks upon Buildings 1 and 4 will not immediately trigger an alert, and any attempt by persons in those buildings to manually sound an alarm should fail. However, the first obvious attacks — shots, beams, explosions and the like — will result in an immediate declaration of combat alert status, as the excitement should wake up everyone in the compound. Powered infantry will be

scrambled to intercept the interlopers, if possible. Alarms will sound in the personal quarters of the embassy supers. If Building 4 has been compromised, activation of perimeter defenses and transfer of chain gun control must be done from the main computer center on Sub-basement B. (Unknown to the attackers, if the mainframe is still active and receives the alert status, an automatic distress signal will be sent out on the UNET satellite link. In response to the distress call, 2 strike teams, each consisting of 10 supers, and 50 powered infantry (see p. 29), will be relay-teleported into the CSC after an initial 10-minute delay.)

If hostages are taken, no potentially harmful actions will be taken against the kidnappers unless there is a reasonable chance of success, in the opinion of the commanding officer. Nonviolent or inobvious pursuit will be maintained if it is within the power of the remaining forces.

Contingency Plans

The primary goal of Stage En Passant is the securing of the embassy compound prior to Stage Check. If the compound defenses are such that this is impossible, the remaining personnel should take what hostages they can and retreat, while inflicting as much damage upon the compound as possible.

Stage Check

If all confirmation codes have been properly received, command will radio the code "Pawn to rank 8."

Force 1 will retreat with the hostages if they have not done so already. They will move to the beach, take the Zodiac inflatable boats left by Force 3 and depart, to be picked up by the command vessel.

Force 2 will engage any deployed guards who will be returning to the main compound from their guard posts.

Force 3 will then proceed to the lower levels of the embassy, accompanied by Force 4. Together, the two forces will systematically mine the complex sublevels, with particular attention paid to the armories on Sub-Basement A, the embassy computer and environmental control on B, and the fusion reactor control room on C. A single "oversize" (see "Equipment" sidebar this page) charge will be placed on an outside wall on Sub-Basement C, to facilitate flooding. All demolition packs will be equipped with a radio-controlled detonator and a secondary timer set to 45 minutes after emplacement.

When they have completed placing all the demolition packs, the combine forces will withdraw from the embassy sublevels, exiting through Building 8, the receiving dock. Upon reaching ground level, they will issue the completion code "Check," and then fall back to just outside the embassy walls.

Standard Operating Procedure

The assumption is made here that both previous stages were successful in achieving their goals. In such a case, the majority of the embassy forces will be either incapacitated or captured. The remainder will be resisting the attackers. Their primary goal will be to fall back to the embassy sublevels, particularly the general embassy armory and the powered infantry armory and workshops on Sub-Basement A. They will attempt to hold and defend these areas until reinforcements can be teleported in.

Force 3

10 normals (Typical Gang Members as per p. 13) in Second Chance Standard vests, equipped with RPG-7 missile launchers (Malf crit., DMG 6dx5(10), SS 16, Acc 10, Min 11, 1/2 D 400, Max 500, Wt 20, RoF 1/2 and 3 missiles, plus equipment as below. 2 supers: 1 with Bind and Absorb Super Ability, 1 brick.

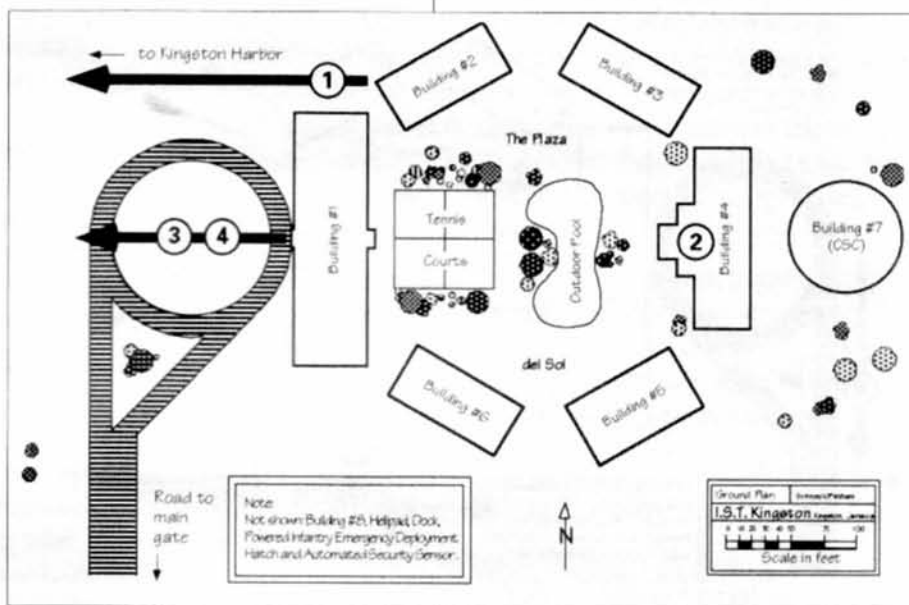
Force 4

15 normals (Typical Gang Members as per p. 13) in Second Chance Standard vests, equipped as below, and possessing Demolitions skill.

Equipment

Force 1: Hand weapons and small arms (silenced) as necessary, electronics tool kit (TL7), hand grenades (US M59 Offensive), nightvision goggles.

Force 2: Weaponry as necessary (half loaded with armor piercing rounds, half loaded with hollow-points), stun grenades, tear gas canisters, gas masks, nightvision goggles.



Force 3: Weaponry as necessary (loaded as above), missile launchers, stun grenades, (optionally) oversized (10-lb.) pre-fused quick-install demolition packs.

Force 4: 100 pre-fused, quick-install demolition packs, 1 oversized demolition pack.

The effects of armor-piercing and hollow-point bullets are: armor-piercing bullets do DMG x2, Damage Mod. x1/2, and cost 3x; hollow-point bullets do DMG x1/2, Damage Mod. x2, cost 1 1/2x.

Stun grenades act similarly to the US M59 Offensive Grenade, found on p. 209 of the *GURPS Basic Set*, but does no fragmentation damage (see *GURPS Basic Set*, pp. 121-122).

Nightvision goggles are electronic devices which provide the equivalent of the Dark Vision super-advantage.

Tear gas canisters affect an area 6 hexes in radius for a duration of 300 seconds divided by wind speed. Persons caught in the gas cloud suffer temporary blindness from tears and respiratory distress, no

HT roll to avoid; the only defense short of a gas mask is to hold your breath and keep your eyes closed. See *GURPS Basic Set*, p. 91, sidebar for rules for holding your breath.

Gas masks as used by the attack forces provide complete immunity to the tear gas. They weigh 2 pounds and impose a -4 penalty on sense rolls when they are worn. It takes 20 - DX seconds to don a familiar mask, 4 seconds longer to put on an unfamiliar one.

A demolitions pack is a 2½ pounds of C4, coupled to a small electronic detonator. It does 6dx7.5 concussion damage. The 10-pound "oversize" pack does 6dx30. (See *GURPS Basic Set*, pp. 121-122 for handling explosions.)

Note: The quick-install demolition packs each take one minute to place and arm, and require no demolition skill roll to do so. If a demolition pack must be reset to a different time delay, it takes 15 minutes and a roll against Demolitions-2 or Electronics-5 must be made. Any attempt to disarm an armed pack requires the same roll. A critical failure on any roll involving a pack causes it to immediately detonate.

However, once equipped in the armories, small groups will then be dispatched to the main computer room on Sub-Basement B and the reactor control room on Sub-Basement C, to hold these against the attackers.

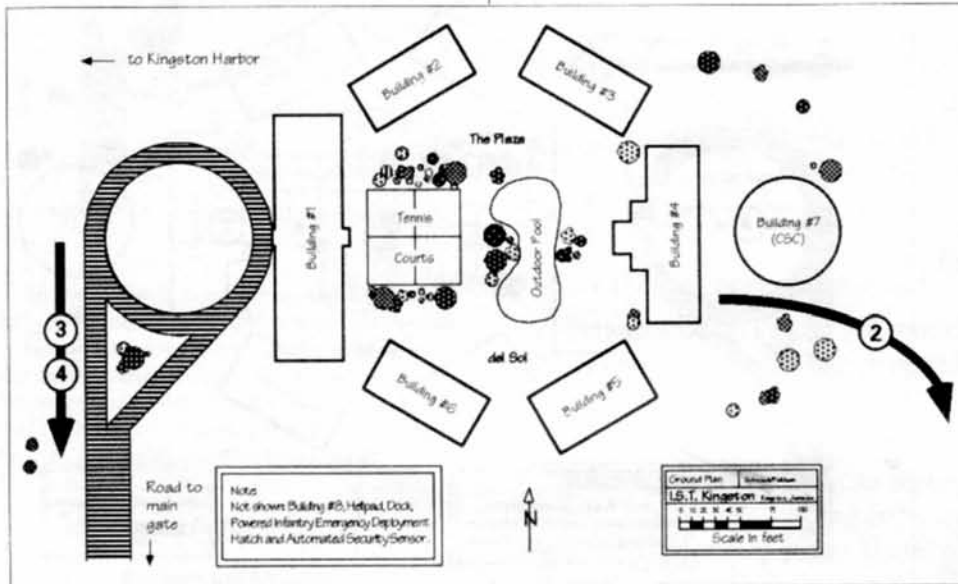
Contingency Plans

Stage Check is as time-sensitive as the previous stages. Although the goal is to thoroughly mine the embassy complex, no time should be wasted trying to reach specific locations. Do not attempt to engage or move through any defenders; simply arm the bombs and drop them wherever convenient. If any significant resistance is encountered, the forces are to simply fall back to their planned rendezvous sites outside of the embassy walls.

Stage Mate

Force 2 will immediately disengage any remaining infantry and retreat. Once they leave the embassy grounds, they will issue an "All clear" signal. Force 2 will then rendezvous with the command vessel off Port Royal.

Forces 3 and 4 will wait for Force 2's "all clear," and then detonate the charges. When detonation is confirmed, they will issue the mission completion code, "Check and mate." They will then retreat down the Palisades road and rendezvous with the other forces later.



Thwarting Their Evil Plans

Can it work? Yes. But it's far from guaranteed.

The villains' briefing packet can be in error. It is entirely possible that they have only the pre-activation guard schedule, incomplete or inaccurate information on the sensors and autodefense system, or many other flaws, such as incorrect building designations.

Another possibility is that the embassy was somehow alerted to the impending attack — and the villains' blitzkrieg is about to walk into a very large ambush ...

Standard Operating Procedure

Assuming previous stages have proceeded according to the attacker's plans, the UN's priority here is to evacuate the noncombatant residents of the embassy while selected personnel attempt to disarm the bombs which pose the most threat to the embassy infrastructure.

Contingency Plans

None. By this point, all forces have exited the embassy grounds, and no further

modification or improvisation upon the basic plan is possible. If the demolition packs fail to detonate, no additional attempts to trigger their explosion should be made.

Where Do We Go From Here?

This scenario is designed to introduce the player characters to IST Kingston, and to become part of its history by saving it. But once the PCs have aborted the raid upon the compound, what next?

A number of possibilities are open to the GM. Clearly, this attack would lead into an extended series of adventures centering around the investigation and discovery of the motive and mastermind behind it. Perhaps the "Spanish Treasure" adventure seed found on p. 10 might yield a clue — or even an answer. Perhaps the motive is broader in scope, the harbinger of things to come on the international front with Cuba, or perhaps Guatemala — Castro or Dr. Radiation may be the instigator. The GM may want to intertwine several themes, to further baffle the characters. No matter what course is taken, though, the characters should be required to visit much of Jamaica, learning much about the people and culture in the process.

The Exchange

As the number of metahumans increased in the 1970s, more and more crimes were performed by super-criminals working for hire. At first, criminal organizations relied on their own resources to locate metahumans, usually keeping some on retainer, but before long the need for a better structure between free-lance supers and their potential employers became apparent.

The Exchange first appeared in 1974, and quickly surpassed all competition. By 1977 it was the principal national and international employment agency for criminally-inclined metahumans. The Exchange works with prospective clients to find suitable employees for any job. They do not limit themselves to criminal activities, though few law-abiding organizations will deal with them! Though few of the contracts they negotiate are for legal assignments, many are not destructive. Industrial espionage and harassment are frequent missions.

The nature of the personnel and facilities behind the Exchange is a well-guarded secret. Information processing is their main business, and some investigations have suggested that fantastic computer hackers, powerful computers, and access to private communications satellite channels are part of the organization. It is believed that a number of powerful telepaths are also involved. (The GM may wish to borrow elements from the cyberpunk genre when dealing with this aspect of the Exchange. Heroes with appropriate powers may wish to enter the computer networks directly to better search for the organization.)

When the Exchange is approached by clients that seek metahuman assistance, it uses a complex system of drop-off sites and untraceable phone calls to contact suitable candidates and arrange a meeting between the two parties. It takes 10% of the contractee's fee. Cash is acceptable, but electronic transfers are preferred — they're easily covered up.

The Exchange prides itself on its professionalism. Extensive databases are kept of all known organizations and metahumans. The records on its customers are especially extensive. The Exchange knows how far a metahuman is willing to go (will he or she kill without hesitation?), and how far an employer is likely to push.

It is fairly easy to contact the Exchange. Its toll-free number changes daily (sometimes quicker) but can be learned if you know the right people (or find them with a Streetwise roll). Many street characters seem to always know the current number without remembering where they heard it! Rumor has it that Telepathy, or even Mindwipe, is used at critical "nodes" in the system to hide the trail. Placing the phone call puts you in touch with the organization; you will be asked many questions that are used to enhance their records and find appropriate jobs. This is usually called "registering" with the Exchange.

Locating the Exchange itself is another matter entirely. Many who have done business with it for years have never seen anyone other than low-level goons assigned to pick up payment. An FBI volunteer telepath attempted to psionically infiltrate the organization by calling the toll-free number and mentally tracing the person who answered. He made contact — and suddenly strangled himself with the phone cord before startled FBI agents could intervene! However, the Exchange was apparently upset by the near-miss; soon afterwards they acquired a computer with voice recognition capability to answer the calls.

Use in the Campaign

It is not intended for heroes to directly confront this organization. Those who try should fail — and perhaps suffer considerably. But players will want to have some effect on this unseen force of evil. There are many possibilities. Individual Exchange minions might be captured, and perhaps local offices destroyed. Sufficiently skilled heroes may interfere with Exchange satellite communications or computer access. At the very least, heroes can reduce the volume of contracts the Exchange organizes by disrupting their communications and information channels. Truly subtle heroes will find a way to deprive the Exchange of its greatest asset . . . its reputation for reliability and infallibility.

The principal purpose of the Exchange, in game terms, is to provide a reason for different villains (from this book or the GM's imagination) to work together on various schemes. Metahumans who would *never* form a true "team" can be brought together by the Exchange for a particular job.

The Exchange as an Enemy

The GM may rule that the Exchange will not even concern itself with individuals, and cannot be taken as an Enemy. However, it would also make sense to assume that the Exchange will pay back those who irritate it, as it has in the past. It will do so by taking out a contract on its own behalf, sending a metavillain to attack the irritating hero. (Being practical, the Exchange will probably send either someone who will not fail, or someone it has no further use for!) If taken as an Enemy, the Exchange is the most powerful foe imaginable, with great wealth and access to a world of power, and is worth a base -40 points.

The Exchange as a Patron

Characters who visit the shady side of the law may be registered as Exchange "resources." Those who are valuable to the Exchange can receive help and protection. The Exchange costs 40 points as a patron. Note that if law-enforcement agencies *know* that a metahuman is an Exchange resource, he should take an extra -1 reputation, and the charge of "conspiracy" will be added whenever he comes to trial!

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