

THE OTHER TWELVE – PART TWO OF TWO

Author's Warning: This article is intended specifically for the Game Master's use and is not intended for players to read. Players reading this material will likely spoil any surprises their Game Masters have in store. Additionally, this article includes an indirect reference to a major dramatic plot development from the third season of *Battlestar Galactica*, and may spoil some of the show's surprises. Pages 187–191 of the core rulebook contain a wealth of information about and suggestions regarding the use of Cylon and Cylon infiltrators in ongoing *Battlestar Galactica* campaigns. The information in this article augments and expands upon those guidelines.

The first part of this article covered the Seven Who Are Known: seven Cylon models distributed throughout the Colonial Fleet as well as within *Galactica's* very ranks. In a traditional *Battlestar Galactica* RPG campaign, these are encountered and revealed quite early, and should be encountered in multiples. While those “main” Cylon models are relatively well-known and should be used liberally by the Game Master, the Cylons themselves are harboring a tremendous secret: five of their number are unknown to even them.

The Cylons are programmed not to think about this paradox, and these “lost” Cylons are the source of many myths, legends, and suspicion. Some Cylons actively pursue knowledge of these unknown members of their species, certain that to know about them is to comprehend the profound and fundamental mystery of Cylon existence.

For ease of reference, these remaining five “unknown” Cylons are divided into two groups: *The Four Who Live in Secrecy* and *The One Who Will Be Revealed*.

THE FOUR WHO LIVE IN SECRECY

These four are among the deepest of deep-cover Cylons, and have been living among the ranks of humankind for their entire lives to a

degree far beyond that of any infiltrator. They may be known to other player characters for years, even decades, and live their lives exactly as humans do, aging, learning, and experiences all of the foibles and challenges of humankind. Then one day, they experience a shared event: a song only they can hear; a coded phrase that makes sense only to them; or a recurring visual pattern or motif, that triggers their understanding of what they are.

Maddeningly, this revelation is unlike that of the other Cylon agents, who experience a dual personality that switches on and off when the mission requires. Instead, suddenly their entire existence is framed with the knowledge that they are, and always have been, Cylons. They do not, however, know what it *means* ... yet. Of all triggered Cylons, these Cylons will react the most viscerally to their awareness of not being human. They may experience vivid hallucinations of acting out orders that are abhorrent to them, and they might seemingly fail at tasks that would put them into conflict with other Cylons.

Introducing the Four Who Are Hidden is an excellent opportunity for the Game Master to retroactively turn a significant supporting character into a Cylon. It is also a potential opportunity to reveal to a player that his player character is actually one of these long-lost, hidden Cylons. Suggestions for how to manage this in your campaign are provided at the end of this article.

In the event that one of the player characters is not a Cylon from the Four Who Are Hidden, here are four sample NPCs to fill these roles.

A Number Two: “Charles Abbot”

Agi d6 **Str** d6 **Vit** d8 **Ale** d10 **Int** d8 **Wil** d8
LP 16; **Init** d6+d10

Traits Cool Under Fire d2, Duty (Colonial Fleet) d6, Hardy Constitution d2, Intuitive d4, Paranoid d4, Photographic Memory d2, Sharp Sense (Hearing) d4

Military Rank Petty Officer First Class

Skills Artistry d2, Athletics d6/Sports (Sailing) d8/Swimming d8, Discipline d6/

Concentration d8/Memorization d8,
Guns d2, Influence d4, Knowledge d4,
Perception d6/Hearing d8/Intuition d8,
Planetary Vehicles d6/Sailboat d8, Survival
d6/Outdoor Life d8, Technical Engineering
d6/Communications Systems d10/Electronics
d8/Repair Electrical Systems d8

Description Born on Aquaria from a long line of sailors, naval officers, and others who made their living defending the sea, Charles Abbot was the first of his family to venture off-planet, joining the Colonial Military. When he left home, he told his family that the horizon was not enough for him. Now he would give

SO MANY CYLONS = = =

So the Twelve Colonies were wiped out, and humankind was almost eradicated by the Cylons. It's a given that there were many Cylons infiltrating the Colonies in a variety of roles: saboteurs, spies, and advance scouts; or deep-cover Cylons with no knowledge of their origins, integrated into key positions within the military and even the government. Even with the notion of hundreds or even thousands of Cylons mingling among the ranks of humankind, the odds that more than one or two of these Cylons would surface in the surviving Colonial Fleet are nearly astronomical.

The *Battlestar Galactica* television series has shown us that a small handful hold ranks onboard *Galactica*, and another half-dozen were among the survivors within the Colonies or the Fleet. All but a few of the eleven known models of Cylon have been represented amongst the Colonial Fleet. The odds for this are, as noted above, infinitesimal.

How is this possible?

One theory is that even the hidden Cylons, who didn't know anything about their mission or origin, received some sort of subliminal signal that put them into positions of relative safety when the Cylon invasion fleet attacked.

Only the Gods know.

anything to once more stand on the deck of a sailing vessel, breathe deeply of crisp salt-tinged air, and feel the splash of the sea on face and the wind through his hair. Abbot has a shock of bright red hair and ice-blue eyes, with a close-cropped military cut giving way into curls on top. His face is long and somewhat morose, and he's got a spattering of freckles. When kidded about how someone so pale could be a sailor, Abbot claims that his ancestors were sea-reavers from the southern reaches of Aquaria, sailing amidst fjords and mapping the planet as they raided and traded.

Abbot excelled in signaling and communications, and became a communications officer at Heimdall Station, a long-range Colonial communication relay base at the outermost orbit of the Twelve Colonies, closest to Tauron. When the President's emergency beacon went out, Abbot and others onboard Heimdall Station abandoned their posting and fled in a small emergency shuttle. More than sixty men and women were stationed onboard the station, and less than a dozen made their way onto the only shuttle available to them. Abbot and his fellow officers were picked up by the ships that would become the Colonial Fleet, and eventually made their way to *Galactica*. Once the Fleet's purpose was determined, the men and women from Heimdall Station were assigned new postings on *Galactica*. Abbot and the officers who were onboard don't speak much about what happened at Heimdall, and Adama has ordered their records sealed based on his review.

Now serving onboard *Galactica* as a communications officer (he alternates duty shifts with Petty Officer Dualla, trading places with her each morning and evening when they switch shifts), Abbot relays messages from *Galactica* to the CAP and the other ships of the Fleet.

Plot Hook If Abbot discovers his Cylon identity before others learn it; he will be wracked with guilt and self-doubt. Every time he walks out of the CIC he will wonder if he's sent some coded message to the Cylons announcing *Galactica's* position. Each time that *Galactica* relays its next jump coordinates to the ships of the Fleet, Abbot wonders if

he'll make a mistake ... and if he does, will it be human fallibility or *something else*? The potential for sabotage is incredible in his position, and he's got no way of stepping down from his post without drawing attention to the reasons why.

A Number Three:

"Serena Castillo"

Agi d6 **Str** d6 **Vit** d6 **Ale** d10 **Int** d10 **Wil** d8
LP 14; **Init** d6+d10

Traits Advanced Education d4, Duty (Healer's Oath) d6, Uncommon Knowledge d6

Skills Artistry d6/Music Composition d8, Influence d6/Conversation d10/Interrogation d8/Persuasion d10, Knowledge d6/Culture d8/Literature d8/Philosophy d8/Religion d8, Medical Expertise d6/Neurology d8/Pharmaceuticals d8/Psychiatry d10/Rehabilitation d8, Perception d6/Deduction d8/Empathy d8, Performance d6/Instrument (Piano) d8,

Description Doctor Serena Castillo is a woman of average height and build. Though she is not athletic by nature, she is nonetheless in good physical shape. She has short russet hair, worn straight, usually tucked behind her ears. Castillo has pleasant features, large brown eyes, and a soft speaking voice and projects trust and assurance. Her patients have little trouble opening up to her and confiding their problems.

Castillo, a practicing psychiatrist, was returning from a vacation on Virgon when the Cylons struck. When the first census was taken to establish the skill set of the surviving members of the human race, Castillo's value was recognized. Humanity was reeling and in shock, and the immense weight of grief from dead loved ones, the uprooting of society, and the new almost prison-like existence was too much for some to bear. Castillo was immediately asked to lend her assistance in counseling the worst-off among the survivors. "The pay is nonexistent," joked the President, "but the benefits are even worse."

Eventually, when there was time for small talk, Castillo and President Laura Roslin discovered they had something in common:

their *alma mater*. A graduate of the university Roslin attended, Castillo is younger than the president, but they share many experiences in common when discussing faculty and administration and the old university grounds. A fast friendship developed, and from time to time, whenever circumstances permit, the two would meet for a cup of tea or small talk. Eventually, when the pressures of the presidency were almost too much to bear, Roslin broached the subject and asked Castillo if she could become a patient.

Though she has no military rank and holds no political office, Castillo has nonetheless become privy to a number of state secrets and otherwise classified pieces of information as President Roslin's counselor. Once every other week, under strict secrecy disguised as a simple social call, Castillo and Roslin meet as psychiatrist and patient. Castillo offers advice, counseling, listens, and otherwise asks questions to help Roslin cope with the immensity of weight upon her shoulders—the Fleet, dealing with the military (and particularly Commander Adama), the spiritual aspects of her self-appointed role as prophet of the Gods, and the psychological effects of dealing with terminal cancer. None of her staff realize that Castillo's role is as a psychologist, and even though Roslin has been circumspect about revealing state secrets, Castillo has been able to fill in the blanks and intuit much of what's not being said.

Plot Hook As a counselor and psychiatrist to the President of the Twelve Colonies, Castillo is in a unique position. She offers counsel and advice to the most important person in the Fleet, and yet she is accountable to no one, the nature of her relationship concealed. Though she upholds the oath of her office to keep her patient's secrets and treatment confidential, she has been able to guess much that her patient has not told her. If she discovers herself to be a Cylon, Castillo will be both fascinated and repelled by this revelation. Her profound understanding of the workings of the human psyche, and her empathetic bond with patients, causes her to rethink what the Cylon mind is like ... and she wonders how different they can be from humankind.

Though her first concern is obviously that the secrets she knows can be used to compromise the safety of the human race, Castillo is nonetheless secretly thrilled about the ability to observe the transition of self-awareness into something new. Unlike other Cylons with their obsessions with a One God, and the humans with their Twelve, Castillo is now obsessed with the notion that the Final Five may be gods themselves.

A Number Six:

“Vanetta Pheidon”

Agi d6 **Str** d6 **Vit** d8 **Ale** d6 **Int** d10 **Wil** d10
LP 18; **Init** d6+d6

Traits Advanced Education d4, Anger Issues d2, Mathematician d4, Overconfident d4, Rebellious d4, Uncommon Knowledge d6

Skills Influence d6/Bureaucracy d8, Knowledge d6/History d8/Religion d8, Perception d6/Deduction d8/Investigation d8/Sight d8, Performance d6/Oratory d8, Scientific Expertise d6/Astrophysics d12/Mathematics d10/Physics d12, Technical Engineering d6/Astrogration d12

Description Vanetta Pheidon is a tall, striking woman in her 40s, with a firm jaw line and shoulder-length jet-black hair, slightly curled. Her eyes are dark, and she often wears her hair back in a severe ponytail. She usually wears business-style suits or skirts, though the wear-and-tear on wardrobe in the Fleet has made her accept whatever garments can be scavenged. Pheidon is regularly in possession of a small satchel containing a laptop computer containing the results of her work. In person, she is forceful and sometimes arrogant, rarely cutting anyone around her slack for being as intelligent as she apparently is.

Pheidon is a graduate of the prestigious Lyceum of Tauron, an extremely forward-thinking combination of think-tank and university. Sponsored in part by the Colonial Military, work at the Lyceum is cross-disciplinary in nature, allowing for fundamental leaps forward in technology when leading-edge thinkers are encouraged to work together. Pheidon gained a reputation for being difficult, but otherwise brilliant. Her work in

astrophysics and related disciplines has led her to offer her services to the Colonial Government as an aid in navigating a likely course to Earth. She has been pressuring the President's office to gain access to *Galactica's* charts and navigational data, emphasizing that her insights and expertise will be invaluable. Unfortunately, her petitions fell on deaf ears amidst the clamor of other more pressing concerns. When she did reach the proper authority, it was Doctor Gaius Baltar. He quietly buried her message. Pheidon suspects that Baltar ignored her so that his own value to the Fleet would not be overshadowed by her presence.

Through persistence or some other turn of events, Pheidon has recently gained access to the President's ear and has been appointed a position as civilian consultant to *Galactica*, where she now works with Lt. Gaeta to plot a likely course to Earth based on long-range astrometric data. She has been pushing Commander Adama to configure *Galactica's* DRADIS for longer-range scans, but he has so far resisted. When asked point-blank if it would increase the chance of *Galactica* being noticed by any Cylon onlookers, her estimation was that their presence would be obvious to anyone listening on a number of wave-spectrum frequencies. Adama shot the plan down, though he's reconsidering it as a last resort.

Plot Hook With access to *Galactica's* navigational charts, Pheidon is certainly well-positioned to delay or, worst-case scenario, misdirect the Colonial Fleet away from Earth. Her risky plan to boost *Galactica's* long-range DRADIS sweep is an ambitious one that could cut their journey short, or it could be the equivalent of a signal flare for the enemy, letting the Cylons know in no uncertain terms exactly where the Colonial Fleet is, and even providing a clue as to where it may be headed. If she becomes aware she is one of these final Cylons, Pheidon will be wracked with doubt, wondering if she's been responsible for leading the Fleet into past Cylon encounters, and if she is leading humanity to its doom.

A Number Ten: “Nyssa Taggart”

Agi d8 **Str** d6 **Vit** d8 **Ale** d8 **Int** d8 **Wil** d8
LP 16; **Init** d8+d8

Traits Allure d2, Dull Sense (Eyesight) d2, Duty (Colonial Fleet) d6, Good-Natured d4, Idealist d2, Photographic Memory d2, Quick Healer d6

Skills Artistry d6, Athletics d6/Swimming d8, Guns d4, Influence d6/Administration d8/Conversation d8, Knowledge d6, Medical Expertise d6/Epidemiology d8/First Aid d10/General Practice d10, Perception d6/Empathy d8/Investigation d8, Scientific Expertise d6/Life Sciences d10, Technical Engineering d4

Military Rank Lieutenant

Description Lieutenant Nyssa Taggart is in her late twenties, and in good physical condition, with memories of competitive swimming throughout college. She has short blonde hair that accents the oval of her face. She wears thin, wire-framed glasses and often wears an ornamental hair-clip over her temple. Taggart exudes an air of quiet confidence and reserves of patience, and has a ready smile for patients. Unlike many of the medical staff onboard *Galactica*, Taggart was a practicing nurse in a pediatric wing before joining the military, and as such she works better with children and their mothers.

Taggart serves as a medical assistant to Doctor Cottle. She’s responsible for traveling throughout the Colonial Fleet and regularly assaying health conditions, checking for outbreaks of disease, tracking any rises of airborne pathogens, and seeing to it that the Fleet’s children and adults are immunized and that their healthcare needs are being met. In the confines of the individual ships, with regular traffic between them, the chance of an outbreak of an air- or contact-based pathogen is immense, its effects potentially devastating.

Taggart is well known throughout the Fleet and to all of the Raptor and shuttle pilots, as she is continually flying from ship to ship on a never-ending circuit, attempting the impossible task of seeing to it that each member of the human race is healthy despite low morale. Taggart has a small handful of assistants to aid her in this

task, and is attempting to train a small cadre of medical personnel for deployment throughout the fleet. For serious cases, she refers patients to the Lifebays onboard *Galactica*, and in life-threatening situations she provides initial assessment while Cottle is en route.

Plot Hook As a representative of *Galactica*, with access to a full stable of pharmaceuticals and inert disease cultures, Taggart could cause immeasurable harm to the Colonial Fleet if triggered and used for biological warfare. Her access to complete medical records documenting the entire human race has already provided the Cylons with immeasurable tactical advantages and advance intelligence.

The One Who Will Be Revealed

At this point, the final revelation of the “missing” Cylon can only be someone of immense importance to the campaign, either strategic or emotionally. Furthermore, this character’s identity must by its very nature be a dramatic discovery, rather than being drawn from the ranks of the supporting cast of characters, no matter how prominent.

Essentially, the Game Master evaluate the most dramatically significant character from his cast of characters and considers the character’s potential for being the final Cylon who will be revealed. Because each campaign is different, the identity of this character is discussed both in terms of using characters from the *Battlestar Galactica* television series, and for roles unique to a campaign using characters other than those presented on the television series.

From the Television Series

Author’s Note—At the time of this writing, only the first seven episodes of Season Four (the final season) have been broadcast. Therefore, these analyses of the identity of the final Cylon are both highly speculative and spoiler-laden.

If the Game Master is using the traditional cast of characters from the television series in a campaign similar to those presented on pages 164–168 of the core rulebook, where the player characters serve onboard a *Galactica* that’s identical or nearly so to the one from the series, here are some options for who the One Who Will Be Revealed could be.

Lt. Kara “Starbuck” Thrace The hotshot pilot and maverick has been a focal character on the series, and her destiny is clearly going to be of immense significance to the Colonial Fleet and the Cylons alike. The visionary of the Cylons, Leoban, is fixated on Thrace, perhaps because she is a Cylon and always has been. It’s obvious that Thrace is the final Cylon, because if she isn’t, why is she beset with visions of Earth, and how else could she survive her death in the Maelstrom?

Commander William Adama The dramatic potential for having Adama as a Cylon is so over-the-top it staggers the imagination. However, so little is known about the “missing” Cylons that it could be possible. Adama was born during the period of time when the Cylons were first being developed, and it seems likely that his father had some involvement with the creator of the Cylons. Perhaps young William is a prototype of a hybrid between man and machine? It’s obvious that Adama is the final Cylon, because Leoban told President Roslin he was, and Leoban rarely lies.

President Laura Roslin Though she seems an unlikely choice to be the last Cylon, a strong case can be made for Roslin. Guided by prophecy and unconscious programming, Roslin was put into a position where she would be the surviving member of the Colonial government. The Cylons are clearly after the location of Earth, and Roslin is attempting to lead the Human race to that very place. Her cancer was initially cured by a transfusion of human-Cylon hybrid blood, and she has reached a point where, like Leoban, she is guided by visions ... visions shared by the Cylons onboard *Galactica*. Obviously Roslin is the final Cylon, as this would be the ultimate irony as well as the unifying factor for both races, someone who could broker peace between the world of flesh and that of machine.

Dr. Gaius Baltar Baltar has, as Number Six has been telling him since the pilot episode of the series, a grand destiny ahead of him. How else can one explain the unique link between his mind and the ghost or angel of Number Six? Baltar’s mind accepted, almost “downloaded” Six’s consciousness, and has been accessing it regularly, just as the Cylons are able to

“project” their idealized reality. As the only one in the human race, though not a part of it, Baltar is bringing the Cylon gospel to the Colonial Fleet in an attempt to unify the two disparate peoples. It’s obvious that Baltar is the final Cylon, because it is the only thing explanation that makes any sense for what he’s able to do and what he’s become.

Tom Zarek As a revolutionary and activist on Sagittaron, Zarek saw himself as Prometheus, bringing fire to humankind. And like Prometheus, he suffered for this, though the prisons on Canneron were somewhat better than being chained to a rock with an eagle ripping out his viscera on a daily basis. Despite these setbacks, he has clambered back into a role of authority. First Zarek became a member of the Quorum of Twelve. Then he became a kingmaker, handing the presidency to Baltar. From there, he suffered mightily while incarcerated on New Caprica, and though he was instrumental in persecuting collaborators, he has also retained his position high within Roslin’s government, even bringing Lee Adama onto the Quorum as an ally. Finally, the irony of making the “original” Apollo a Cylon is too good an opportunity to pass up.

Rear Admiral Helena Cain The dramatic potential in having this devout hater of the Cylon race makes considerable sense, given the revelations of the previous four “secret” Cylons. The Cylons infiltrated all levels of civilian Colonial government, and the military is no exception. The Cylons killed Cain’s sister during the Cylon War. Why did they spare her? Why did they end the war almost simultaneously with their near-encounter with young Helena Cain? It’s obvious that Cain is the final Cylon, because her attempted suicide tactics at the Cylon communications relay station are the only thing that made sense. She shot her XO because if she didn’t, then he would have relieved her of command. Compare also, her visits to the captured Gina Inviere’s cell on *Pegasus*, and those of Colonel Tigh on *Galactica*. Each of them is seeking something, some secret that they cannot understand, and both sense that the captive Cylon can provide insight to their condition.

Other potentials for the identity of the final Cylon, while less dramatically satisfying, are nonetheless possible, though the elevation of a clearly minor supporting character to such a significant role will lack dramatic intensity.

From Your Campaign

The following are suggestions about the identity of the final Cylon for a campaign that does not use all or a subset of the *Galactica*'s cast of characters:

The Commander If there's any sort of military hierarchy then there is a commanding officer or someone clearly in a position of being in charge. The revelation of this person's identity as the final Cylon should be shattering, especially if it becomes publicly known. The commanding officer is the heart of a fleet, a ship, a station, or an army, and if he is revealed to be somehow in league with the enemy, the results can be catastrophic, calling for dramatic and drastic reaction.

A Player Character The show has demonstrated the chaotic effect such a revelation can have on a character when he realizes that his identity is utterly unlike anything he had imagined, that alongside everything "true" is an equally real understanding about a fact that makes it all irrelevant or throws it into doubt. Are memories real, or are they programmed? Are feelings heartfelt, or simply neurological circuits following a series of established protocols? How different does that make Cylons from humanity, for that matter?

A suggestion for the Game Master to make the revelation of a player-character Cylon "work" in a campaign is to bring it up at the beginning of the campaign, or at a particularly dramatic juncture. The Game Master should ask the players whether they would be comfortable with a "hidden" Cylon within their midst, either as a sleeper agent or one of the Final Five. A good way to handle this is to announce that there will be a secret ballot, either using slips of paper or through email. Ask the players "If

I introduce Cylons into this group, are you comfortable with having a potential traitor in our midst? Are you open to it being your character?"

The Game Master should keep track of who said what and evaluate accordingly. If the group is mostly against the use of player character Cylons, the Game Master should respect this and not utilize it. If the players are open to it, see which of them say "Yes" to having their character be the Cylon, and choose the most appropriate candidate(s), replacing one of the Cylons presented in either part of this article.

The opportunities created by handling a Cylon character are extensive, and the Game Master should work with the player out of the group time to establish what this means. Does the player character gain abilities similar to those listed for the sample Cylons on page 211 of the core rulebook? Does he or she ever "lose control" and act on triggered "sleeper" actions, working against the rest of humanity and particularly the player character group?

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